

# Wallwood Winter Camporee



**Calling All Scouts BSA Troops and Crews**

Pioneering, Orienteering, Fire races, Rifle shoot,  
cooking competitions, Campsite awards, best skit,  
best song and more!

**Join us for winter fun!**

**Jan 16-18**

Wallwood Scout Reservation  
23 Wallwood BSA Dr. Quincy, FL

Chris Russell, Event Chair    russellch@icloud.com  
Justin Feld, Program Director    justin.feld@scouting.org

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# Welcome to Camporee

Welcome to Wallwood Winter Camporee. Your Council WOW Committee presents this event to you and your unit as a jumping point to enhance your annual Camporee experience!!! We invite you to join us with your unit to come and learn the basics of how to compete and increase your chances of strong success at camporee competition! Units are expected to participate in all competitions.

## Participation

All troops and crews are welcome and encouraged to attend. The Camporee will use the patrol method. Troops and crews must select small groups they wish represent them in each competition. All troops and crews must ensure that all scouts in their unit must take part in at least one event.

## Location

Wallwood Scout Reservation

23 Wallwood BSA Dr.  
Quincy, Florida 32351  
Phone: 850-576-4146

## Registration

Please register at [SRAC Council Event](#) or at the council office by Jan 14<sup>th</sup>, 2026. Additional scouts may be added at check-in but not whole troop registration. Please reserve your campsite at the council office.

## Cost

\$10 per adult; \$20 per scout

## Dates

Friday Jan 16<sup>th</sup> 4:00pm to Sunday Jan 17<sup>th</sup> 12:00pm

## Contact Info – Event Chair

Chris Russell – russellch@icloud.com

## General Camporee Guidelines

- Every troop must maintain two-deep leadership at all times.
- Personal firearms, ammunition, and archery equipment are not to be brought to camp.
- No fireworks, alcoholic beverages, or illegal drugs are allowed in camp. Possession of these will be grounds for dismissal from camp without a refund.
- The proper BSA uniform is to be worn at all times. This means Class A (Field Uniform) is to be worn at flags. The Class B (activity uniform) should be worn the rest of the time.
- Vehicles must be left in the parking lot at all times. Trailers may stay in campsite but must be brought in by 8:00am Saturday morning.
- Everyone coming into or leaving the Camporee must check in and out at the Administration building.
- No open toe shoes are to be worn at the camporee. (No Crocs)
- All scouts and leaders **MUST** have a current BSA health form and registration to participate in camp. Forms are to be kept with their respective troops/crews.
- Scouts and leaders should abide by the Scout Oath and Law and the Guide to Safe Scouting.
- The buddy system shall be used at all times during the Camporee.

## Medical Services

- According to BSA policy, all Scouts and leaders should complete an Annual Health and Medical Record form (*parts A&B only*) for all scouting activities. **IT IS THE RESPONSIBILITY OF THE UNIT** to obtain and keep copies of these forms for members of their unit for all activities they conduct. Medical forms will NOT be turned in at check-in. Forms will be kept with their respective troop/crew.
- All prescription drugs are kept and administered by the unit. It is to be kept in a secured location out of the reach of scouts. By policy, medications must be in a container with a typed label from the pharmacy. Medications should be given only in accordance with the label. Handwritten changes cannot be accepted. If the troop/crew has medications that need to be refrigerated, please contact the event chair.
- All units should bring a unit first aid kit and treat injuries within their capabilities. Units must report all injuries and other medical situations to the *Camporee* staff, even those they treat themselves. If necessary, the Camporee staff will contact emergency medical services.

## Cell Phone Policy

If a scout or adult must have a cell phone at camp, we request that scouts and adults not take cell phones to program sessions or, at the very least, to turn them off during sessions. Use of cell phones during program sessions is inconsiderate to other participants and, in some cases can be extremely dangerous (Scouts using knives, climbing, lighting fires, etc., and should not be distracted by a ringing phone). Please use cell phones only for calls of necessity.

## Range and Activities

There might be a shooting competition or possibly free-range time. Please have scouts complete the Range and Activities form attached to the event on the SRAC calendar event.

## Check-in Check-out Procedure

### Friday check-in

Your troop/crew should plan to arrive at WBSR (see attached map) between 4:00 and 8:00 pm on Friday. When you arrive at WBSR, ONE vehicle will be able to go to your campsite and unload, then will be directed to the parking area. The Scoutmaster or designee and the Senior Patrol Leader should then go to the Administration building for the check-in process. If you leave a non-permitted vehicle in camp after 8pm on Friday, you will be docked 25 points for the weekend AND asked to remove it. Late arrivals, please contact event chair before entering camp. Units are encouraged to leave their trailer in their camp.

### Saturday morning check-in

If you are not camping Friday night please check-in on Saturday by 8:30am. The first required meeting for the SPL to attend is at 9:00am. Your troop/crew will have their campsite inspected, you will be required to setup a full campsite.

### Sunday check-out

Official check-out will begin on Sunday at 10:00am. If your troop needs an earlier check-out time, please let us know and you must have your area inspected before leaving. Units are expected to bring in only ONE vehicle to pack gear and retrieve trailer. Please remember to remove your vehicle after unloading.

The Staff will come by your campsite to inspect prior to your departure.

## Schedule of Events

### Friday – Jan 16<sup>th</sup>

4:00 pm to 8:00 pm	Check-in to camp
9:00 pm	Adult leader social at Dining Hall
10:30 pm	Everyone in campsite
11:00 pm	Lights out

### Saturday– Jan 17<sup>th</sup>

9:00 am	SPL meeting in mess hall
9:30 am to 11:00 am	Troop planning and prep for activities
11:00 am to 12:00 pm	Lunch (No meals provided – troop preps own in campsite)
12:00 pm	Unknown Activity #1*
1:00 pm	Unknown Activity #2*
2:00 pm	Unknown Activity #3*
2:45 pm	Submit Skits/Song/Run-through at Dining Hall for approval
3:00 pm	Unknown Activity #4*
3:00 pm	Campsite Inspection
4:00 pm	Cooking Competition begins – Dining Hall
5:45 pm	Cooking Presentations due to Dining Hall
6:00 pm to 7:30 pm	Dinner (No meals provided – troop preps own in campsite)
8:30 pm	Campfire with skits from each troop & awards@
10:30 pm	Everyone in campsite
11:00 pm	Lights out

### Sunday – Jan 18<sup>th</sup>

8:00 am	Flags
10:00 am to 12:00 pm	Campsite inspection and check-out

\* Competitions and locations will be announced during the morning SPL meeting.

@ If a scout in your troop needs to run a campfire program (communication merit badge #8) please contact Mr. Russell ([russellch@icloud.com](mailto:russellch@icloud.com)) Friday evening.

## Activities

This is an inclusive list of the activity options. There will be 4 randomly chosen activities, and a campsite inspection, cooking, and skit that will be included in the scoring. During the Saturday morning SPL meeting the 4 unknown activities will be announced. Each activity requires at a minimum of 3 scouts unless otherwise listed in the description, all scouts are encouraged to attend each event to cheer on their troop. Every scout must actively participate in at least one activity.

\*Note – rules for any contest can be altered at any time by the judges overseeing the event.

### Cooking

Which troop is the taste of the town? See Cast Iron Cook Off following for instructions.

#### Scoring

1<sup>st</sup> place 50 points.

2<sup>nd</sup> place 40 points

3<sup>rd</sup> place 30 points

### Cowboy Knots

Ropes and knots were vital to life in the Wild Wild West. Let's see if you know the knots needed to survive in the west. Each Patrol will have to tie two level 1 knots, two level 2 knots and 1 Level 3 knot. Knots will be chosen for you at random. You will have 10 minutes to finish. A different patrol member must tie each knot.

<i>Level 1 Knots</i>	<i>Level 2 Knots</i>	<i>Level 3 Knots</i>
Clove Hitch	Sheet Bend	Sheep Shank
Square Knot	Lark's Head	Square Lash
Taut Line Hitch	Bowline	Truckers Hitch
Two Half Hitches	Double Figure 8	Alpine Butterfly Loop

#### Scoring

20pts per knot

## Fire Building Race

You would not survive in the west without a fire to cook your food and keep you warm. You have twenty minutes to build a fire to reach the strings above. There will be three strings: the higher your fire burns the more points you will receive. Patrols need to be prepared and bring their own supplies. The judges will provide fire starters; personal fire starters will not be allowed.

### *Scoring*

First String: 20 points

Second String: 10 more points

Third String: 10 more points

In addition, Patrols can light the fire with flint and steel or matches. But will lose 5 points for every 3 matches used. (No lighters are allowed)

## Golf

Patrols will make a golf club at Camporee. They will use the homemade golf club to try and hit a golf ball into a target. Patrols of 3. Each scout gets 3 attempts. The patrol with the most made shots wins.

### *Scoring*

10 pts for each ball in the target

## Log Drag

Patrol of 3 scouts. The scouts run to the log and tie a timber hitch to one end of the log and a bowline to the other end of the rope. This is a timed event.

### *Scoring*

1<sup>st</sup> place 20 points.

2<sup>nd</sup> place 10 points

3<sup>rd</sup> place 5 points

5 points for each scout with correct bowline and timber hitch



## Sharpshooters

Can you shoot like Buffalo Bill or Annie Oakley? Who will be the toast of this town?

### *Scoring*

All 5 shots in ½ inch circle 50 points, 1 inch circle 40 points and 2 inch 25 points. The three scouts scored will be averaged together.

## Storming the Fort

Each Troop will need to bring the materials (wood and rope) to make a 6-foot ladder (lashings and knots) with rungs every 12 inches to use to “storm the castle”. Teams will have 25 minutes to build their ladder, and it will be judged on proper lashings used and as well as withstanding a judge standing on the rungs.

### *Scoring*

1<sup>st</sup> place 20 points.

2<sup>nd</sup> place 10 points

3<sup>rd</sup> place 5 points

5 points for proper knots at each rung

5 points for a complete ladder

## Town Improvements

Take your campsite from a dust bowl to a thriving town with a helpful gadget. You must create the gadget with only rope and spars. You must create a gadget using at least 3 lashing. Gadgets must be functional and useful.

Some ideas: Hitching Post, Bulletin Board, Table, Chair, Flagpole (min height 15 ft)

You will be graded on correct tight lashings, usefulness, and complexity of your gadgets. It will be judged Saturday afternoon during campsite inspection.

## *Scoring*

Proper lashings and materials used 45 points

Complexity and Usefulness 30 points

## **Tug of War**

Each elimination round the number of scouts will be adjusted the number in the smaller patrol. Single elimination. Last team standing wins.

## *Scoring*

1<sup>st</sup> place 50 points.

2<sup>nd</sup> place 40 points

3<sup>rd</sup> place 30 points

## **Skit**

Prepare a skit and bring your idea to the staffers to approve after lunch. Bring your patrol skit to the dining hall between 2:30-2:45 pm. Your patrol will receive up to 50 points for participating in the skit contest. Make sure that the skit is Scout appropriate and well executed.

## *Scoring*

1<sup>st</sup> place 50 points.

2<sup>nd</sup> place 40 points

3<sup>rd</sup> place 30 points

# Campsite Inspection Sheet

Troop/Crew: \_\_\_\_\_ Campsite: \_\_\_\_\_

## Patrol Method

<i>Max Score</i>	<i>Points Awarded</i>	<i>Description</i>
5		Patrol method evident – <i>Patrol tents separate from adults &amp; each patrol area</i>
5		Senior Patrol Leader and Patrol Leader tents marked

## Campsite

<i>Max Score</i>	<i>Points Awarded</i>	<i>Description</i>
5		Tents properly Set-up and staked down (-1 for each improperly staked tent)
5		Troop and U.S Flag present (1 pt for holders present, 2 pts for each flag)
5		Troop equipment stored – <i>all items secured when not in use</i>
5		Personal equipment stored (-1 for each loose personal item)
5		No Scouts in camp

## Health, Safety and Sanitation

<i>Max Score</i>	<i>Points Awarded</i>	<i>Description</i>
10		First Aid kit
5		Troop Trailer secured and Safe ( <i>Wheel chocks, Caution Tape, Safety Cones?</i> )
5		All tools & equipment safely stored
5		Clean Campsite (-1 for each piece of litter found)

## Kitchen Area

<i>Max Score</i>	<i>Points Awarded</i>	<i>Description</i>
10		Menu and Duty Roster Poster
5		All food stored properly ( <i>Cooking Area Clean</i> )
5		Campfire Area Safety Equipment ( <i>Shovel, Bucket</i> )
5		Clean Campsite (-1 for each piece of litter found)

# Cast Iron Cook Off

## Participants:

- Judges: Their role is to judge on the taste of the food and to ensure the competitors are meeting the intent of the Scouting competition.
- Referees: Their role is to answer questions of whether or not something can be added into the competition (ingredients) or an action be an adult.
- Participants: No more than 5 youth will be allowed to participate. NO adults are allowed to physically participate in the cooking of the meal.

## Layout:

- Separate cooking areas will be provided, all with in view of each other. In each area will be a bag of charcoal, a Dutch oven, cast iron skillet. Chuck box with basic cooking utensils and a table.
- In another area will be all the available ingredients including:
  - 1 lb ground beef
  - Elbow Pasta
  - Shredded Cheese
  - Kidney Beans
  - Secret ingredient provided by judges
- An area adjacent to the cooking area will be established as the Scoutmaster Conference Area where youth can speak with adult leaders for advice.

## Rules:

1. Youth must produce a meal that incorporates the cast iron skillet and Dutch oven.
2. The meal must have at least one protein and a side. (Unless the dish is a one pot casserole or stew, then the side are assumed as part of the dish.)
3. Adults are NOT allowed to cook or perform any tasks or speak with the troop outside of the "SM Conference Area".
4. No one is allowed in the cooking area except the youth scouts, referees and judges. No other adults are allowed in the cooking area and must stay outside of the rope.
5. Youth may ask a question of their adult leader, but they must go to the "Scoutmaster Conference Area. Adults can only reply by asking thought provoking questions leading the scout to their own decisions. For example:

- a. Star Scout Billy says, “It looks really dry”, Adult Scout Tom cannot say “then add more water”. Adult Scout Tom may only ask questions: “how much water did you add? Do you think you should add more water? “

Judging:

- Dishes will be judged based on difficulty/complexity, taste and presentation.

# Troop Score Card

Troop: \_\_\_\_\_

<i>Event</i>	<i>Points Earned</i>
<i>Campsite Inspection</i>	
<i>Cooking</i>	
<i>Skit</i>	
<i>Town Improvement</i>	
<i>Activity 1</i>	
<i>Activity 2</i>	
<i>Activity 3</i>	
<i>Activity 4</i>	
<i>Sum</i>	

Place: \_\_\_\_\_