

SPL & Adult Leader Guidebook



Sept 25 to 27, 2026

Camp Davy Crockett

Hosted by:

Nolachuckey District

Sequoyah Council, Scouting America

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Choose Your Own Adventure Camporee

The 2026 Nolachuckey Camporee is a weekend outdoor event designed to bring together Arrow of Light Scouts and Scouts BSA youth for a fun, hands-on, and Scout-centered event. This year's camporee will be at Camp Davy Crockett and will feature a Saturday-focused main program, with an optional Friday night overnight and Sunday morning wrap-up. The event gives Scouts the opportunity to explore outdoor skills, enjoy fellowship, and take part in a more relaxed and choice-based camporee experience.

This event will focus on:

- o Hands-on learning
- o Skill Exploration
- o Scout choice & participation
- o Patrol & den fellowship
- o Strong Emphasis on fun, leadership and shared outdoor experiences

Program Structure

The Choose Your Own Adventure Camporee will use a rotation-based, choice-driven program model using the patrol method. The camporee will offer the program on Saturday, dividing it into morning and afternoon rotations.

Units will take part in patrols, not as individuals. Each patrol/den will stay together throughout the day, moving to each station together and completing activities as a team.

Each patrol/den will rotate through the three main program areas:

- Lakefront Shelter
- Pioneering Shelter
- Freddy's Place

Each station will have beginner, intermediate, and advanced program options available as needed based on registration.

The beginner-level activities are the only option for Arrow of Light dens.

Registration Fees

Unit Registration must be completed through blackpug:

Early Registration and payment (on or before September 1) is **\$25**

Registration and payment made September 1st or to September 22, 2026 is **\$30**

Registration should include:

- o Troop/pack attendance
- o Adult Leadership and staff commitments

All Scouts and Scouters in attendance are required to pay the registration fee. The registration fee includes the cost of the site and facilities, permits, materials for events, awards, patches, ribbons, and supplies for field events.

To register on or after September 22, please contact the camporee chair, Erika Reid to complete the late registration process. Please do not show up to the event without confirmation that you are registered.

Choice Based Signup

Activities will be assigned using a pre-event sign-up system. We will have a pre-camporee meeting and units need to bring the following to that meeting:

- o # of Patrols that are participating
- o Each patrol or den will bring a list of each activity ranked by preference for each location.

The final schedule will be built using the patrol preferences, focusing on group size, staffing, safety requirements and program balance.

Arrow of Light Dens and ScoutsBSA Patrols will participate in the same overall camporee structure but with age-appropriate activities.

Communication Plan

Pre-event communication will be via email to Leaders who have registered for the Fall Camporee. Leaders should review the guide and registration materials early and come to the pre-camporee meeting with any questions, staffing needs, and paperwork issues. Units should arrive with paperwork organized and ready to turn in to help reduce delays at check-in.

On-site communication:

- o Leader & SPL meeting Friday evening
- o Opening announcements
- o Transition calls between stations

Camporee SPL & Adult Leader Pre-Camporee Meeting

Pre-camporee meeting will be held on September Roundtable September 3, 2026, ScoutsBSA breakout.

In this meeting we will go over key information. Answer any questions and ask for unit volunteers to lead games and activities.

Please make sure your unit provides a representative to this meeting that can make choices for your unit. We highly recommend units bring their SPL's to this meeting.

Arrow of Light Integration

This event is designed to provide Arrow of Light dens with an opportunity to participate in a Scout-Style Outdoor event, along with supporting a positive transition to ScoutsBSA.

Arrow of Light Dens will participate as a den, remaining together throughout the day. They will rotate through scheduled activities and do the beginner blocks on each one.

Arrow of Light dens will not be assigned to intermediate or advanced activities or high-risk or physically demanding activities.

Station Leaders will make reasonable adjustments to the pace, instruction, challenge level and activity structure.

Arrow of Light Dens are welcome to camp-over night on Friday with appropriate leadership and unit support in guidance with Safe Scouting Guidelines.

Check-In Procedures:

Starts at 5pm on the front porch of HQ

Upon arrival, please park in the HQ parking lot. (DO NOT block the road) Report to HQ with the forms listed below. You will be assigned your campsite during the check-in process.

After you have completed the check-in process, you can drive your vehicles to your campsite to unload your equipment. Once the equipment is unloaded, vehicles will need to be parked at the HQ Parking lot. Vehicles will not be permitted to park in the campsites.

While driving in camp, you must observe the 5 miles per hour speed limit. Individuals with special needs need to contact Camporee leadership before arrival to work through a plan to accommodate their needs. Camp does not furnish transportation for the special needs of individuals.

If you arrive early, please wait together until 5pm.

Units will check in all together, no scout is to be dropped off without adult supervision. Camporee staff is not that supervision.

Please bring the following items, all completed with you, to check-in:

- o BSA Medical forms A & B for scouts and adults
- o Patrol Rosters completed
- o BSA Swim Check Roster with those who have passed

Check Out Procedures:

Starts at 11am

Pack and load your vehicles

Come to HQ and have a Camporee Staff Member come and walk through your campsite to ensure the following as been cleared:

- o All unit gear
- o Trash needs to be taken to the dumpster at the dining hall

Once a unit has their campsite cleared and inspected, they will return to HQ to receive their camporee patches.

Waterfront Participation Policy

Participation in on-the-water activities will require that all members of a patrol/den:

- o Be able to show documentation prior to participation in the camporee that each has classified as Swimmer with a recent BSA Swim Classification test.

- o No scouts are allowed in the water without the presence of a BSA Approved Lifeguard on site.

- o All scouts and scout leaders must wear a lifejacket when participating in water activities.

Meals & Food Planning

Units are responsible for planning and preparing their own meals, unless otherwise noted. Each unit should develop a meal plan for the unit based meals and District Potluck, along with all the necessary equipment to prepare and cook each meal.

Unit Based Meals

- o Friday Dinner
- o Saturday Breakfast
- o Saturday Lunch

District Potluck Saturday Dinner

Each Unit will prepare the following to share:

- o main dish
- o side dish
- o Dutch Oven Dessert

Water Access

Potable water will be available at each campsite, please bring refillable containers.

Food Safety Expectations

Units are responsible for:

- o Proper Food Storage
- o Safe cooking practices
- o Cleanliness of food prep areas
- o Appropriate disposal of waste

Camporee Schedule

Friday

5pm – Check-in Begins

5 to 8pm- Unit Arrival and Campsite Setup

Evening – Cracker Barrel/Scoutmaster & SPL Meeting

10pm – Quiet Hours Start

Saturday

8am - Welcome Assembly

9am - Morning Activity Block 1

10 am - Morning Activity Block 2

11am - Morning Activity Block 3

12pm – Lunch by patrol/den

1pm – Afternoon Activity Block 4

2pm – Afternoon Activity Block 5

3pm - Afternoon Activity Block 6

4pm – Downtime

5pm – Patrol dinner and Dutch Oven desserts preparation

6pm – Potluck Dinner and Dutch Oven Desserts Fellowship

7pm – SPL/ASPL Youth Leadership panel

8pm – campfire with skits and storytelling

10pm – Quiet Hours Start

Sunday

8am – Breakfast

9am – Interfaith Service led by Scouts

10am – Awards and Volunteer recognition

By 12pm – All units have departed Camp

Camporee Game Support/Staffing Needs:

Each unit is offered the opportunity to host one or more patrol games. A minimum of 2 adult leaders is needed to supervise the games, but units are encouraged to enlist senior Scouts BSA to staff the games. Games and activities that do not receive support may be struck from the lineup.

A preliminary list and description of camporee games is included on pages 11 of this camporee guidebook.

In the Camporee SPL and Adult Leader Meeting (See page 5 for details) we will go over key information, answer any questions and ask for unit volunteers to lead games and activities.

Please make sure your unit provides a representative to this meeting that can make choices for your unit. We highly recommend units bring their SPL's to this meeting.

Adult Staffing Needs

To run fall camporee, each attending unit is expected to provide two adults who are willing to serve in one of the support roles listed below. These adults may serve in a variety of capacities based on event needs, experience and certifications. Leadership, youth and adult, must have completed Safe Swim Defense and Safety Afloat prior to assisting with a Lakefront activity.

Youth Staffing – Leadership Opportunities

Registered Scouts who have earned the rank of Star or higher, may decide to serve as staff for camporee. Scouts need to sign up for one program area for a full day and assist with everything from Setup & Readiness, welcoming & guiding groups, explaining or demonstrating activities, and supporting overall program and a positive environment. These scouts are support and cannot serve as the station leader. Scouts who choose this option will not rotate through the activities as a part of a patrol.

Camporee Games with Staff Needs Breakdown

Below is the breakdown of staff needs per activity. The lakefront must have two adults for each activity, not including the Lifeguards, and those two adults can be used for the afternoon staffing.

Role	Needed Adults	Notes
Waterfront Lifeguards	2 per every 10 youth, an additional 1 per 10 youth	Required for all-waterfront activities
Medical Officers	2 minimum	1 at waterfront, 1 in central camp & 1 for ridge group overnight
Station Support Adults	2 per station equals a total of 18 adults	May include troop or pack leaders serving as station hosts
Check-in Team	2 adults	Responsible for arrival, paperwork collection and check-in support
General Logistics/Floating	As available	Help with setup, transitions and troubleshooting
Check-out Team	2 adults	Responsible for Campsite Inspection, check out and distributing patches
Lakefront	Activity	# of Staff Needed
Morning	Beginner – Canoe Confidence	2 adults
	Intermediate – Canoe Supply Run	2 adults
	Advanced – Build a Boat	2 adults
Afternoon	Beginner – Water Skills & Paddle Games	2 adults
	Intermediate – Buoy Course Canoeing	2 adults
	Advanced – Raft Building	2 adults
Pioneering		
Morning	Beginner – Fishing Basics	2 adults
	Intermediate – Pond Explorer Trail	2 adults
	Advanced – Trail Quest Challenge	2 adults
Afternoon	Beginner – Intro to Hiking	2 adults
	Intermediate – Trail Skills Hike	2 adults
	Advanced - Lost on the Trail Challenge	2 adults
Freddy's Place		
Morning	Beginner – Fire Starter Hunt	2 adults
	Intermediate – Campcraft Challenge	2 adults
	Advanced – One Match Challenge	2 adults
Afternoon	Beginner – Fire Building Basics	2 adults
	Intermediate – Pack it Right Challenge	2 adults
	Advanced – Fire lay Build-off	2 adults

Camporee Activities Descriptions

Below is the description of what each activity is along with the expectations. Activities are designed to be hands-on, practical and age appropriate. Some activities may have participant limits based on equipment, staffing or safety requirements. Certain advanced activities will be limited to older, more experienced scouts.

LOCATION	ACTIVITY	DESCRIPTION OF ACTIVITY
Lakefront		
Morning	Beginner – Canoe Confidence	Learn basic paddling, balance, and canoe safety through simple on-the-water activities.
	Intermediate – Canoe Supply Run	Work as a team to paddle through a buoy course while collecting floating supplies from the water.
	Advanced – Build a Boat	Design and construct a small floating craft using teamwork, problem-solving, and pioneering skills.
Afternoon	Beginner – Water Skills & Paddle Games	Practice basic paddle handling and water safety through fun waterfront games and challenges.
	Intermediate – Buoy Course Canoeing	Navigate a marked canoe course while improving control, teamwork, and paddling technique.
	Advanced – Raft Building	Use lashings and teamwork to build and test a functional raft on the water.
Pioneering		
Morning	Beginner – Fishing Basics	Learn simple fishing skills, casting techniques, and outdoor patience at the pond.
	Intermediate – Pond Explorer Trail	Follow a guided outdoor challenge trail featuring observation, navigation, and nature-based tasks.
	Advanced – Trail Quest Challenge	Work as a patrol to solve trail-based challenges using teamwork, navigation, and outdoor skills.
Afternoon	Beginner – Intro to Hiking	Learn basic hiking skills, trail awareness, and outdoor preparedness through a guided hike.
	Intermediate – Trail Skills Hike	Practice navigation, pacing, and trail problem-solving during an interactive hiking experience.
	Advanced - Lost on the Trail Challenge	Use teamwork and outdoor skills to complete a navigation and survival-themed trail challenge.
Freddy's Place		
Morning	Beginner – Fire Starter Hunt	Search for and identify natural fire-starting materials while learning basic fire safety.
	Intermediate – Campcraft Challenge	Complete hands-on outdoor skill challenges focused on teamwork, problem-solving, and camp readiness.
	Advanced – One Match Challenge	Work as a patrol to successfully build and light a fire using only one match.
Afternoon	Beginner – Fire Building Basics	Learn how to safely build, light, and manage a simple campfire.
	Intermediate – Pack it Right Challenge	Test your ability to pack and organize gear for outdoor adventure and camp readiness.
	Advanced – Fire lay Build-off	Compete to build effective fire lays designed for different outdoor cooking and fire-use situations.

Safety & Risk Management

All scouts and scouters are expected to follow event guidelines, unit leadership direction and all Scouting America Safety Policies including those in the Guide to Safe Scouting.

All scouts and scouters will follow instructions from event staff & station leaders. Always remain with their assigned patrol or den, stay in their designated program area and use the buddy system.

Fire Safety

Activities involving fire will be conducted under close supervision from adult leaders.

Fires may only be built in designated areas

Fire-building activities must be always supervised

Fires must be fully extinguished after use

First Aid & Medical Support

Medical support will be available throughout the event. There will be 2 medical officers, one at the lakefront, and one at headquarters. All injuries will be reported to the medical officer.

Emergency Procedures

Event leadership will maintain an emergency response plan for situations including:

- o Injury or medical emergencies
- o Severe weather conditions
- o Lost or separated participant
- o Fire or environmental hazards

In case of an emergency:

- o Notify the nearest adult leader
- o Follow instructions from event leadership
- o Remain with your group

Event Staff will coordinate

- o Communication
- o Response actions
- o Any adjustments needed to program

Weather Awareness

Scouts and Leaders should:

- o Bring appropriate clothing and gear
- o Stay hydrated
- o Monitor weather conditions
- o Follow guidance from event staff in the event of weather-related adjustments

Campsites

The fall camporee has reserved: Grey Squirrel, Mountain Lion and Buffalo. **This is a tent only event, there are no cabins reserved.** Camping assignments will be made by event staff and communicated to leaders at check-in.

Electricity for medical needs:

Please notify staff upon registration if electricity is needed for a medical device, for example a CPAP machine. This is needed so that we can take this into account when doing campsite assignments.

Unit Expectations:

- o Bring all necessary equipment
- o Camp only in the assigned areas
- o Maintain a clean and orderly campsite
- o Follow all camp property and event rules
- o Practice safe and respectful camping behaviors
- o Leave campsites in good condition upon departure
- o Use only Pine and Elm shower houses

Equipment Lists:**Unit Gear**

- o Patrol or unit tents
- o Dining fly/shelter
- o Cooking gear and stoves
- o Fuel and fire-safe cooking equipment
- o Coolers/food storage
- o Water jugs or refillable containers
- o Wash bins/dishwashing soap
- o Trash bags
- o Cleanup supplies
- o Fire bucket/water bucket
- o Lanterns or campsite lighting
- o First aid kit
- o Unit roster and emergency contact information
- o Required paperwork and medical forms
- o Swim test documentation
- o Dutch oven – if participating in the Saturday evening activity
- o Optional:
 - Tables
 - Patrol boxes
 - Tarp or ground cloth
 - Clipboards/pens for leaders
 - Troop Campsite signage

Individual Gear

- o Scout Uniform and unit activity shirt
- o Closed toe shoes or hiking shoes and appropriate shoes for the waterfront
- o Weather appropriate layers – including rain gear
- o Sleeping Bag, sleeping pad and pillow
- o Tent
- o Water bottle or hydration container
- o Mess Kit – including eating utensils
- o Flashlight or headlamp
- o Towel & personal toiletries
- o Change of Clothes, including appropriate clothes for waterfront activities
- o Extra socks
- o Hat
- o Sunscreen & bug spray
- o Personal Medications – Unit Leaders & Medical Officers need to be aware of these, and they must be listed on the BSA Medical Form
- o Optional
 - Camp chair
 - Notebook/pen
 - Small daypack
 - Work gloves
 - Pocketknife (if you have earned your Totin'Chip)

DO NOT BRING

- o Fireworks
- o Firearms or weapons
- o Sheath knives or prohibited blades
- o Alcohol
- o Tobacco/vape products
- o Personal electronics not needed for the event
- o Any other items not listed here but are included in the Guide to Safe Scouting and Camp Davy Crockett rules

Campfire Program

- o Saturday evening campfire program will be included at a central gathering point at the event. The campfire provides a way for Scouts and leaders to come together in a relaxed and meaningful way.
- o Patrols and/or units can sign up to be a part of the campfire program with a cheer, skit or song. Please let the event staff know the name of the patrol or unit number and the name of the skit, song or cheer. Campfire will start at 8pm. The Campfire planner is in the leader guide.

Interfaith Service

- o An interfaith service will be offered as part of the Sunday morning program. This is an informal, inspirational service that is non-denominational, focusing on the 12th point of the scout law, a scout is reverent. This typically has an opening, song, reading, reflection and closing.

Camporee Awards

Award	Who Judges	How its Determined	Notes
Camporee Spirit Award	Station Leaders & youth leaders	Observations throughout the day	Look for enthusiasm, teamwork and positive attitude
Patrol Method Award	Station Leaders	Observation at the stations	Focus on teamwork, leadership and patrol organization
Best Campsite Award	Event Staff Leaders	Campsite walkthrough	Evaluate cleanliness, organization and preparedness
Outdoor Skills Award	Station Leaders	Nominations based on participation	Focus on effort, creativity and persistence
Rising Scout Award	Station Leaders & Youth Leaders	Nominations during activities (focused on AOL)	Great for AOL dens showing effort in teamwork and positive attitude
Camporee Service Award	Adult Leaders & Youth Leaders	Observed service and leadership	Great for youth working as staff and outstanding volunteers
Dutch Oven – Crowd Favorite	Scout Vote	Vote on the desserts Saturday night	Focus on taste and presentation of dessert

Activity Signup Sheet

Complete one per unit and put in the 1st and 2nd choices for each patrol, along with the Unit# for each option.

Time		Lakefront Shelter	Pioneering Shelter	Freddy's Place
MORNING PROGRAM				
9am	1.			
	2.			
10am	1.			
	2.			
11am	1.			
	2.			
AFTERNOON PROGRAM				
1pm	1.			
	2.			
2pm	1.			
	2.			
3pm	1.			
	2.			

Campfire Planner

Campfire Begins: 8:00 PM

Participants should gather a few minutes early so the program can begin on time. Groups participating in the program should check in with the Campfire Coordinator before the program begins, be ready when called, and help keep transitions moving smoothly.

Patrol / Unit Name	Type of Participation (Song / Skit / Cheer / Other)	Title or Description	Approx. Length	Contact Person
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Recommended Time Limits

To help keep the campfire moving and enjoyable for everyone:

- Cheers / Run-ons: **1–2 minutes**
- Songs: **2–4 minutes**
- Skits: **3–5 minutes**

Please keep performances reasonably brief so all participating groups have an opportunity to contribute.

Optional Campfire Roles

Scouts at Star Rank and above may choose to fill one of the following youth leadership roles. Please write in the names and contact information of scouts who wish to volunteer for one of these roles.

- Campfire Host / MC:
- Song Leader:
- Cheer Leader:
- Run-On Coordinator:
- Closing Reflection / Scoutmaster Minute Support:

Interfaith Service Planner

Part of Service	Patrol / Unit	Participant Name	Title / Description
Opening / Welcome			
Song			
Reading			
Reflection (<i>Star Scout or Above / Adult Leader</i>)			
Closing			

Songs, readings, and reflections should be no longer than 3-5 minutes.

The opening and closing should include a brief (one minute) prayer.

Lyrics and words for songs and prayers must be provided to the camp chair in advance.

Adult Staffing

(Each attending unit should provide two adults)

Adult #1

Name Phone Email

Preferred Support Role(s) *(check all that apply)*

- Station Leader (plan and run activity based on scout designs)
- Assistant / Support Adult
- Waterfront Support
- Lifeguard
- Medical Officer
- Logistics / Floating Support
- Awards / Judging Support

Relevant Certifications / Experience

- Safe Swim Defense
 - Safety Afloat
 - CPR / First Aid
 - Lifeguard Certification
 - Medical Training
 - Backpacking / Outdoor Skills Experience
 - Other: _____
-

Adult #2

Name Phone Email

Preferred Support Role(s) *(check all that apply)*

- Station Leader (plan and run activity based on scout designs)
- Assistant / Support Adult
- Waterfront Support
- Lifeguard
- Medical Officer
- Logistics / Floating Support
- Awards / Judging Support

Relevant Certifications / Experience

- Safe Swim Defense
 - Safety Afloat
 - CPR / First Aid
 - Lifeguard Certification
 - Medical Training
 - Backpacking / Outdoor Skills Experience
 - Other: _____
-

Youth Leadership Staffing Plan

(Optional – Star Rank or Higher)

Registered Scouts who have earned the rank of **Star or higher** may choose to serve as support staff for a full program area instead of participating in the patrol rotation.

Youth staff may assist with:

- setup & readiness
- welcoming and guiding groups
- demonstrating skills
- supporting activities
- helping maintain a positive environment

Youth staff:

- support station leaders
- may not serve as the lead adult
- remain assigned to one area for the full day

Youth Name	Rank/Position	Preferred Program Area	Unit
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