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Mayflower District – Transatlantic Council Fall Camporee 2025

*3rd-5th October at the Quarries Scout Campsite,
Milton Keynes*

*High Middle Ages: The Angevin Legacy (1154–1216)
Crown & Cross Challenge*

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Be sure to register your unit early to avoid disappointment.

Last date for unit registrations is 28th September.



1. Fall Camporee Overview

1.1 Camporee Program Events

This Scout Camporee offers a chance to discover what life was like in the High Middle Ages—not through expensive reenactments, but through engaging activities, collaborative challenges, and historical storytelling. The program is centered on the era of the Angevin kings: Henry II, famed for reforming English law and expanding royal justice; Richard the Lionheart, celebrated for his command during the Third Crusade; and King John, whose turbulent reign led to the sealing of the Magna Carta in 1215.

During this period, England was part of a vast realm stretching into France, known as the Angevin Empire. It was a time of sharp contrasts—between stone castles and simple village homes, noble knights and hardworking peasants, dynastic ambition and everyday survival. Most people lived in agricultural communities, relying on tools made by hand, seasonal rhythms, and cooperation to weather challenges. Youths in this era played roles in the household economy, learned trades, tended animals, and joined larger efforts like harvests or building defenses.

Throughout the weekend, Scouts will explore medieval values and daily routines through accessible experiences. They'll delve into themes like loyalty, justice, and leadership—central to both feudal society and Scouting today. Patrol games and challenges will draw inspiration from medieval strategy and community life, encouraging Scouts to work as teams, make tough decisions, and reflect on what it meant to serve others in a time shaped by duty and tradition.

By understanding the choices and challenges faced by young people in the 12th and 13th centuries, Scouts can connect with timeless values of honor, resilience, and cooperation. This Camporee brings history to life—not through costumes or castles, but through curiosity, creativity, and camaraderie.

We hope during the Mayflower District Fall Camporee 2025 that Scouts will learn more about how the High Middle Ages evolved the country and how life was like for those living then. A brief description of the program is included in section 3.

1.2 Where and When

The Fall Camporee will be held at the Quarries Scout Campsite. The address of the scout camp is:

The Quarries Scout Campsite, Stratford Rd, Cosgrove, Milton Keynes MK19 7BD

Units should plan on arriving between 18h00 and 22h00 on Friday, 3rd October 2025 and departing after the closing on Sunday, about 10h30. *Preferably do not arrive early Friday evening, as the Camporee Staff may not be ready.*

1.3 Other Districts

Mayflower District extends our warmest invitation to Boy Scout Troops and Arrow of Light Dens in other Districts within Transatlantic Council to join us for Fall Camporee 2025. We believe that the Quarries Campsite is a convenient location for units coming from locations across mainland Europe as it is located near London Luton Airport (<https://www.london-luton.co.uk/>) which has many flights from European cities. Furthermore, there is a local Asda supermarket that will deliver food ordered online at <https://groceries.asda.com/>.

As far as equipment is concerned, the Camporee Staff are happy to assist with making arrangements for dining flies, tables, stoves, fuel, etc. All that remote units would likely need to bring is tents and your normal personal camping gear.

1.4 Webelos to Scouts

Arrow of Light Scouts may participate at a Scouts BSA “camporee” (council coordinated, short-term camp, see NCAP SA-001) during the day and/or overnight in one of two ways:

- i. **With their Arrow of Light Den/Patrol.** Arrow of Light Scouts can attend as an Arrow of Light den/patrol under the supervision of two deep leadership from their Arrow of Light den/patrol or pack. The Arrow of Light Scout’s parent or legal guardian(s) may attend with the Arrow of Light den/patrol and their child, either alongside the two-deep leadership or as part of it if they are registered with the pack.
- ii. **As an Individual Scout.** Arrow of Light Scouts can attend with their parent(s) or legal guardian(s) if the local council coordinates two deep leadership per NCAP Standard HS-502.

As such we extend out invite for your packs to attend the event, as separate unit to the Scouts BSA troop. If there is interest in this please do contact the Camporee Chair, Frank Sotrines.

1.5 Registration & Fees

Registration before 28th September is essential to assist us in planning and to ensure that your unit can participate. To register and make payment for the weekend this should be done using the registration page on <https://www.scoutingevent.com/802-MACAMPF25>

The cost for the weekend will be \$40 per scout and \$35 per adult. This might have additional cost depending on the part of the event each participant is taking part in. This will be covered in section 3 in this guide.

If you have questions regarding registration, please email Frank Sotrines. Please also advise us if you wish to change your registration numbers.

1.6 Adults & Older Scouts

For this event we will look to both our older scouts, preferably those that are Star/Life rank, as well as scout leaders and parents to help with activity stations and running the program.

We intend to use a mixture of Order of the Arrow members, Venture Crew Scouts, and scout leaders/parents as these volunteers.

The activities the scouts will be participating in generally require two Activity Judges at each activity station. We will provide all the equipment and have the activity station set up to run for the Activity Judges.

If you are interested in helping, please contact the Camporee Chairmen, Frank Sotrines.

For more information see section 3.4 on Activity Judges.

1.7 Campsite Assignments

Campsites will be allocated based on the numbers given in the registration. When arriving at camp please send ONE adult to the Staff HQ to get a Commissioner who will show you to your site. The Commissioner will then escort the Unit Leader back to the Staff HQ for check in. If your unit is arriving in several groups, please ensure that everyone knows the unit number (for example Troop 184) and name of the leader in charge, so they can be directed to the Unit’s campsite (see section 4.2).

1.8 Camporee Management

Principal Camporee Staff members are listed below. Please feel free to reach out via text or email and will get back to you with response as soon as possible.

<i>Camporee Chairmen – Frank Sotrines</i>
Cell: +44 (0)7540 984358
Email: franksotrines.scouting@gmail.com

There will also be the Quarries Scout Campsite Camp Staff on the premises. Please be aware that they will not know your unit number, but can direct you to the Scouting America Camporee Staff HQ. If you have a question or problem with the site, please see a member of the Camporee Staff first. We will then liaise with the Quarries Scout Campsite Camp Staff to rectify any problems that may arise.

2. General Camporee Information

2.1 Changes & Cancellations

The Camporee Chairmen is the only individual authorized to change or cancel a scheduled activity. Any necessary changes will be made at the earliest possible time and posted in writing at the Staff HQ. If you have a question on the program, please feel free to come to the Staff HQ at any time or ask a staff member around the site.

2.2 Parking & Access to Campsites

There will be no parking allowed on the campsites. All vehicles must be parked in the designated parking area at the top car park near the campsites. Scouts BSA Troops and Arrow of Light Dens are encouraged to car pool and arrange to have as few cars as possible remain at the Camporee parking site.

Participants will have to walk to their camp site and are expected to carry their personal equipment. The site is not very large so carrying equipment should not be a problem.

No cars are allowed past the gateway's onto the sites without the warden's permission. As a courtesy to the general public, please avoid parking/blocking the road into the car park.

2.3 Camping

Campsites will be located in designated sites around the Quarries Campsite. Arrow of Light Dens will be camped as close to their partner Troop as possible, in most cases this will mean sharing a site.

2.4 Food Service

Units are responsible for bringing their own food and means of preparing it. You will need food for Friday (or eat before you arrive), three meals for Saturday and Sunday breakfast.

Arrow of Light Dens are encouraged to cook as dens or eat with a troop. Whatever arrangements are made, these should be clearly explained to the parents accompanying the Arrow of Light Scouts.

There will be coffee available for adults at the Staff HQ on Friday night and while activities are taking place on Saturday. This is intended for Activity Judges and Unit Leaders who are helping out with the activity stations or have helped out.

2.5 Emergency Contact

It is recommended that, if possible, Units should have access to a cellular phone that can be used as a primary contact for members of that Unit or Camporee Staff in an emergency. The emergency number for the Camporee is **+44 (0)7540 984358**. Please ensure callers know the Unit Number and, if possible, the Unit Leader's name.

2.6 First Aid

The First Aid station will be set up near the Staff HQ and will be marked with a prominent sign.

We will have at least one Camp Medic on site at all times. If assistance is needed, please contact a member of the Camporee Staff that has a radio or send a runner to the Staff HQ. If the injury permits, *and it is practical to do so*, bring the injured person to the First Aid station for medical attention.

2.7 Medical Forms

In case of serious injury or illness requiring emergency medical services or hospital treatment, a health history record and permission of a parent or guardian are required. This form, known as the Medical Form, must be accessible to the Unit Leader at all times. There is now a new medical form which parts A and C are required for all participants (youth and adult) for the Camporee.

2.8 Fire & Ambulance Service

In the unlikely event that fire or ambulance services are needed, send a runner to the Staff HQ immediately so that an emergency call can be placed and the Camporee Chairmen notified immediately. If the emergency call is placed from a cellular phone within your area, you must still send a runner to the Staff HQ to notify the Camporee Chairmen of the emergency and to arrange for the emergency equipment to be directed to the correct location.

2.9 Radios

The Camporee Staff use Personal Mobile Radios for communications. We therefore request that campers refrain from using the Camporee Staff designated channel and its sub-channels. These are PMR channel 3 and all the related sub-channels. This is for the safety of all campers.

3. High Middle Ages: The Angevin Legacy

The High Middle Ages in England (1066–1216) was a thrilling chapter of history, where the clash of swords and the signing of scrolls shaped the world we know today. It all began in 1066, when William the Conqueror, a powerful duke from Normandy, sailed across the English Channel and defeated King Harold at the Battle of Hastings. He became King of England, introduced feudalism, and built castles like stone fortresses on the landscape—symbols of power and protection. In this new society, people pledged loyalty to their lords, fought as knights, farmed the land, and worked together as tightly knit communities.

After William, England's throne passed through turbulent hands. Henry I ruled firmly, but his death without a male heir sparked a civil war known as The Anarchy. His daughter Matilda and her cousin Stephen fought bitterly for the crown, until finally, Matilda's son emerged victorious—bringing in the era of Henry II, a king with brains, fire, and ambition.

Henry II, crowned in 1154, didn't just sit on a throne—he ruled an empire. Thanks to his marriage to the sharp-witted Eleanor of Aquitaine, he gained vast lands in France and fathered future kings. He transformed the justice system, making laws fairer and more consistent. His reforms laid the groundwork for English Common Law, including trials by jury and royal judges traveling the country. Yet, Henry's reign wasn't without drama. His fierce dispute with Thomas Becket, Archbishop of Canterbury, turned deadly. Becket was murdered in Canterbury

Cathedral by knights believing they served the king's will—a tragedy that shocked the nation and haunted Henry for life.

But the crown came with family rivalry. Henry's sons—including Richard and John—rebelled against him, driven by power and ambition. Betrayed and weary, Henry died in 1189, and Richard I, better known as Richard the Lionheart, took the throne.

Richard wasn't just a king—he was a battlefield legend. He spent little time in England, viewing it as a base to fund his crusades. As leader of the Third Crusade, Richard journeyed to the Holy Land, fighting brilliantly in battles like Arsuf and winning respect from his enemy, Saladin, even if Jerusalem remained out of reach. His courage earned him fame across Europe. On his return, he was captured and ransomed—a huge financial burden on England—and later died from an infected wound during a siege in France.

While kings lived bold lives, ordinary people worked hard and celebrated simple joys. Villagers grew crops, raised animals, and came together for seasonal festivals filled with music, dancing, and games. Young apprentices learned trades, children played with homemade toys or practiced archery, and families gathered around fires for stories. The values of loyalty, teamwork, and resilience shaped their lives—just like the Scout spirit today.

And in 1215, just after Richard's death, his brother King John faced a rebellion from barons who demanded fairness. They forced him to sign the Magna Carta, a groundbreaking document that limited royal power and protected certain rights. It was a spark that lit the path toward democracy, justice, and freedom—the kind of ideals every Scout can stand for.

3.1 Activities at the Event

We have endeavoured to make the activities appropriate for all Scouts from New Scouts/Arrow of Light guests to Eagle Scouts. With that in mind the activities that Scouts will be doing at the camporee will include taking part in a lot of High Middle Age themed activities including:

- Archery, during designated timeslots
- Middle Aged themed crafts/games
- And much, much more!

3.2 Activity Judges

It is not possible for the Mayflower District Camping Committee to provide all the adults needed to run an event on the scale of the Camporee. That is why on the Saturday we need help from the 'spare' adults or older scouts to be Activity Judges. For this year's event we ask for all available Order of the Arrow members to show how the Brotherhood of Cheerful Service can be shown.

We do ask that every Unit leave one adult in the Unit's campsite at all times to keep an eye on the site, though where some units are in joined location we would appreciate this be covered by just the one adult if possible. Most activity stations require at least two volunteers to run.

Activity Stations will be set up by the Camporee Staff on the Friday before the Troops arrive. Activity Judges will be given all the equipment to run the activity station by the Camporee Staff. They will also be given written instructions on how to run each activity. The Staff will be available at all times to assist Activity Judges in any way. During the lunch break or when the Activity is over, the Staff request that the Activity Judges, collect up the equipment and return it to the Staff HQ.

There will be a sign-up poster in the Staff HQ on Friday night as Troops arrive. The poster will also have a full description of every activity being run. We ask that adults or older scouts come by the Staff HQ on Friday night, have a quick cup of coffee and sign up to judge for an AM session, PM session or both.

3.3 Evening Program

The Saturday night campfire is a chance for the camp to sit back and enjoy some light-hearted entertainment from your fellow campers and end the day on a high note. The Staff are looking forward to seeing the wonderful and diverse talents of our Scouts. The Staff are preparing their contribution to the Campfire, so we hope you are as well.

We do hope that all units will participate, either by putting on a skit or song or leading a cheer, there will be a sign-up sheet in the Staff HQ. Please sign up early so that we can plan the order for the campfire. Please do come to camp prepared and practice your skits, songs, and cheers ahead of time. Of course, props or costumes can sometimes help a lot.

The Campfire will be hosted by the Order of the Arrow, Namassakett Chapter who will MC it, and will be holding a small fellowship for all Arrowmen to attend after the campfire is ended.

3.4 Order of the Arrow at the Camporee

During this camporee we want to emphasize what the Order of the Arrow is all about and rather than have a separate event where we complete a bit of service for the campsites, we stay at we want to show why it is a part of scouting that all should strive to be a part of.

In addition to Arrowmen assisting in running the activities and helping host the Campfire, we will also be holding other Order of the Arrow happenings throughout the weekend including opportunity for completion of Ordeals and Brotherhood walks for any that require one. This will need to be marked on the registration, so we know how many need to plan for.

We would appreciate all Arrowmen wear their Order of the Arrow sashes over their Scout Activity Uniform throughout the day on the Saturday, and there will be more information regarding Order of the Arrow participation at the camporee sent in the near future by the Namassakett Chapter itself.

NOTE: Order of the Arrow Ordeal or Brotherhood Candidates and Arrowmen should register separately at <https://www.scoutingevent.com/802-MAOAF25>

3.5 Adult Leader Training

During the Camporee we will be holding the Adult Leader Training in parallel the main District event and the Order of the Fellowship, but these are all separate events. While ride sharing is of course encouraged, adults taking the course cannot also be responsible for their Troop at the camporee – additional two-deep leadership must be provided. If you have any questions about the training courses or have any questions the below is the main lead for the training team.

<i>Training Chair – Jean-Pierre Frossard</i>
Cell: +44 (0)7950 719540
Email: kb4gid@yahoo.com

3.5.1 Introduction to Outdoor Leader Skills (IOLS)

This course is designed for Scoutmasters and Assistant Scoutmasters. This hands-on program gives adult leaders the practical outdoor skills they need to lead Scouts in the out-of-doors. Imagine having hands-on knowledge setting up a campsite, pitching a tent, hiking, outdoor cooking - all the skills necessary to see the outdoor program of the Boy Scouts of America come to life. *Introduction to Outdoor Leaders Skills* is the **required** outdoor training for all Scoutmasters and assistant Scoutmasters. This training course is designed for new adult leaders to learn the outdoor skills they need to teach Scouts through the First-Class rank and will be required for all Scouters planning on attending the Wood Badge course.

Instructors will help you learn how to set up camp, cook, work with woods tool and ropes, first aid, planning campfire programs, map reading and compass skills, hiking and packing techniques, nature identification, and "Leave No Trace". Each outdoor session will bring to life the pages of the Scouts BSA Handbook to help deliver the promise of Scouting to yourself and the youth you serve. It will increase your comfort level and give you confidence as a trained leader. The program will also give you the opportunity to work with other Scout leaders from the District, meet new friends, and reinforce skill techniques with fellow unit leaders. Successful completion of Introduction to Outdoor Leader Skills is a prerequisite for Wood Badge.

3.5.2 Basic Adult Leader Outdoor Orientation (BALOO)

BALOO is a training designed for leaders and parents to learn more about the Cub Scout outdoor program. The sessions include the why and how of Cub Scout camping-planning, equipment, meal preparation, campfire programs, fire safety, stoves, and lanterns; first aid and sanitation; nature hikes and games; and cooking. Scattered throughout the day are plenty of the four S's: songs, stunts, stories, and showmanship. The key point of BALOO training is "Keep It Simple." Remember, the over-night is an entry-level outdoor experience for the first-time Cub Scout camper. All arrangements (sleeping, cooking, and program) should be geared to Cub Scout-age participants. ***Pack overnights and Webelos den campouts require a BALOO-trained Scouter.***

NOTE: IOLS and BALOO students and instructors should register separately at <https://www.scoutingevent.com/802-MAADULTDRTNGF25>

4. Registration, Check-in and Check-out Procedures

4.1 Before the Camporee

All units attending should have registered using the email as set out in section 1.5. Please advise the Camporee Chairmen, Frank Sottrines, of any significant changes to these numbers.

4.2 On Arrival

Upon reaching the site, please ask to be directed to the Staff HQ for the Scouting America Camporee. An adult should go inside to get a Camp Commissioner who will either lead you to your site or give you directions. All cars will need to remain in the designated parking area. Once the Unit Leader has arrived, he or she should come to the Staff HQ to check-in.

If your group is travelling in multiple vehicles, please make all drivers aware of this procedure. Any outstanding fees for the weekend will be collected at check-in.

4.3 Check-out Procedures

Each unit will receive a Check-out and Evaluation form at check-in. During the weekend, please fill out this form so we can gather your feedback. Camp Commissioners will have spare copies of this form. After you have cleared your campsite, policed the area and cleaned up any fires, send someone to the Staff HQ to get a Commissioner. When the Commissioner arrives, he/she will inspect your camp and then sign off on Check-out and Evaluation forms. After the closing ceremony Sunday morning, bring your signed form to the Staff HQ. At

that time, you should receive ribbons and patches for your unit. All units should plan to be out of camp by 10h30.

4.4 Late Arrival & Early Departure

If a unit is going to arrive or depart at any time other than those scheduled for the camporee, please make the Camporee Chairmen aware of these plans. If your unit intends to leave on Saturday evening, and you have notified the Camporee Chairmen, you may pick up your patches and ribbons after you have totally vacated your campsite and had a Commissioner sign the Check-out and Evaluation form.

5. *Camping Guidelines*

5.1 The Campgrounds

As members of Scouting America, it is our obligation and responsibility to see that everyone respects and observes rules and regulations in this package and follow guidance provided by the Camporee Staff, Camp Commissioners and the Quarries Scout Campsite Camp Staff.

5.2 Natural habitat

No trees, shrubs, or bushes should be cut within the campground or neighbouring areas. Do not interfere with the area's wildlife and do not play in any streams or lakes within the campground.

5.3 Tent Ditching

There will be no tent ditching or other changes made to the ground contours to improve campsites. Remember that proper pitching of tents does not require ditching. Protect your tents by bringing sturdy ground cloths and protect your body by bringing foam pads or air mattresses for a good night's rest. There are no picnic tables in the campground area.

5.4 Ground fires

Fires will only be allowed in designated spots or on altar fires. These are available on the site. It is recommended that units bring their own stoves, grills, and fuel for cooking. Charcoal and propane are recommended. Liquid charcoal lighters are not allowed.

5.5 Use of liquid fuel

The safety of our Scouts and Scouters must be the prime consideration in the use of liquid fuels. The use of liquid fuels in lanterns and stoves is acceptable only if:

- 1) a knowledgeable adult provides supervision over the storage, transportation and usage of the fuel;
and
- 2) Scouts have been taught the safe and proper handling and usage of the fuel, stoves and lanterns.

5.6 Water

Water will be available at faucets throughout the campsite. Some carrying of water will be required. Canteens should be carried during the program on Saturday, as drinking water will not be readily available in all program areas. Washing of dishes at the water points or in the bathrooms is prohibited. These should be done in camp using the procedure set out in the Scout Handbook.

5.7 Toilets

There is a toilet block near to the campsite available to all for use. Please respect them and keep them clean. Do not place trash or soft drinks cans in the toilets.

It is a good idea to bring a few spare rolls of toilet paper with your unit and have campers take one with them to the toilets, just in case.

5.8 Trash

Every unit should bring a supply of plastic trash bags to securely store their own trash. Dumpsters should be available for general usage and units are expected to take their trash to these receptacles.

6. Camporee Rules

6.1 Law of the Camporee

As in all Scouting activities, the Scout Oath and Law will be the Law of the Camporee. Any individual who does not act as he should may be putting his unit's future Camporee privileges in jeopardy and putting the privilege of the Mayflower District to hold camporees on British Scout Camps at risk. Units that do not comply with these rules may be asked to leave immediately.

6.2 Flames in Tents.

Cooking or lighting with open flames of any kind is not allowed in any tent. Electric battery lanterns and flashlights are recommended.

6.3 Proper Uniform

BSA uniforms (Scout shirt and Scout Pants/Shorts with proper socks) should be worn for Saturday Night Campfire and for the Scouts' Own. Scouts are encouraged to wear scouting T-Shirts for the day's activities. In accordance with BSA National Policies, **NO military garb or fatigues, including camouflage, should be worn.** Rain gear which is camouflaged is allowed, although it is not recommended.

6.4 Discipline

Leaders will be responsible for the behaviour of their scouts at all times. Adult leaders who are not helping in the events or watching troop sites, should circulate through the events in which their scouts are participating. Radios, television, portable game devices, Walkman's, discmans and other electronics should be left at home.

6.5 Quiet hours

All activities will be subject to quiet hours and lights out from 23h00 to 07h00. Leaders in each Troop are responsible for enforcing these hours.

6.6 Knives

Sheath knives and knives with blades longer than 3 ½ inches are not allowed at the Camporee. If any are found, they will be held for the remainder of the Camporee by a member of the Camporee Staff.

6.7 Alcoholic Beverages

No alcoholic beverages of any kind are allowed at the Camporee, except those used for religious sacrament.

6.8 Firearms

For safety reasons, firearms, pellet guns, BB guns, bow and arrows or slingshots of any kind are not allowed at the Camporee without gaining specific permission from the Camporee Chairmen before the Camporee.

6.9 Fireworks

Absolutely no fireworks are permitted.

6.10 Dogs

No dogs are permitted on the Campsite except those used as guide dogs for the blind or other aid for disabled campers.

6.11 Respecting Other Unit's Sites

Everyone should respect other Unit's campsites. Please do not cross through another unit's site, go around. While we encourage Scouts and Scouters to visit other Units, please announce your arrival with a loud "hello" instead of just walking straight into a site. Show others the level of courtesy you would like shown to you.

6.12 Health and Safety

The rules in the preceding paragraphs are for your health and safety. Please follow them and be careful. The Camporee Staff will be alert to safety hazards during the weekend. Please assist in the elimination of hazards or reckless acts as they are observed or brought to your attention.

7. Acknowledgement

We would like to thank the Mayflower District's Camping Committee for sharing their Camporee materials, including a template of this information packet! Before redistributing outside of this event or using for other events, please contact the Mayflower District Camping Committee via www.tac-bsa.org for permission. Copyright in this information packet is asserted by Mayflower District Camping Committee. Licenses to amend and redistribute will be granted at the discretion of the copyright holder.

Hope To See You And Your Unit At The Fall Camporee, October 2025!

The Camporee Staff