Mission Peak District
Golden Gate Area Council



Fall Camporee 2025
Leaders' Guide

September 19-21, 2025
Rancho Los Mochos

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Welcome

Welcome to the Mission Peak District Fall Camporee 2025. Immerse yourself in a weekend brimming with Scout spirit & competition.

This guide is meant to provide information needed for your Troop to have a successful experience at Camporee. Please share this document with all adult leaders in your troop as well as the youth leadership team attending Camporee.

Adult Leaders are encouraged to join the Mission Peak District Adult Scouter Slack Channel, for the latest information and announcements in the #0-announcements channel.

Safety Reminders

- Scouting America policy prohibits passengers in the beds of pickup trucks.
- Drivers, please maintain a safe speed and drive cautiously on camp property, watching out for adults and youth. It may be dark when you arrive, so take extra care.
- Follow the manufacturer's safe storage instructions when using liquid or propane fuel for cooking or illumination.
- Keep an appropriate fire extinguisher rated for flammable liquids accessible in your campsite.
- NO FLAMES IN TENTS!
- Units should take care of minor injuries.

Site Rules

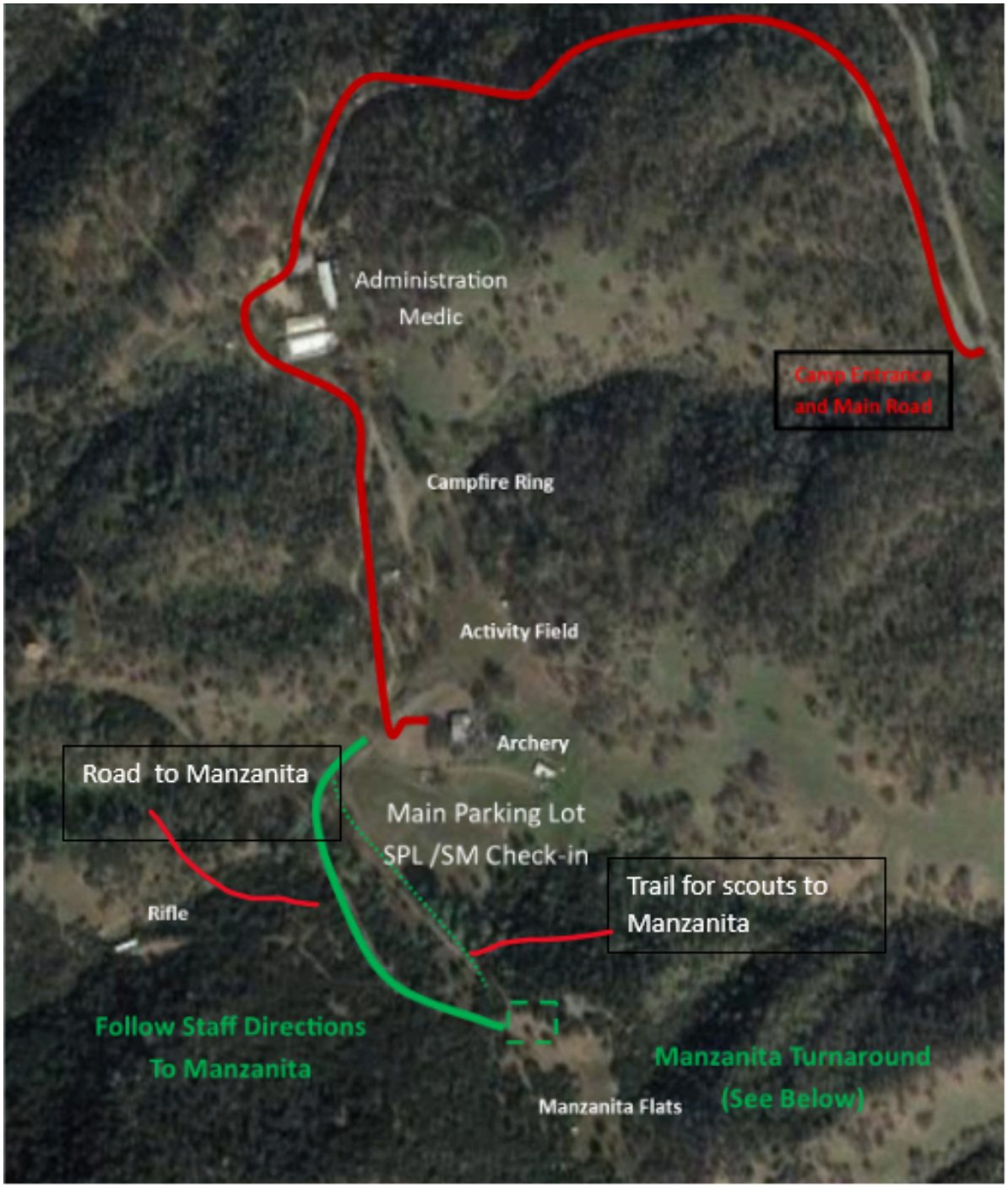
- Do not cut live trees.
- Do not dig any holes or trenches.
- No open fires in campsites. Propane stoves are allowed. Charcoal can be used for the dutch oven cooking in established fire rings in Manzanita campsites.
- Follow Scouting America "Leave No Trace" camping guidelines.
- Store food properly in patrol boxes and ice chests using a bungee cord or other method to secure the lid.
- No washing dishes or utensils at camp water spigots. Use the three pot method and use the sumps to dispose of wastewater.
- Rancho Los Mochos is a GREEN facility, please use mess kits, not disposable plates or silverware.

***** IMPORTANT *****

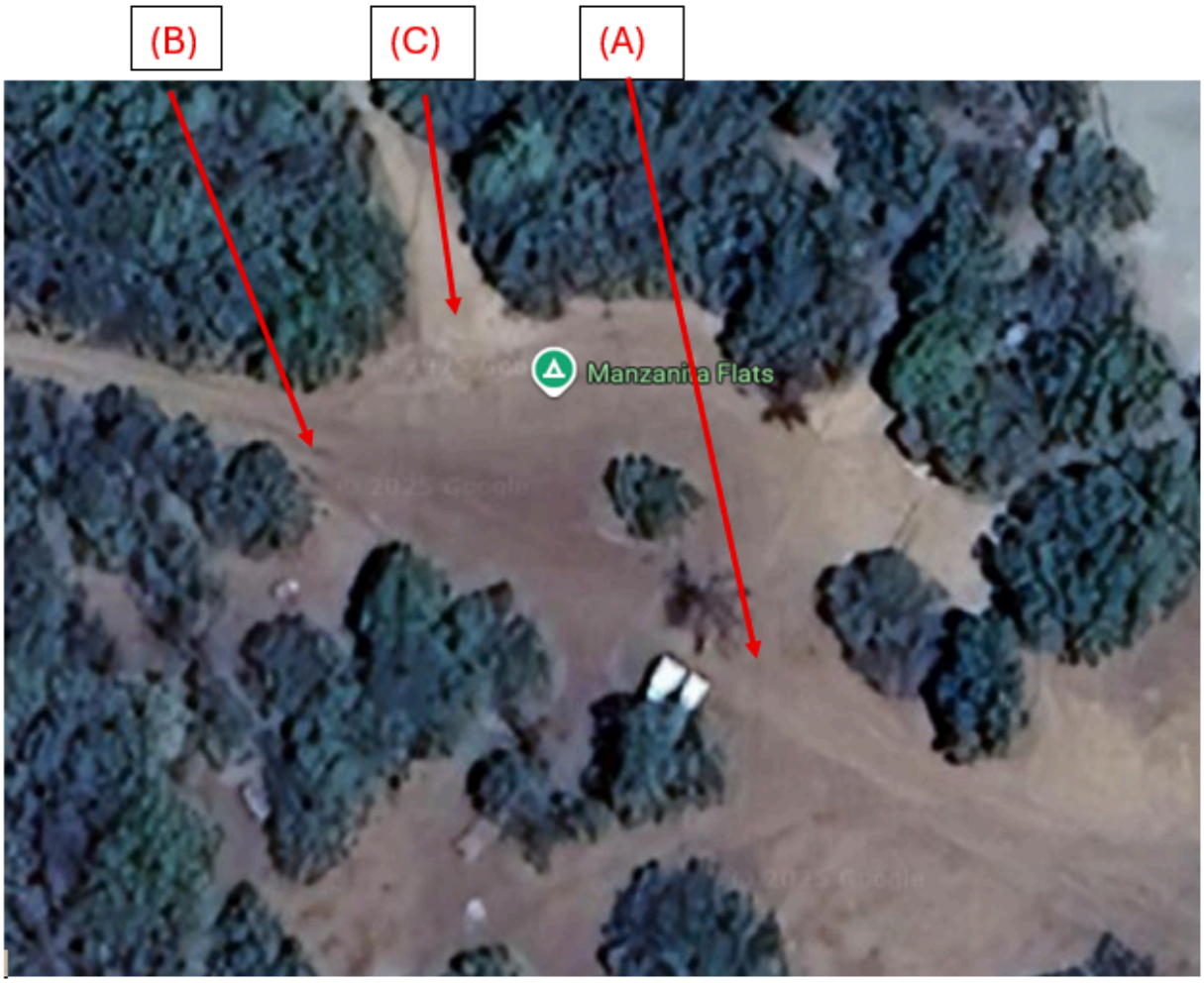
Trash that your troop generates must be **taken home with you** when you leave on Sunday

Maps of Camp

RLM Map



Manzanita Map



- (A) No vehicles go past the turnround.
- Unload vehicles completely before taking gear to the campsite.
- Follow staff instructions for return to main parking lot
- (B) Road Into and Out of Manzanita Turnaround
- (C) Entrance from walking trail

Packing List

What to Bring

- Completed Troop Check-In Form (page 13 of this Guide)
- Parts A, B1 & B2 of medical form and copy of medical insurance card for each camper (Youth & Adult)
- All adult campers (those staying overnight) must be registered adults with Scouting America.
- Parental Firearms Permission Form - LG-2021 (Firearms Permission Slip) - Release must be valid for 2025 and signed by parents/guardian. One copy needed.
- Troop flags
- Troop first aid kit
- Standard troop camping equipment (tents, cooking equipment, etc.)
- Troops are not allowed to use the staves that are on RLM grounds for the construction of troop gateway to campsite and/or other campsite improvements (staves, rope, wood, etc.). Items required for Cooking Competition (Dutch Oven, charcoal, metal pan or other apparatus to prevent ground under Dutch oven from scorching the earth, etc..) Camporee will **not** provide any materials for the Cooking Competition.

Uniforms of the Day

- Scouting America Field uniform (Class "A") is required for Arrival to camp and Sunday Morning Flags & Awards Ceremony
- Troop activity uniforms (Class "B") should be worn during all other Camporee events and Saturday morning Flags
- Be prepared for ANY weather conditions.

Tentative Schedule

Friday, September 19th	
5:30 PM	Troop Check-In and Set Up
9:00 PM	SM/SPL/ASPL/Staff Meeting at Administration
10:30 PM	Lights Out
Saturday, September 20th	
7:00 AM	Reveille
7:00 AM – 8:10 AM	Breakfast with Troop/Clean-Up
8:10 AM – 08:19 AM	Troops muster at the parade field in Manzanita. Activity (Class B) Uniform
8:20 AM – 08:35 AM	Opening Flag Ceremony/Announcements
8:30 AM – 8:50 AM	Review Firearms Permissions Slips & Issue Wrist Bands (Manzanita Fire Ring)
8:50 AM – 9:00 AM	Troops Travel to First Event
9:00 AM – 12:00 PM	**Field Activities; Troops will receive time slots for Rifle and Archery Friday Night at SPL Meeting.**
12:00 PM - 1:30 PM	**Lunch**
1:30 PM - 3:30 PM	**”Yard Work Olympics”**
3:30 PM - 5:30 PM	**Pioneering [construct on Soccer Field]**
3:30 PM - 5:30 PM	**First Aid Showcase at Soccer Field**
3:30PM - 5:30PM	**Campfire Skit Audition**
6:00 PM - 6:15 PM	**Flag Lowering - Camporee Staff ONLY**
6:15 PM - 8:15 PM	**Dinner and Cleanup with Troop**
6:30 PM - 7:45 PM	**Dutch Oven Dessert and Main Meal Cook-Off presentation (Manzanita Turn Around)**

8:10 PM - 8:29 PM	**Troops muster at Campfire Bowl**
8:30 PM - 9:30 PM	**Campfire Program (Class B)**
9:30 PM - 9:45 PM	**SPL Meeting at Campfire Bowl**
10:30 PM	**Taps and Lights out**

Sunday, Sunday 21st	
07:00 AM	Reveille
07:00 AM – 08:15 AM	Breakfast with Troop
08:15 AM – 08:29 AM	Troops muster at the Manzanita parade field (Class A)
08:30 AM – 09:45 AM	Flag Raising & Ribbons Ceremony @ Manzanita Campfire
09:45 AM – 10:00 AM	Flag Lowering & Final Announcements @ Manzanita Campfire
10:00 AM - 12:00 PM	Road to Manzanita Turn Around Open for Transport of Troop Gear to Parking Lot
10:00 AM – 11:00 AM	Camp cleanup (service patrols – Kitchen, Shower house w/Adult) (Class B)
11:00 AM – 12:00 PM	Check out

Arrival at Camp and Check-In

Arrival

- Our aim is to have check-in and two-way traffic control both for the main road and the road to Manzanita established by 5:00 PM
- Please listen to & follow directions provided by Camporee Staff.
- Participants arriving before two-way traffic control is established will be asked to follow directions from staff and wait in designated areas.
- **Do not** drive into the administration parking lot; proceed directly to the main parking lot, as directed by staff.

Troop Check-In

Upon arrival, the SPL and the Scoutmaster should proceed to the check-in desk in the main parking lot.

- Scoutmaster and SPL should turn in the check-in form, found on page 11.
- **On the form, the Troop should list:**
    - The total number of Scouts and adults camping
    - The number of patrols competing
    - Each patrol's name for and the number of members in each patrol
- A Scorecard for each competing patrol will be given to the SPL, at the SPL meeting on Friday night.
- The Scoutmaster should have medical forms, Parts A, B1 & B2 for all participants. **Camporee will not collect medical forms**. Instead, we ask that Scoutmasters have the forms easily accessible at all times, as needed.
- Parental Firearm Permission Form LG- 2021 (Firearms Permission Slip) - Any Scout who wishes to participate in any target & range activity must have the above mentioned form with them, that is valid for 2025 and signed by a parent/guardian. Only 1 copy of the forms is needed.

SPL & SM Meeting - Friday at 9:00 pm

- All Troops must be represented at the SPL meeting on Friday Night. Important information will be shared during this meeting and Troops will be required to sign-up for clean-up/service duties on Sunday morning.
- Each Troop will receive their scorecards for each competing patrol.
- SPL, one ASPL, and Scoutmaster from each Troop are welcome.

Arrow of Light Scouts

We are pleased to welcome AOL Scouts to Camporee this Fall. AOL Scouts will attend beginning Saturday morning, and can stay for the day or camp overnight (Saturday night) with their host Troop.

Any AOLs attending should be included in the host Troop's registration. Cost for AOLs and their parent/guardian to attend is $8 each. AOL and their parent/guardian will eat lunch with Camporee staff. Please note, lunch is the only meal covered by the registration cost.

AOLs should arrive by 9am, and check in with Camporee staff in the Administrative area (at Picnic Tables or Teel Lodge). AOL Scouts will be guided through activities until about 4pm by Camporee youth staff. At 4pm, adult representatives from host Troops are asked to come to the Administrative area to welcome those AOLs that are spending the rest of the day or camping overnight with the Troop. AOLs are welcome to leave any time after 4pm.

AOL parents/guardians are strongly encouraged to attend the Troop Committee Challenge. There is no cost, but advance registration is requested. This 2.5 hour course will teach you about the Scouts BSA program, how troops are organized, and the changing role of adults when transitioning from Cubs to Scouts BSA. The interactive course will be facilitated by an experienced Scouter, who will be available to answer questions.

This course satisfies training requirements for all members of the troop committee.

Troop Check In Form

Troop Number: _____

Total Troop Count (Scouts & Adults) Camping with
Total: _____ Scouts: _____ Adults:_____
Staff (youth): _____

AOLs: _____
AOL Accompanying: _____

Number of Patrols: _____

1. Patrol Name: _____
   Number of Scouts In Patrol: _____

2. Patrol Name: _____
   Number of Scouts In Patrol: _____

3. Patrol Name: _____
   Number of Scouts In Patrol: _____

4. Patrol Name: _____
   Number of Scouts In Patrol: _____

5. Patrol Name: _____
   Number of Scouts In Patrol: _____

6. Patrol Name: _____
   Number of Scouts In Patrol: _____

7. Patrol Name: _____
   Number of Scouts In Patrol: _____

Program and Competitions

Camp Wide Events

General scoring:

- A maximum of 3 points for spirit at each event
- For participating 2 points are awarded.

Axeyard

The Axeyared event is designed to review and reinforce Scouts' knowledge of axe safety through a structured, hands-on activity. Event leads will have axes, safety equipment and wood available. After checking in with the Event Leads, Scouts receive a short demonstration covering key safety practices including proper axe handling, range protocols, responsibilities of the spotter and general behavior in the axe yard. One Scout acts as a spotter while three other Scouts from a patrol, each perform three safe, proper cuts.

Scouts are scored on execution, safety, and their understanding of procedures, with a maximum score based on the number of patrol members. Ability to follow instructions and general behavior will impact the "spirit" points with a maximum of 3.

Patrols do not need to chop through the wood.

Chariot Race

Scouts in a patrol will work together to create an "A-Frame" using wooden spars and ropes, provided by Camporee. This is a timed event.

Time starts when the event leads finish providing instructions and the Event Lead says "GO." 3-4 scouts from a patrol will use lashings to join wooden spars into an "A" shape. After the "A-Frame" is built, scouts will position the "A-frame" at the starting line. One scout will sit on the "A-Frame" while 2-3 other Scouts carry the "A-Frame" along with the Scout through an obstacle course to the finish line. Time stops when the "A-Frame" with the Scout on it crosses the finish line.

Event leads will examine the quality and strength of the lashings after the "A-Frame" is transported through the obstacle course. Patrol members must then dismantle the "A-Frame"

and return materials used to construct it to the starting line area. A 60 second penalty will be added if the patrol fails to undo the lashings and return the materials to the starting line.

A 30 second penalty will be added for each lashing that is not tied neatly (ropes are not aligned) and/or not tied properly (if lashings from Scouting are not used). If the "A Frame" falls apart during the obstacle course, the timer will continue running and the patrol must fix the "A-Frame" and complete the obstacle course. If the scout being transported falls off, a 15 second penalty is added every time the Scout falls.

Fire Starting

Scouts in a patrol will work together to create a fire within a structure provided, burn a string, and extinguish the fire. This is a timed event.

Time starts when the Event Leads finish providing instructions and says "GO." Each patrol will be given 6 pieces of wood, 3 matches and 1 piece of twine. The patrol will create a fire structure of their choice with the materials given. There will be a string across the structure. The top of the fire structure including anything sticking out from the top of the structure must be 3 inches below the string. Patrols may use anything found in the area of the event to add to the fire, **after** the fire is started. The whole patrol may participate but only one Scout can be the Fire Master (person responsible for tending to the fire).

The maximum time allotted for the event is 15 minutes; if a patrol is not able to burn the string at the top within 15 minutes, the patrol must stop and their time recorded will be 15 minutes.

If a patrol requires an extra match, 15 seconds per match will be added to their time. A maximum of 2 additional matches will be given. If a patrol requires additional pieces of wood, 15 seconds will be added for every 2 pieces of wood. A maximum of 4 pieces of wood will be given.

Human Knot

Scouts in a patrol will work to undo a "knot" created using their hands and ropes. This is a timed event.

Time starts when the Event Leads finish providing instructions and says "GO." Five Scouts will form a circle with each Scout holding one 3 foot rope in one hand (rope is provided by Camporee). All Scouts will then use their free hand to grab another rope from the center of the circle. Scouts cannot grab the rope of the person standing on either side of their person. Scouts cannot grab the rope of a person that is holding their rope (as this creates an individual circle).

While maintaining a hold of their rope and their patrol members' rope, the Scouts will work to unravel into a circle, thus undoing the "human knot" that was formed.

Scouts can go over, under, or do any maneuver to untangle themselves, but they cannot break their hold on either rope. A 20 second penalty will be added for every time a rope is released from a hand.

The maximum time to complete this event is 5 minutes. If a patrol goes over 5 minutes, the patrol must stop and their time will be recorded as 5 minutes.

Infinite Ladder

Scouts from a patrol "transport" one Scout from the starting line to the finish line while balancing on a stave. This is a timed event.

Time starts when the Event Leads finish providing instructions and says "GO." Three scouts from a patrol will participate in this event. There are 2 staves on the ground, laid parallel to each other, with space between the staves. One Scout will step onto the first stave. Once the Scout is balanced on the first stave, they will step forward onto the second stave. After the Scout moves to the second stave, the other two Scouts move the stave in front of the second stave. The stepping Scout will then step forward. The stepping Scout continues stepping forward, alternating between the staves, while the other Scouts move the staves to the front as needed to keep the process going. Time stops when the stepping Scout reaches the finish line approximately 20 feet from the starting line.
A 10 second penalty will be added for each time the stepping Scout steps off/falls off the stave. A maximum of 6 penalties will be given (maximum of 1 minute added).

Knot Relay

The Knot Relay is a team challenge where each patrol works together to tie seven different knots—square knot, sheet bend, tautline hitch, two half hitches, bowline, timber hitch, and clove hitch—between two horizontally placed wooden poles. This is a timed event.

All Scouts in the patrol are required to tie at least one knot. If the patrol has less than 7 Scouts (for each of the 7 knots), then some Scouts can tie more than one knot, provided that all Scouts have tied at least one knot.

Time starts when the Event Leads finish providing instructions and says "GO." Each Scout will be told a different knot to tie to the poles using the ropes provided. Each Scout must walk to the poles, in a relay style format, and tie their assigned knot. Time stops when the last knot is correctly tied. Patrols must untie the ropes at the conclusion of their event.

A 15 second penalty is added for every incorrectly tied knot, including multiple attempts at the same knot.

Magic Carpet

Scouts from a patrol must flip the "Magic Carpet" from one side to the other without touching the ground under or around the "Magic Carpet." This is a timed event.

Five Scouts from a patrol will participate in this event. Any additional Scouts that are not able to participate in the event cannot tamper with the "Magic Carpet" or otherwise help in any way.

Scouts will be provided with a "Magic Carpet" - a tarp. Time starts when all five Scouts are standing on the "Magic Carpet." Scouts must flip the "Magic Carpet" to the other side. Scouts must remain on the "Magic Carpet" at all times while attempting to flip it and cannot touch the ground. Time stops when the Scouts have successfully flipped the "Magic Carpet."

A 20 second penalty is added for each time a Scout steps off the "Magic Carpet" or touches the ground.

Minefield

Scouts from a patrol must successfully guide one of their patrol's Scouts who is blindfolded through an obstacle course. This is a timed event.

All Scouts in the patrol can participate in this event. Time starts when the Event Leads have finished giving the instructions for the event, the blindfolded Scout is at the starting line and the Event Lead says "GO." The remaining Scouts in the patrol must stand outside of the maze and guide the blindfolded Scout using only verbal instructions. Verbal instructions **cannot** include "directional" terms (for example, cannot use straight, back, left, right, north, south, etc.). Scouts may create a special coded language to assist in "guiding" the blindfolded Scouts through the obstacle course.

The blindfolded Scout cannot touch or make contact with anything in the obstacle course. The blindfolded Scout will be instructed to pick up an object in the obstacle course (Event Leads will provide this information to the other Scouts in the patrol) and bring it to the finish line.

Time stops when the blindfolded Scout crosses the finish line.

A 10 second penalty will be added for each item touched by the blindfolded Scout.
A 15 second penalty will be added for each "directional" term used.
A 60 second penalty will be added for each time a non-blindfolded Scout makes contact with the blindfolded Scout or any part of the obstacle course.

A 60 second penalty will be added for each instance of unsafe or unsportsmanlike behavior. This will also impact the patrol's spirit points.

Orienteering

Scouts in a patrol will use a compass and their pace to navigate to several bearings in an assigned order/route. This is a timed event.

Patrols cannot use anything other than a compass for this event. Camporee will not provide compasses; Scouts should provide their own compass. A digital compass such as a Compass application on a phone may be used.

Time starts when the Event Leads finish providing instructions and says "GO." Patrols will be given an assigned route on a piece of paper consisting of 3-4 bearings in a certain order. Using their compass and pace (number of steps in 100 feet), each patrol must navigate from one bearing to the next, and record the 3 letters on each bearing (marked by a flag) they encounter.

Time stops when the patrol returns to the Event Lead. Once the patrol completes the course, they will provide the Event Leads with the letters. A 60 second penalty is added for each incorrectly identified set of letters.

Spider Web

Scouts in a patrol will pass one Scout through 4 different openings in a "spider web" made of ropes tied between 2 trees or poles. This is a timed event.

Five Scouts will participate in the event, with one Scout who will be passed through all 4 openings. The remaining 4 Scouts will stand in teams of 2 Scouts on either side of the spider web. Time starts when the Event Leads finish giving instructions for the event, and say "GO."

Scouts may take time to strategize before attempting to pass the Scout through the spider web. Each time **any of the 5** Scouts touches the ropes of the spider web, the patrol will get a penalty. No patrol member can manipulate any of the ropes; if they do, the entire patrol will be disqualified.

A 10 second penalty will be added each time a rope is touched in the spider web.

Tent Relay

Scouts in a patrol work together to assemble a tent correctly and then disassemble it, in a relay style format. This is a timed event.

All Scouts from a patrol must participate in this event by performing one task in each leg (assembly of tent or disassembling the tent). Camporee will provide the tent.

Time starts when the Scouts are lined up at the starting line and the Event Lead says "GO." There is a tarp laid on the ground with the tent and components on top of the tarp. This is the "tent zone." Only the specified number of Scouts are allowed in the "tent zone."

Here is the number of Scouts required and the steps to be followed:

- 1 Scout: Unfolds the tent on top of the tarp and returns to the relay line & tags the next Scout
- 1 Scout: Unfolds all poles & assembles them and returns to the relay line & tags the next Scouts
- 2 Scouts: Stick the poles into the tent (making it stand up) and return to the relay line and tag the next 2 Scouts
- 2 Scouts: Drape the rainfly on top of the tent and return to the relay line. They will not stake the rain fly or the tent.
- Event leads can advise, at any time, if any portion of the tent is being assembled incorrectly. Time will continue running.

- All Scouts must be in the relay line before disassembling the tent.
- 1 Scout: Takes off the rainfly and folds it. They return to the relay line and tag the next 2 Scouts
- 2 Scouts: Take the poles out of the tent and lay them on the ground in the tent area. They return to the relay line and tag the next Scout
- 1 Scout: Disassemble poles, fold them and return to the relay line and tag the next 2 Scouts
- 2 Scouts: Fold the tent into "fourths", place folded rainfly on top, and place folded poles on top. Return to the relay line
- Time will be stopped when the last Scout returns to the relay line.

A 10 second penalty will be added if more than the specified number of Scouts enters the "tent zone." This penalty is assessed for each instance.

Target and Range Sports

Rifle Event (Troop Level Event)

1. Each Troop will be assigned a time to arrive at the rifle range. If a Troop does not arrive by the time assigned, they will NOT be allowed to shoot. BE ON TIME! Shooting times will be provided just before the Camporee.
2. Wrist bands will be distributed to those Scouts with a properly completed Parental Firearms Form (signed & dated by parent/ guardian) at the Manazanita Campfire ring after Saturday morning flags.
3. Upon arrival at the rifle range, the Troop will be given a safety briefing by an NRA certified adult. No talking is allowed during the briefing except for questions. When the safety briefing is completed, the Troop will be allowed to proceed onto the range. All shooters at the range MUST be wearing & show the wrist band issued after flags.
4. Any Troop that breaks the rules will be directed to leave the range immediately and will be disqualified. No exceptions.
5. Each Troop will have 4 shooting positions regardless of Troop size. **Troops are advised to choose these Scouts before arriving at Camporee.**
6. The object for each Troop is to get the highest number of groupings per scout. Each scout will have 10 bullets to shoot. One bullet is practice to shoot at a specified bullseye (Target 4). The target will have 3 more bullseyes for score (Targets 1-3). They will aim and shoot three shots at the first bullseye with the objective of putting exactly 3 bullet holes in a grouping. If the bullet holes in a group fit within the size of a quarter, they will get 1 point. They will repeat this process on the second and third bullseyes. Therefore, the maximum score of any Troop is 12 (4 shooters times 3 groupings per shooter). The "tightness" of the grouping (how close together the 3 bullet holes are) will be measured and used to break ties.
7. If a grouping has 4 bullet holes in it, that grouping is disqualified (not counted). If a Troop shows up with less than 4 Scouts, the score for the absentee Scouts is zero. Scores will NOT be average based on the number of Scouts that attend. (Consider ensuring that multiple Scouts have a completed Parental Firearm Permission Form, but only send 4 Scouts to the range.
8. The Rifle Team will staple all the targets from a Troop together and provide them to the Scoring Team in Teel Lodge at the end of the day. These can be collected by Troops if they desire them, once scoring is completed.

Troops and their participating Scouts in the Rifle event are strongly encouraged to review the Range Safety Rules, which can be found at the end of this Guide.

Archery (Troop Level Event)

Each Troop will be assigned a time to arrive at the archery range with a preassigned number of scouts. The number of shooters will depend on the number of scouts registered. If a Troop does not arrive by the time assigned, they may not be allowed to shoot. BE ON TIME! Shooting schedule will be provided just prior to the Camporee.

Scouts will be given a safety briefing before being allowed to enter the range. Using a bow and arrows, Scouts from a troop will shoot 10 arrows at a target. Scouts will shoot five arrows for practice. Once the practice arrows are retrieved, Scouts will then shoot 5 arrows for score.

Scoring is based on the average points of all shooters in a troop.

Tomahawk Throw (Patrol Level Event)

Up to 4 Scouts per patrol will throw tomahawks at a target (wood stump). Scouts will get 1 practice throw, and then Scouts will throw four tomahawks for score.

The scores of each Scout in the patrol will be tallied together to determine the patrol's score. Scouts can earn points for the following:

- Tomahawk hits the stump but does not "stick": 1 point
- Tomahawk "sticks" but then falls: 2 points
- Tomahawk "sticks" & does not fall: 3 points

Yard Work Olympics

Come one, come all to Fall Camporee's Yard Work Olympics. Celebrate the first day of Fall, September 20, at Camporee. Enjoy a selection of curated carnival style games for a fun filled afternoon. "Fall" into Autumn with games that will challenge & delight you and your fellow Scouts.

Ribbons will be awarded for 1st - 3rd place in each of the games. These games are not factored into a Troop's overall score for Camporee.

Scavenger Hunt

How many tasks can you complete? Have you spotted the answers as you have been walking around Rancho Los Mochos. Test your metal on trivia about RLM and Camporee youth staff, doing some fun challenges and be the fastest Troop!!

At the start of the Yard Work Olympics, all participating Troops will send 1-2 Scouts to the Gazebo (back left side on the Soccer Field) to collect the Scavenger Hunt Sheet and to receive instructions. Troops can determine how many Scouts participate in this event. Once all questions asked or tasks are completed on the Sheet, return to the Gazebo to hand in your completed Sheet.

Each task on the Sheet is worth one (1) point. The Troop with the most correctly answered questions and in the fastest time wins the event!!

Pumpkin Bowling

A fun, fall-themed adaptation of traditional bowling where Scouts roll mini pumpkins down a lane to knock over DIY pins. Each pin knocked over equals one point; a "strike" (all pins knocked down with the first bowl) equals 12 points for the Troop.

Each Troop sends five Scouts for this event. Each Scout bowls 2 mini pumpkins. Pins will be re-set after each Scout from a Troop bowls. Scouts must "bowl" or roll the pumpkin, not throw it at the pins. If the pumpkin is thrown, no points will be awarded even if pins are knocked down. The Troop with the most pins knocked down wins.

Pumpkin Balancing

How long can you keep a pumpkin on your head while navigating an obstacle course? Find out in Pumpkin Balancing where Scouts must balance a pumpkin on their head while navigating a zig-zag obstacle course.

Each Troop sends three Scouts to participate in this event. Each Scout walks from the Starting Line, through the entire obstacle course and back to the start line, and hands off the pumpkin to the next Scout. Time stops when the last Scout successfully navigates the obstacle course and returns to the Starting Line.

Once the pumpkin is placed on the Scouts head, it cannot be touched while walking through the obstacle course. Hands may be used to help with balance. If the Scout touches the pumpkin after starting the obstacle course, **the Scout must return to the Starting lLine**. If the pumpkin falls, the scout must return to the last checkpoint.

The Troop with the fastest combined relay time wins!!

Frisbee Golf

How's your aim? Get to the goal with the fewest number of frisbees tossed in Frisbee Golf.

Each Troop sends four Scouts for this event. This is also a timed event, to help break ties. All Scouts from a Troop will stand at the Starting Line with a frisbee, time will start when the first Scout tosses the frisbee. When the frisbee lands, the next Scout will walk from the Starting Line to the location where the frisbee landed, and toss their frisbee and walk back to the Starting Line, with each successive Scout doing the same (takes a turn tossing the frisbee from where the previous Scout's frisbee landed and walks back to the Starting Line), until a frisbee lands in the goal. Time stops when a frisbee lands in the goal.

The Troop with the least number of frisbees tossed wins. In the event of a tie, the fastest completion time wins.

Ring Toss

Camporee's take on a classic carnival game where Scouts test their aim by tossing "rings" onto 5 mini pumpkins arranged in an "X" shape, with the center mini pumpkin inside a mini hula hoop.

Each Troop sends five Scouts to participate in this event. Each Scout gets four rings to toss from a marked line. The more rings that land on a mini pumpkin, the more points earned by the Troop. The Troop with the most points wins!!

Points are awarded based on where the rings land:
3 points if ring lands on and stays on the center mini pumpkin in the hula hoop;
2 points if ring lands on and stays on the other 4 mini pumpkins;

1 point if ring “touches” (doesn’t land on and/or stays on) a mini pumpkin.
All points earned by the Scouts in a Troop are added to calculate the Troop’s score. The Troop with the highest total score wins.

Troop Level Events

In addition to Rifle and Archery, there are several other events that will take place at the troop level, i.e., troops send one group of Scouts to participate in the event. Ribbons will be awarded for 1st - 3rd place in each of the games. These games are not factored into a Troop's overall score for Camporee.

Pioneering

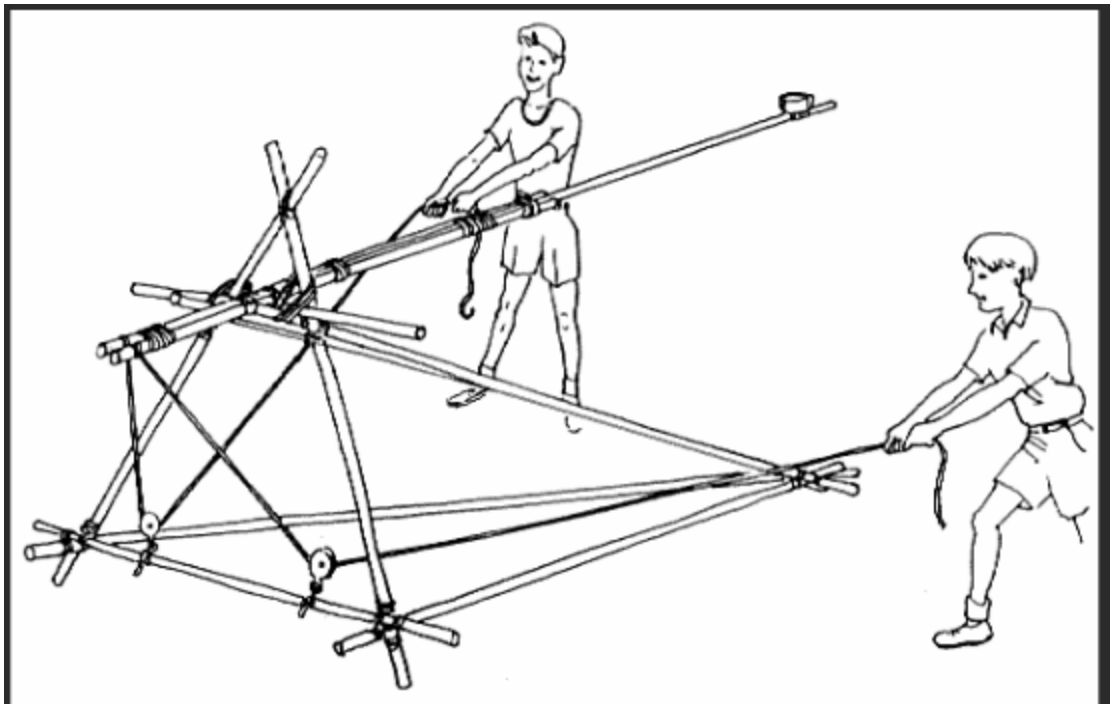
Troops will create a catapult as this Camporee's pioneering project. Camporee will provide spars, ropes and water balloons to launch at a target. All other materials that a Troop needs/wants to use must be provided by the Troop itself. The catapult should be labeled in some way with the Troop number.

Catapults will be built on the Soccer Field surrounding a "square" shaped target. Once the catapult is built, each Troop will get five chances to launch and successfully land a water balloon at a "square" shaped target in the middle of the Soccer Field.

1st - 3rd place Ribbons will be given for the event. Results are not included in the overall camporee score. Catapults are assessed on creativity, quality of lashings, capability of the project built, and success of launching water balloons into the target area.

Here is a video of a successful catapult at Troop Showcase.
https://drive.google.com/file/d/1mkDedSeMMIQBzecSIBB5hvE_JuXQ03FT/view?usp=sharing

Below is a diagram of a Viking Catapult **but any design can be used**. It uses 2 pulleys that the troop would need to bring (Camporee will NOT provide any pulleys), could be done with one, or none. Also needed is a cup / can to hold the water balloon about the size of a softball. .



pioneering catapults - viking catapults pioneer - Search Images (bing.com)

Other designs
https://www.instructables.com/Lashed-Trebuchet-15-scale/

https://www.instructables.com/Viking-Catapult/

Realistic First Aid

This event will take place at the same time as the Pioneering event & Skit auditions. Three to six Scouts from each troop will be allowed to participate in the realistic first aid event. Camporee will provide materials to create the injury.

Event staff will give each troop's Scouts a list of injuries to choose from. Each troop's Scouts must recreate an injury from the list. Materials will be provided. Creativity is highly encouraged. Scouts will also develop a story as to how the injury happened and explain how the injury should be treated.

Injuries will be derived from the First Aid chapter of the Scout Handbook.

Scoring is based on the creativity in recreating the wound and the story behind the wound, and the accuracy of how the injury should be treated.

Camporee Cooking Competition

The Cooking Competition will consist of a Main Dish and a Dutch Oven dessert. Troops can start preparing their dishes any time **after** 3:30pm.

The Main Dish can be cooked using any method - stove top or Dutch oven. A sample of the Main Dish, enough for a bite each, for 4 persons, should be brought to the Manzanita Turn Around for judging.

The Dutch Oven dessert must be cooked in a Dutch oven. A sample of the dessert, enough for a bite each, for 4 persons, should be brought to the Manzanita Turn Around for judging.

Troops are responsible for providing all materials and tools needed to participate in the Cooking Competition including any materials or tools needed for Dutch oven cooking. Please remember "Leave No Trace" principles when using and cooking with a Dutch oven; please ensure that your methods do not burn the ground under or near your Dutch oven.

Scoring is based on presentation, taste and texture of the main dish and the desert.

Skit Auditions for Camp Fire

Troops will send a group of Scouts to present their skit idea to a group of youth staff judges. **Skits may not exceed 5 minutes, and must be Scout-appropriate. No foul language or excessively harmful threats are allowed. Only one skit per troop.**

Auditions will be held from 3:30 to 5:00, location TBD. The best skits will be chosen for the campfire.

The campfire program director(s) will be assigned by the Camporee Directors at the SPL Meeting Friday night. Troops wishing to participate in the Campfire Program, should see the campfire director for campfire program questions or skit ideas.

Best Campsite

Ribbons will be awarded to the troop with the best campsite. Campsite judging will take place on Saturday morning during the Field Events. Criteria for judging the best campsite is based on the Campsite Inspection Sheet which is found at the end of this Leaders' Guide.

This event WILL be considered in a Troop's overall Camporee Score.

Mission Peak District Fall Camporee
Campsite Inspection Sheet

Troop #: _____

No.	Inspection Item/Category	Possible Points	Points Earned
1.	Gateway (Innovation, made with natural materials, etc..)	6	
2.	Gateway (Lashings, correct?)	4	
3.	Troop Flag Displayed Properly	4	
4.	U.S. Flag Displayed & Properly	4	
5.	Duty Rosters Posted	3	
6.	Menus Posted	3	
7.	Camporee Schedule Posted	3	
8	Water for Cooking/Cleaning Properly Stored	3	
9	Chemical Fuels Properly Stored/Labelled	3	
10	Food Properly Secured/Stored	5	
11.	Cooking Area Clean/Organized	5	
12.	Cooking Utensils Clean & Stored	4	
13.	First Aid Kit Visible in Central Location	5	
14.	Clothes Lines/Other Lines Marked for Safety	3	
15.	Tents Properly Pitched	5	
16.	Equipment Neatly Stored	5	
17.	Garbage Bag Available & In Use	5	
18.	No Litter in Campsite	5	
19.	Wood Tools Properly Stored in Marked Axe Yard	5	
20.	Useful & Creative Camp Gadgets Present	10	
21.	Bonus Points - Overall Impression of Campsite	10	

Total Points: Possible: 100 Earned: ____

Inspectors' Initials: _____

RANGE SAFETY RULES

(Safety Briefing)

A. Who is authorized to shout ***"CEASE FIRE":***

ANYONE WHO SEES SOMETHING UNSAFE.

B. What do you do when you hear Cease Fire?

Immediately set your firearm down on the bench: The range staff will come by and make sure your firearm is safe. **LISTEN TO THE RANGE STAFF!!! AND FOLLOW THEIR INSTRUCTIONS.**

C. THINGS TO REMEMBER:

1. ***MUZZLE CONTROL:*** (Always point firearms in a safe direction. Which means downrange).
2. ***TRIGGER CONTROL:*** (Keep your finger off the trigger until you are given the command to shoot).
3. ***AMMUNITION CONTROL:*** Use only Ammunition that is made for the firearm you are shooting).

D. Eye and Ear Protection must be worn anytime you are on the range.

E. For Safety Reasons:

The Range staff might need to touch you and/or reposition you or your firearm.

F. Never enter the range without first getting permission, by asking, **"May I enter the range."**

G. If for any reason you have problems with the firearm, Place the firearm in a safe direction and raise your hand for help.

H. ***NEVER PICK UP EMPTY SHELL CASING OR LIVE ROUND AND KEEP IT.***

I. When you are asked up to the range, stand behind the white line (Firing line) next to the Rail.

Additional Resources

Medical Forms A and B (required for all participants)
https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf

Parental Firearm Permission Form LG-2021 (GGAC Firearms Permission Slip)
https://ggacbsa.org/wp-content/uploads/2021/02/GGAC-Firearms-Permission-2021.pdf

Guide to Safe Scouting
https://www.scouting.org/health-and-safety/gss/

RLM Emergency Number
1-408-897-3266

Mission Peak District Adult Scouter Slack - Please join the #Fall (please join the camporee channel)
https://missionpeakdi-04i5892.slack.com/archives/C05K7UCN1D4

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