

STRENGTH, SKILL, SPIRIT Join the Highland Games Camporee

MINSI TRAILS COUNCIL FALL CAMPOREE

\$10.00/person on or before October 3, 2025

\$15/person after October 3, 2025

**Registration Closes at 11:59 pm on Friday, October 17, 2025
or when 32 patrols have been registered, whichever comes first.**

**Space is limited. Registration closes as soon as we reach capacity.
Due to limited parking spaces please carpool.**

Register at: <https://scoutingevent.com/502-lvfallcamporee25>

**October 24-26, 2025
Camp Minsi, Pocono Summit, PA**

Gather your patrols and prepare for the challenge! This October, Minsi Trails Council invites you to step into the spirit of Scotland for a one-of-a-kind Highland Games Camporee. Scouts will test their strength, skill, and teamwork in a weekend packed with traditional-inspired challenges — all with a Scouting twist. From the towering Caber Toss and heavy Clach Neart to the precision of Highland Golf and the daring Storming the Castle ladder-lash, patrols will need to bring their best ingenuity and determination.

The fun doesn't stop there! Scouts will launch bundles sky-high in the sheaf toss. Add in campfires, fellowship, and a taste of Highland tradition, and you've got a camporee experience unlike any other. Mark your calendars for the last full weekend in October — adventure, competition, and plenty of Scottish flair await!

Upcoming events:

October 24-26, 2025 — MTC Fall Camporee, Camp Minsi – Highland Games
November 6, 2025 — Lehigh District First Aid Meet – Schnecksville Fire Company
February 21, 2026 — MTC Klondike, Camp Minsi
April 24-26, 2026 — MTC Spring Camporee, Camp Minsi
October 16-18, 2026 — MTC Fall Camporee, Camp Minsi

Welcome to the Minsi Trails Council Fall Camporee

We have a big weekend planned for you and your Scouts. All Scout Troup and Venture Crews are invited. The theme is: "Highland Games."

This is a great opportunity for unit camping, Patrol Competition, and Inter-unit Fellowship. Units will be assigned to one or more patrol sites within Camp Minsi's existing summer camp campsites. This event will strengthen the Patrols and Troops as they participate in this great event.

Registration

All participants must be registered to attend the Camporee. This includes Scouts BSA, Venturers, and adult leaders. The deadline for registration is 11:59pm on Friday, October 17, 2025. **No onsite registrations will be permitted.**

The online registration form will ask for the names of the patrols that your unit is bringing as well as the names of all the adult leaders. To make it easier for the volunteers running the stations, the scoresheets are being preprinted with the district, unit, and patrol name that was submitted during the registration process.

The camporee organizer will verify the leaders are registered with Scouting America and their YPT/SYT training is up to date using my.scouting.org. All adults must be current with their Youth Protection training to attend the camporee. To be considered current, the adult MUST have completed their Youth Protection/Safeguarding Youth training on or after October 27, 2023.

If you need to change a patrol name after registration closes, please contact the event organizer prior to 5 pm on Thursday, October 23, 2025, so the score sheets can be updated accordingly. Requests for changes that are received after that time cannot be guaranteed.

Forms

You must have the following forms (from the back of this guidebook) with you at the time of check in at camporee:

- Unit Roster
- Skit/song name & alternate for the troop at the campfire program (there is a section on the roster where this can be indicated).

Your unit leadership must have in their possession a completed Scouting America Health Form (Parts A and B) for every youth and adult attending the camporee for any amount of time. This form can be found at:

<https://www.scouting.org/scoutsource/media/forms.aspx>

NOTE: Part C of the Health Form is NOT required as camporee does not exceed 72 hours

It is the responsibility of each Troop leader to maintain control of the medical forms for each of their Scouts participating, and to provide Camporee Staff with quick access in case of an emergency. If the Troop leader must leave the grounds for any reason, they need to transfer control of the medical forms to another Troop leader.

Part A of the medical form includes the Scouting America Talent Release Agreement. If any participant elects not to sign the Talent Release Agreement, please bring this to the attention of the Camporee Staff when you check-in. If there are any medical conditions or considerations for any of your Scouts, please bring these to the Health Officer's attention at check-in as well.

Youth Protection/Safeguarding Youth Training Requirements

All adults must be current with their Youth Protection/Safeguarding Youth training to attend the camporee. To be considered current, the adult **MUST** have completed their Youth Protection/Safeguarding Youth training on or after October 27, 2023.

Arrow of Light Scouts

Arrow of Light Scouts may participate at a Scouts BSA “camporee” during the day and/or overnight with their Arrow of Light Den/Patrol, provided the den/patrol is under the supervision of two deep leadership from their Arrow of Light den/patrol or pack. The Arrow of Light Scout’s parent(s) 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.

An adult that is coming as part of Troop cannot also function as one of the two leaders required for the Arrow of Light den/patrol or pack. One of the leaders from the Arrow of Light Scout’s den/patrol or pack that is in attendance must be BALOO trained.

If you have additional questions on how an Arrow of Light Scout can participate, please contact Vinnie Polakowski at Vincent.Polakowski@scouting.org

Cost

Cost shown are per person.

	Early bird discount	Registrations received on or after October 4, 2025
Scouts BSA or Venturers	\$10.00	\$15.00
Adult Leaders	\$10.00	\$15.00
Camporee Staff	\$0.00	\$0.00
<i>(Volunteers whose primary responsibility is not with a unit. Please contact Will Schwab at wrschwab502@gmail.com to register as a volunteer.)</i>		

Registration/payment is done online found at: <https://scoutingevent.com/502-lvfallcamporee25>

Please contact Will Schwab at wrschwab502@gmail.com if you are interested in helping to run a station or your unit run a station.

If payment has not been made through the registration page, the Council office must receive it by 5pm on Thursday, October 23, 2025. We are not set up to accept payments onsite.

Black Pug

Black Pug is used to manage all registrations and payments for the camporee. You can register and pay by going to: <https://scoutingevent.com/502-lvfallcamporee25>

Registration Note: Each troop/crew should create one registration only for this camporee. Please do not create multiple registrations for the same troop/crew. If you need to add, remove, or update patrols, participants, or other details, simply return to your troop/crew’s existing registration and make the necessary changes there. This helps ensure accurate records and allows space for all troops/crews, since registration will close once the maximum of 32 patrols has been reached.

Check-In on Friday

Check in is at the Ad-Pad pavilion next to the main parking lot. Campsite assignments will be distributed at check-in and will be determined by the number of campers in each Troop.

Parking will be at a premium, so it will be more important than ever to rideshare and economize travel to include as few vehicles as possible. Please be Kind and Courteous to our Staff as they do their best to facilitate a fun event for you and our Scouts.

To prevent congestion on the narrow road to the sites, each Troop will be permitted to take one vehicle back to their assigned site to unload gear. After the gear is unloaded, it is requested that the vehicle be returned to the main parking lot. There is a limited amount of space to neatly park your Troop trailer within your designated campsite boundaries. If your trailer cannot completely fit within your designated campsite boundaries it will need to be parked in the main parking lot.

There is no parking behind the dining hall.

If your unit is unable to arrive at Camp Minsi during the check-in time, please contact the event organizer prior to the start of the camporee to make other arrangements.

If there are any special requests, such as sharing a campsite with another unit, early arrival, etc., please contact the event organizer prior to the close of registration with the request.

Planned Late Arrivals/Saturday Morning Arrivals

Please contact the event organizer prior to the close of registration to coordinate any planned late arrivals/Saturday morning arrivals.

Setting Up Your Campsite

Be prepared with tents and rain shelters. These are general guidelines for setting up your campsite.

- Do not block the access road with vehicles or gear.
- Patrols/Troops setup camp.
- Set up dining fly first – put gear under it to protect from weather.
- Set up tents – then move personal gear into tents. Lay out sleeping gear.
- Set up cooking and eating areas, secure water, and fuel supply.
- All fires must be in established fire rings.
 - Any additional restrictions on the use of campfires will be communicated at check-in and during the SPL/SM meeting on Friday night.

The summer camp tents and cots will no longer be on the platforms. You can put a tent on these platforms to avoid the rocks.

In the event the camp's water needs to be turned off prior to the camporee, water can be obtained from a spigot at the maintenance shed near the entrance to camp.

Health Officer

Melanie Hunt is the health officer for the camporee. The Health Lodge will be staffed throughout the event.

Incident Reporting

Incident reporting strengthens Scouting America's safety culture, benefiting everyone involved. It raises awareness of potential risks, prompting swift preventive actions. Additionally, it drives improvement by highlighting systematic issues and refining policies for higher-risk activities. This cycle of awareness and enhancement ensures a safer and better scouting experience for all.

Timely, clear, concise, and complete incident reports allow for an appropriate response and an opportunity for analysis while promoting continuous improvement of our programs.

Scouting America defines three categories of incidents: incident/general liability, membership infraction/youth protection, and near miss.

A "near miss incident" refers to a situation in which an event or series of events occurs that could have resulted in an accident, injury, property damage, or other negative outcome, but due to fortunate circumstances or timely intervention, no actual harm or damage occurs. Near misses with clear lessons learned can bring to light opportunities to improve safety performance or program practices.

The Scouting America's website on incident reporting provides this example as to what is a "near miss incident." Imagine riding your bike down a hill and almost hitting a big rock. You quickly stop and steer away, avoiding a crash. That's a near miss incident – you almost had an accident, but you stayed safe by acting fast.

A "incident/general liability incident" is an allegation of bodily injury, illness, or property damage.

A "membership infraction/youth protection incident" is an incident that relates to behavior that puts a Scout's safety at risk, such as youth protection violations, allegations of abuse, self-harm, etc.; or one that calls into question a registered leader or youth member's continued registration with Scouting America.

Forms to report incidents are available at the camporee HQ and all incidents must be turned into Brian Dungan at the Council office within 24 hours of the incident. The camporee HQ staff will collect all the forms and forward them onto Brian Dungan for processing.

Interfaith Service and Catholic Mass

An Interfaith Service will be held in the Dining Hall. The Interfaith Service is open to all Scouts and leaders, regardless of their beliefs. If your Troop has a Scout or Chaplain-Aid that is interested in assisting with this service, please inform the Camporee HQ by 5pm on Saturday afternoon.

We are attempting to arrange for a priest to celebrate Catholic mass at the camporee. Provided we can arrange for a priest, Mass will be celebrated in the Station 940 pavilion (Health Lodge area) on Saturday night.

Scouts and leaders are encouraged to attend one of the services. The expected time for both services will be 7:30pm.

Check-Out

All units are asked to follow the "Leave No Trace" camping guidelines.

Please fill out the Camporee Evaluation form you will be provided on-site. We would like to have your feedback on the Camporee and how we can make it better for you and your Scouts. Your feedback is important to us, so we can evaluate and make improvements. There is no need to check out with anyone on the Camporee Staff prior to leaving camp on Sunday morning. If your Troop is leaving early, please inform someone at the Camporee HQ prior to departure.

Event Information

A Scoutmaster/Advisor and Senior Patrol Leader will meet at 9:00 pm, Friday night at the Dining Hall. At that time, Saturday information will be distributed. Each Patrol should gather at the Parade Field by 8:30 am, Saturday morning for the Opening Ceremony. Patrol competitions will begin at 9:00 am and conclude at 5:00 pm.

There will be a scheduled break for lunch between 11:30 am and 12:40 pm. Scouts will be able to return to their campsites for lunch. Afternoon stations will start promptly at 12:40 pm.

Coffee will be available for the leaders at the Camporee HQ – Wilcox cabin (Handicraft).

Assistance Needed

To make this camporee a success, we need your help! We have opportunities for both Scouts/Venturers and adult leaders.

We are looking for Scouts to assist with the opening colors on Saturday and for different parts during the Interfaith service. If you have members of your Troop interested in assisting with either of these activities, please bring their information to the SM/SPL meeting on Friday night.

We are also looking for adult leaders to help with some of the various stations to make sure they run smoothly. If interested, please let the camporee staff know or check the appropriate box on the camporee unit roster.

List of Materials Needed for Each Patrol

- 1 Scout Handbook per patrol
- 1 patrol flag
- 1 patrol yell
- 1 or more writing implements
- Lots & lots of Scout Spirit

Patrols are permitted to return to their campsites between stations to collect any materials they need for their next station, so they do not have to carry everything with them all day.

The Rules

This Camporee will be great fun and a memorable adventure for all who attend. Your Camporee Staff wants this to be a SAFE activity without injury or mishap. To plan for that goal, we have established a few Commonsense Rules that will make the Camporee more enjoyable for all.

Leadership: At least two registered adult leaders must be present on camp property during the Camporee. The Camporee Committee wants to remind all adults that this Camporee is for the Scouts to enjoy. Please use the Patrol Method at all times.

Scout Oath & Law: The Scout Oath and Law are expected to be practiced by all attending the Camporee.

Campsites: Campsites are assigned based on the number of Scouts that are registered. Based on the projected number of registrations, troops will be assigned one or more patrol sites within the summer camp troop campsites.

Food: It is each Troop's responsibility to provide all meals and snacks for themselves. Each Troop is responsible for the cleanliness of their campsite and for packing away their own trash after the event.

Food Storage: Each Troop is responsible for supplying their own secure food storage containers.

Water: If the camp water is turned on, water is located at each site. Water is also available at the maintenance shed. Plan on bringing a water jug to carry your water from where the water will be located.

Fires: Fires will be allowed in the campsite only in established fire pits. Fuel stoves and lanterns are allowed.

Fireworks: Fireworks are not allowed.

Restroom Facilities: If the camp water is turned on, flush toilets are located at each site. If the water is turned off, there are open pit latrines located throughout the Camp and at each campsite. Scouts should help keep them clean. (Bring extra toilet paper)

Shoes: No open-toed shoes or crocs/crocs like shoes are permitted in camp.

Buddy System: All Scouts must use the buddy system throughout the camporee. **A Scout should have a designated buddy and remain with that buddy at all times**, whether traveling between stations, participating in events, or moving about camp. Buddies look out for each other, help ensure everyone's safety, and immediately report any concerns to an adult leader or event staff.

More information on the buddy system and how it should be used by going to the *Guide for Safe Scouting*:
<https://www.scouting.org/health-and-safety/gss/gss01/>

Lantern & Stoves: Scouting America Policy on fuels will apply. Only adults will refill all lanterns and stoves. Fuel must be stored away from fires and the cooking area and absolutely **NO LANTERNS OR FLAMES IN TENTS**.

Patrol Size: Patrols should have between four and eight Scouts. If the patrol is larger than eight Scouts you will need to split the Scouts up into a 2nd patrol. Any participant that leaves early must notify their Unit Leader.

If you have less than four Scouts that want to attend, we will work to combine your patrol with another small patrol. Each troop will still need to have the appropriate two deep leadership, regardless of the number of Scouts attending.

Parking: All vehicles will be expected to park in the designated parking lot. **NO VEHICLES WILL BE PERMITTED IN THE CAMPING AREA DURING CAMPOREE WITHOUT AUTHORIZATION**. Special Needs will be taken care of on an individual basis.

Clean Up: Each unit's adult leaders will be responsible for ensuring that their campsite is clean prior to leaving. All trash must either be placed in the two full metal dumpsters on the right side behind the dining hall or leave with your Unit. The dumpsters by the dining hall on the left side are for cardboard only. Leave No Trace! Please notify the registrar if your unit will be leaving early.

Directions to Camp

Camp Minsi is located at 106 Camp Minsi Rd, Pocono Summit, PA 18346. Please go to:

<https://tinyurl.com/CampMinsiDirections> or scan the QR code below to get customized directions via Google Maps.



Schedule of Events

Friday, October 24, 2025

6:00 pm – 8:30 pm	Units arrive. Check-in at Ad-Pad pavilion. Camp setup begins. *
9:00 pm	Senior Patrol Leader & Scoutmaster meeting – Dining Hall
10:30 pm	TAPS/Lights Out

Saturday, October 25, 2025

8:30 am	Colors at parade field
9:00 am – 11:35 am	Stations open
Period 1	9:00am – 9:45am
Period 2	9:55am – 10:40am
Period 3	10:50am – 11:35am
Period 4	11:45am – 12:30pm
12:30 pm – 1:30 pm	Stations closed for lunch
1:30 pm – 5:00 pm	Stations open
Period 5	1:30pm – 2:15pm
Period 6	2:25pm – 3:10pm
Period 7	3:20pm – 4:05pm
Period 8	4:15pm – 5:00pm
5:00 pm – 7:30pm	Dinner at campsites
7:30 pm	Catholic Mass – Station 940 pavilion (Health Lodge area) **
7:30 pm	Interfaith Service – Dining Hall**
9:00 pm	Campfire & Awards Ceremony**
11:00 pm	TAPS/Lights Out

* If your Troop/Crew is planning on arriving after 8:30pm on Friday night, please contact the event organizer prior to the close of registration to coordinate your arrival.

** Please note that the times for the Interfaith Service, Catholic Mass, and Campfire are subject to change. Updates may be announced during the event, so participants should remain attentive to the schedule and any communications from staff.

Sunday, October 26, 2025

6:00 am – 11:00 am	Troops/Crews depart camp
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Events

Caber Toss

One of the most iconic Highland Games challenges! In this event, Scouts will attempt to lift and toss a long wooden log (the “caber”) so that it flips end over end. The goal isn’t about distance, but control — the caber should turn in the air and land in as straight a line as possible from where it was thrown. This challenge tests balance, strength, and technique, and requires teamwork to safely handle and set the caber before the toss.

Scouts will be tossing a padded length of PVC pipe as the caber. Pipes will be in 4-, 6-, and 8-foot lengths and need to qualify by safely tossing the shorter pipes before moving on to a longer length.

Battle Hammer Toss (Tomahawk Throw)

Channel your inner Highland warrior! Scouts will take aim by throwing a tomahawk (or camp-safe substitute) at a wooden target. The challenge is not distance, but accuracy and consistency — hitting the target solidly and safely. This event blends skill, focus, and a steady hand worthy of any Highland champion.

Highland Archery

Archery has long been part of Highland tradition. Scouts will step up to the line and test their precision with bow and arrow, aiming for the bullseye to earn top marks. Careful focus, breath control, and patience will separate the true archers from the rest of the field.

Farmer's Walk (Kettlebell Relay)

Inspired by the strength of Highland farmers, this event challenges Scouts to carry heavy kettlebells across a set course without dropping them. Each patrol member will take a turn hauling the weights before passing them to the next Scout in true relay fashion. Grip strength, endurance, and determination are tested here — and only the patrol that works together with steady hands and strong spirit will finish first!

Kilt Run (Patrol Speedwalk)

No Highland Games would be complete without a spirited dash! In this event, each member of the patrol will take a turn speedwalking around the course before passing the “baton” to the next Scout. No running allowed — it’s all about teamwork, pacing, and patrol spirit. The fastest patrol to complete the full relay earns the glory, but style and laughter are guaranteed along the way!

Storming the Castle (Ladder Lash Challenge)

The castle walls must be scaled — but first, Scouts must build the means to do it! Patrols will receive poles and rope, and their task is to lash together a sturdy ladder using square and diagonal lashings. Once the ladder is complete, each patrol will take turns “storming the castle” by carrying their creation to a designated point and proving it can stand up to use. This event tests knot knowledge, lashing skill, teamwork, and the patrol’s ability to work under pressure.

Sheaf Toss

A true test of power and technique! Using a snow shovel, Scouts will hurl a bundle (the “sheaf”) up and over a raised bar or rope. With each successful round, the bar goes higher. How high can your patrol launch the sheaf?

Highland Golf (Chip Shot Challenge)

A true test of accuracy and finesse! Scouts will use a club or stick to chip a wiffle golf ball into a designated target. Each patrol member will take turns aiming for the goal, with points awarded for landing the ball inside the target area. Power won’t win this game — steady focus, careful control, and a light touch will crown the Highland champion golfer!

Bonus Activity: Geocache Scavenger Hunt

Finished a station early? Looking for something extra between events? Patrols can take on this optional challenge! Using GPS units or map coordinates, Scouts will search for hidden geocaches around camp. Each cache contains a clue, item, or mini task. This activity is not required, but it’s a great way to test navigation skills and teamwork — and earn extra bragging rights during the Highland Games!

Campfire Program

Each troop will need to provide the name of a skit/song they will do at the campfire on Saturday night. All the scoring for this event is made up and the points don't matter. An award will be presented to the "best" skit/song as the judge's choice.

Skits/songs should not include any of the following:

- Embarrassing, insulting, or demeaning skits
- Violence/Suicide skits
- Toilet humor
 - references to
 - bodily functions
 - underwear
 - toilet paper
- Water Skits
- Drugs/Alcohol/Drunkenness
- Sexual Innuendo
- Real life medical conditions
- Cross Gender Impersonation
- Inside Jokes

All the awards will be presented at the end of the campfire.

Event Scoring

Every patrol will be given their schedule, a map of the camp, and the location of each station. At each station, the patrol will have to complete a task or challenge. The patrols will have a limited amount of time to complete that challenge.

A patrol can earn a maximum of 100 points at each station. 75 points can be earned for their performance at the station, and 25 points can be earned for the Patrol's Scout spirit. All stations will consider each Patrol's skill, knowledge, and TEAMWORK.

Scout Spirit Scoring Matrix – Used at all scored stations

- **Patrol Flag Present** – 5 pts
 - 5 = Flag displayed clearly at station
 - 0 = No flag brought
- **Patrol Yell (Unprompted)** – 5 pts
 - 5 = Yell/cheer performed with energy, unprompted
 - 2 = Performed but needed prompting / low enthusiasm
 - 0 = Not performed
- **Full Patrol Arrival Together** – 5 pts
 - 5 = All members arrive together as a group
 - 3 = Minor straggler(s), but mostly together
 - 0 = Arrive in small groups or scattered
- **Leadership by Patrol Leader** – 5 pts
 - 5 = Clear leadership, directions given, respected by patrol
 - 3 = Some leadership, but shared/unclear
 - 0 = No visible leadership
- **Cooperation, Participation, Enthusiasm** – 5 pts
 - 5 = Entire patrol engaged, enthusiastic, supportive, no bickering
 - 3 = Most engaged, but minor issues (arguing, lack of focus)
 - 0 = Poor cooperation, arguing, or disengagement

Highland Golf (Chip Shot Challenge)

- **Accuracy** (up to 45)
 - Points per made chip (e.g., ~6 pts each; cap at 45).
- **Control & Technique** (up to 20)
 - Proper stance, smooth chip (not a full swing), safe handling.
- **Patrol Participation (8 chip attempts)** (up to 10)
 - 10 = each Scout takes at least one scored chip.
 - Deduct **-2** pts per missing attempt/participant (down to 0).

Caber Toss (PVC lengths 4' → 6' → 8')

- **Qualification Progression** (up to 30)
 - 10 pts for each length successfully flipped in order (4', 6', 8').
 - At least one member of the patrol must qualify to get the points for this section.
- **Straightness / "12 o'clock" Line** (up to 20)
 - 20 = near-perfect line; 15 = slight angle; 5 = significant angle.
- **Control & Safe Technique** (up to 10)
 - Clean lifts, safe setup/spotting, no unsafe drops.
- **Patrol Participation** (Entire patrol participates) (up to 15)
 - 15 = all patrol members made at least one attempt
 - **8 member patrol**
 - Deduct -2 pts per missing/no-turn (down to 0).
 - **7/6 member patrol**
 - Deduct -3 pts per missing/no-turn (down to 0).
 - **5/4 member patrol**
 - Deduct -4 pts per missing/no-turn (down to 0).
 - **Less than 4 members in a patrol**
 - Deduct -3 pts per missing/no-turn (down to 0).

Farmer's Walk (Kettlebell Relay)

- **Course Completion** (up to 20)
 - All legs completed; kettlebells never dropped outside control zone.
- **Speed / Time Ranking** (Adaptive up to 25)
 - Award points by finish **rank r** among **N patrols** using a linear scale:
Points = round($25 \times (N - r) / (N - 1)$)
 - Best time ($r = 1$) → 25 pts
 - Last place ($r = N$) → 0 pts
 - If $N = 1$, award 25 pts.
 - **Ties:** Compute the average of the tied ranks and apply the formula to that average, rounding to nearest integer.
 - **DNF/DQ:** Rank below all finishers (after last place) and score via the same formula (often 0).
- **Transitions & Carry Technique** (up to 10)
 - Smooth handoffs, safe carries, proper posture.
- **Patrol Participation (8 relay legs)** (up to 20)
 - 20 = 8 distinct legs by 8 Scouts.
 - Deduct -3 pts per missing leg/participant (down to 0).

Kilt Run (Patrol Speedwalk Relay)

- **Speed / Time Ranking** (Adaptive up to 35)
 - Award points by finish **rank r** among **N patrols** using a linear scale:
Points = round($35 \times (N - r) / (N - 1)$)
 - Best time ($r = 1$) → 35 pts
 - Last place ($r = N$) → 0 pts
 - If $N = 1$, award 35 pts.
 - **Ties:** Compute the average of the tied ranks and apply the formula to that average, rounding to nearest integer.
 - **DNF/DQ:** Rank below all finishers (after last place) and score via the same formula (often 0).
- **Form Compliance** (up to 20)
 - Strict speed-walk (no running), etiquette, rule adherence.
- **Course Completion** (up to 10)
 - Clean start/finish, no missed checkpoints.
- **Patrol Participation (8 relay legs)** (up to 10)
 - 10 = 8 distinct legs by 8 Scouts.
 - Deduct **-2** pts per missing leg/participant (down to 0).
- **Bonus Points** (up to 15)
 - Scouts are wearing kilts for the event.

Storming the Castle (Ladder Lash Challenge)

- **Correct Lashings** (up to 25)
 - Proper square/diagonal lashings; neat and secure.
- **Ladder Stability / Demo** (up to 20)
 - Passes safety check; stands/holds per instructions.
 - Build Efficiency & Organization (up to 10)
 - Tool/rope management, role assignment, clear leadership.
- **Safety & Procedure** (up to 5)
- **Patrol Participation (8 roles)** (up to 15)
 - 15 = all 8 actively contribute (lashing, measuring, stabilizing, transporting, demo).
 - Deduct **-2** pts per missing role/participant (down to 0).
 - Tip: If climbing demo is used, rotate roles so each Scout performs one meaningful task.

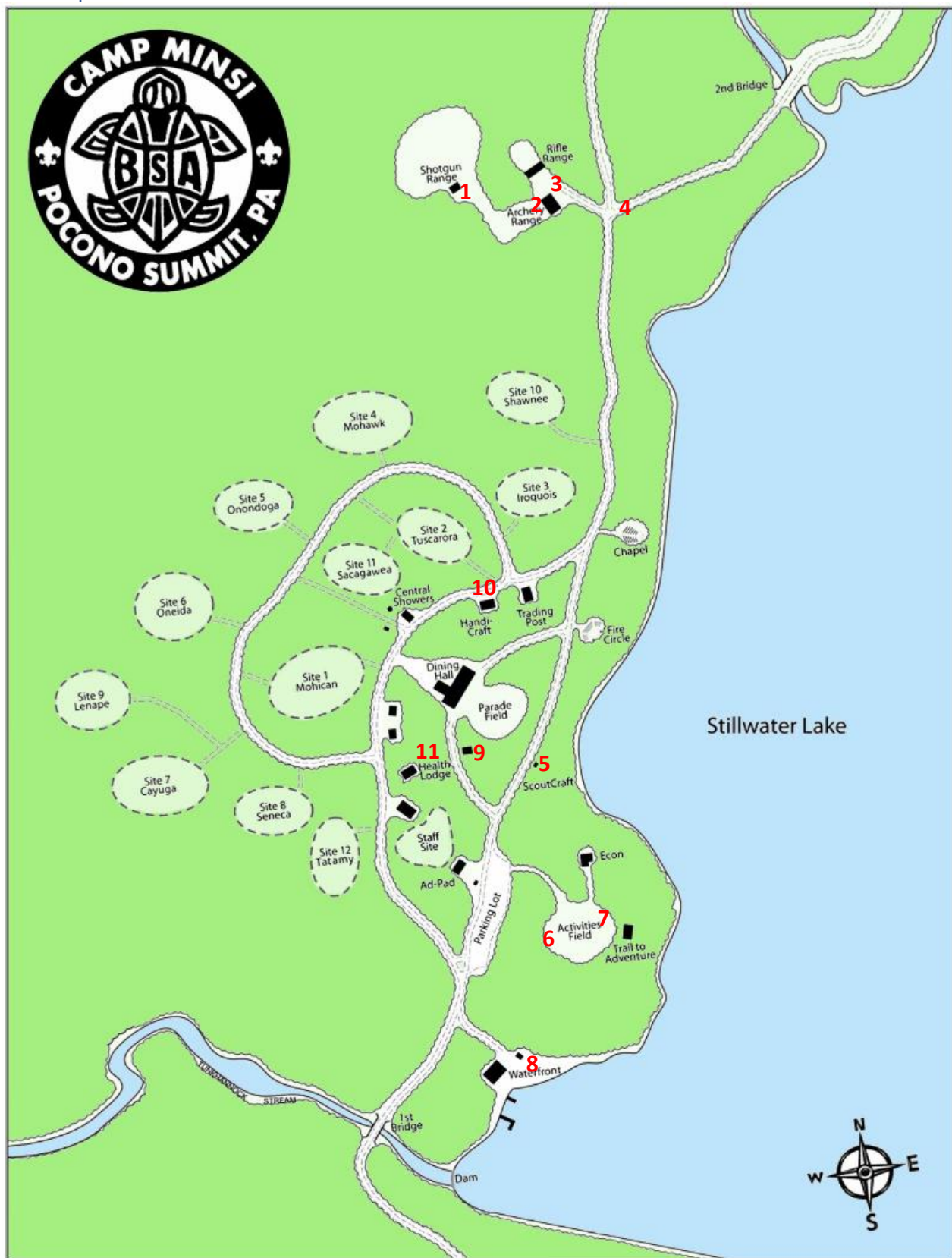
Sheaf Toss

- **Height Cleared** (up to 35)
 - Award 10/15/20/25/30/35 as bar rises by preset increments.
- **Technique & Control** (up to 15)
 - Smooth load, consistent swing, controlled follow-through.
- **Safety** (up to 5)
 - Clear range, proper spacing, commands.
- **Patrol Participation (8 tosses)** (up to 20)
 - 20 = each Scout attempts at least one toss.
 - Deduct **-3** pts per missing attempt/participant (down to 0).

Participation Enforcement (unless otherwise noted)

- **Requirement:** For all events except the Caber Toss, each patrol must complete 8 distinct turns or roles — one for each Scout in an 8-member patrol. In the Caber Toss, every Scout in the patrol is required to make at least one attempt.
- **Short Patrols/Absences:** If fewer than 8 are present, the patrol must still complete 8 total turns (rotate safely) to earn full participation points; apply the listed per-missing-turn deduction if they do not.
- **Safety First:** Any unsafe act can forfeit form/safety points and, if needed, pause the attempt until corrected.
- **Time Requirement:** Each station must be completed within the time allotted. Patrols should use their time carefully to ensure all members participate as required. When the time limit expires, the event will end immediately, and scores will be based on the progress made up to that point.

Station Map



- | | | | |
|------------------------|-------------------------|-------------------|--|
| 1 — Battle Hammer Toss | 4 — Kilt Run | 7 — Sheaf Toss | 10 — Camporee HQ — Wilcox Cabin (Handicraft) |
| 2 — Highland Archery | 5 — Storming the Castle | 8 — Golf | 11 — Health Lodge |
| 3 — Farmer's Walk | 6 — Caber Toss | 9 — 940 Pavillion | |

CAMPOREE UNIT ROSTER – page 1 of 2

Bring this Completed Form to the Onsite Check-in

TROOP/CREW NUMBER: _____

DISTRICT: _____

UNIT LEADER: _____

ON SITE EMERGENCY NUMBER: _____

SENIOR PATROL LEADER: _____

SKIT/SONG NAME: _____

ALTERNATE SKIT/SONG NAME: _____

PATROL NAME:

Name	Position

PATROL NAME:

Name	Position

PATROL NAME:

Name	Position

PATROL NAME:

Name	Position

LIST ALL ADULTS

(At least two registered adult leaders must accompany and remain with each unit at the Camporee.)

Name	Check if willing to help with a station?
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Name	Check if willing to help with a station?
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

CAMPOREE UNIT ROSTER – page 2 of 2

Bring this Completed Form to the Onsite Check-in

TROOP/CREW NUMBER: _____

DISTRICT: _____

PATROL NAME:

Name	Position

PATROL NAME:

Name	Position

PATROL NAME:

Name	Position

PATROL NAME:

Name	Position

PATROL NAME:

Name	Position

PATROL NAME:

Name	Position