

Alligator District Presents.....

Wild, Wild West



Camporee Program Guide

5:00 PM, Friday, November 7, 2025 – 11:00 AM, Sunday, November 9, 2025

Florida Sports Park: 8520 Rattlesnake Hammock Rd, Naples, FL 34114

Sam Jinkins, Camporee Chair, (678) 429-5739 or sjinks964@gmail.com

Wild Wild West

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Camporee Chairman Note

This camporee is a little different from past camporee events. With the input of Scouts, I have worked to provide a schedule that allows more time for Scouts to complete general camping tasks and showcase their scouting skills in creative ways. I have attempted to allow our Scouts to “have fun in the outdoors” by reducing the number of events, having games that are not specifically Scout skills and placing emphasis on our troops while still upholding Scout led patrols. Additionally, Scouts suggested the elimination of competitive type sport. We eliminated any bias for older or larger troops. I hope the slower schedule and the Sassafras Social event during campfire will allow our troops to socialize. Scouts with free time are encouraged to participate together in Scout appropriate activities. Most of all, my wish is to strengthen the bond between troops in the Alligator District while allowing the Scouts to have a fun camporee.

General Information and Rules

These rules are the general framework around which this event will be operated. The Scout Oath, Law, and Outdoor Code are the guides for ALL behavior at this event. Individuals who do not conform to this spirit will be asked to leave the event. Organization is a guest of the facility. Arrival time is no earlier than 5:00 PM and no individual Scouts may be dropped off prior to that time and require two registered adult unit leaders on site for supervision.

1. This event is first and foremost for our/your youth. All rules and regulations are in place to assure their safety and the preservation of this camp for their use.
2. A registration fee will be charged and paid to council prior to the event, to cover the cost of event supplies, and awards.
3. Scouts should arrive and depart in full field uniform. Full field uniform is required to be worn for the campfire program.
4. Scouts should dress appropriately for the events according to the weather. **Scouts and Scouters are strongly encouraged to dress in theme attire during the Saturday activities.**
5. Closed toe shoes must be always worn.
6. Campsites will be assigned by the event staff and will be based on the number of participants registered at the close of registration. Each unit will be required to use space provided for its campsite. All units are required to exercise "low impact" camping techniques.
7. Units will be allowed to have their unit trailer in their site. Please email Camporee Chair no later than **Thursday, October 30, 2025**, if you plan to drop a unit trailer in the camp site.
8. **No vehicles are allowed to remain inside the campsites.** There will be a designated parking area for all vehicles. To assist us in getting everyone in camp quickly, we ask that your tow vehicle park the trailer in the campsite then immediately proceed to your assigned parking lot before unloading the trailer.
9. Food should be provided by each individual unit for their participants.
10. All units will provide their own meals. Staff members will be eating with their troop. Staff without not affiliated troop should contact the Camporee Chair and make arrangements before Camporee.

RULES

1. Absolutely no alcoholic beverages or illegal drugs allowed. Scouting America policy states there is zero tolerance regarding alcoholic beverages or illegal drugs at any Scouting America event. Coolers may be subject to search at any time by event staff. Adults should refrain from smoking, vaping or the use of tobacco in the presence of youth.
2. Fireworks, Firearms, Weapons, Sheath and Fixed blade knives are not permitted.
3. No dog or pets are permitted on property, except those used as service animals.
4. Safety and fire prevention are the responsibility of everyone. If permitted by the local guidelines, facility and camporee chair, one campfire per unit campsite will be allowed. Only existing fire rings or above ground fire pits are to be used at all times. All fires must have a 5-foot radius safety zone cleared, a shovel and two 5-gallon buckets of water. Each unit should bring and have readily available at their campsite a fire extinguisher capable of putting out a propane fire.

5. Scouting's "Leave No Trace" policy will be enforced. No trees or living things should be disturbed. No green (live) wood (for camp gadgets, gateways or projects) may be cut from the camp. Bamboo is not allowed at camp.
6. Units are responsible for removal of all trash and debris from the campsite. Please use the dumpster.
7. Lights out will be at 11:00pm each evening. Quiet hours and dim lights are between the hours of 11:00pm and 6:00am.
8. Units must have campsites cleared by staff and checked-out by 11:00am on Sunday.
9. Visitors (other than registered participants) are welcomed to attend the Campfire program Saturday night but must check-in at the information desk located in the Admin Tent. Visitors to a campsite must have permission from the unit leader and the administration. All visitors must depart before Taps (lights out).
10. Bonus spirit points may be awarded by a roving judge for the following:
 - a. Working as a team
 - b. Having a patrol name
 - c. Cheer/Yell
 - d. Patrol leader
 - e. Patrol flag
 - f. Campsite cleanliness
 - g. Spirit points may be lost if there is bickering, or an adult is present with the patrol during the competition. If a parent must accompany the patrol for medical reasons, please notify administration at check-in on Friday night. Spirit points will assist with event tie breakers.
11. All other concerns will be addressed at the SPL/Leaders Meeting on Friday night. (Refer to the Schedule on Page 5)

Check-in: ALL PARTICIPANTS MUST BE REGISTERED WITH SCOUTING AMERICA!

Check In will take place in the Admin / Medical Tent area, located within the camp.

1. Units should not plan on arriving before 5:00 pm Friday evening.
2. **No individual Scouts will be allowed to be dropped off** prior to the troop arriving and it's adult leadership.
3. **All Scouts camping must arrive with their troop.** Check-in will not begin until that time.
4. Upon arriving, the Senior Patrol Leader youth and adult leader from each unit will report to the check-in location to receive the event information, and campsite location.
5. No troops will be allowed to set up camp prior to check-in.
6. Units will have health forms available in an alphabetized folder at check-in **Medical Forms (Part A&B) are mandatory for all youth and adults attending / staffing Camporee- NO EXCEPTIONS.**

Arrow Of Light (AOL) – Arrow of Light Scouts will check in Saturday morning between 8 and 8:30 and leave before dinner at 5:00pm Saturday evening. **(AOL's are not allowed to camp with the troops)**

- This is not a family campout; no siblings are allowed.
- One parent/legal guardian must attend with the AOL Scout.

Check-out: Unit check-out will begin after the awards ceremony on Sunday. Units must have their campsites cleared by a staff member prior to reporting to admin for their check-out packet.

EMERGENCY SITUATIONS

Emergencies in Camp: The camp has emergency phone numbers posted near the Administration Tent. If you have any questions about procedures after reading this section of the manual, please ask. During an emergency your responsibility is for your unit. All incidents must be reported to the event chair.

Lost Camper:

- Report situation to the Administration Tent immediately.
- The event chair will provide further instructions.

Personal Accident:

- Give immediate first aid.
- Report accident to Health Tent.
- Medical Officer will administer further first aid and complete the Incident Report.

Other Hazardous Weather Conditions:

Special consideration must be given to atmospheric conditions that may affect campers and staff. You will be alerted to any changes in schedule and program.

Encounters with Wildlife:

Florida Sports Park covers roughly 300 acres and offers a wide range of exciting adventures, including the opportunity to observe many types of birds, fish and wildlife.

Seeing them in their natural habitat is always a pleasure, but it is wise to remember that they are the permanent residents of the camp while you are the visitor. Treat them with respect; give wildlife enough

space so it will not feel threatened by your presence. Most conflicts between people and wildlife are linked to careless handling of food or garbage.

In the event you are injured, provide first aid then please report to the Health Tent immediately. For additional information or assistance contact the event chair.

First-Aid & Health Tent Services:

- Every unit is to have a first aid kit with adequate first aid supplies on site as part of their unit equipment.
- All participating units should handle minor first aid situations within their units.
- A first aid station will be available at the Health Tent with a health officer on site.
- Due to various SIZES & TYPES of wildlife - Absolutely **NO FOOD IN ANY TENTS!** There are bears, panthers, bobcats, raccoons, coyotes, fire ants, and snakes near the camping area. This is their home, and we are the visitors, and they look for food wherever they can find it.

Sunday Interfaith Service: There will be a non-denominational Scouts interfaith Service on Sunday morning. All event participants are requested to attend the service as the awards ceremony immediately follows the service. Please wear full field uniform.

Equipment for the event:

1. Each Scout should have their Scout 10 essentials with them.
2. Each unit is responsible for bringing Items needed to compete in the Gateway and Cast-Iron Cook-off competitions.

Camporee Schedule

Friday

Check-In & Camp Assignment	5:00 pm – 8:30 pm - Gate/Admin
SPL/Leader's Meeting	8:30 pm
Range & Target Sports sign up	8:30 pm
Staff Meeting	9:00 pm

Saturday

		<u>Location</u>
Reveille & Breakfast	6:30 am – 8:00 am	ALL Campsites
AOL Check-In	8:00 am – 8:30 am	Gate/Admin
Opening Ceremony	8:45 am – 8:59 am	Bleachers
Gateway Construction	9:00 am – 12:00 am	Troop Campsite
Cast Iron Cooking	9:00 am – 12:00 am	Troop Campsite
AOL Events	9:00 am – 12:00 am	Circle Field
Troop Range Time	9:00 am – 12:00 am	Camp wide
Lunch -AOL Meet and Greet	12:00 pm – 1:00 pm	Campsites
Troop Range Time	1:00 pm – 4:00 pm	Range
Patrol Competitions	1:00 pm – 4:00 pm	Circle Field
AOL Events	1:00 pm – 4:00 pm	Circle Field
Dinner	4:00 pm – 6:00 pm	Campsites
Sassafras Social and Campfire	6:30 pm – 8:00 pm	Bleachers
Leader Mtg/ Cracker Barrel	9:00 pm	Admin
Staff Meeting/Check out Assignments	9:45 pm	Admin

Sunday

Reveille & Breakfast	6:30 am – 8:00 am	Campsites
Interfaith Service	8:00 am – 8:30 am	Amphitheater
Awards	8:30 am – 9:00 am	Amphitheater
Camp Check-Out	9:00 am – 11:00 am	

(Units must be packed up and ready to go before 11:00 am)

Patrol Program Events – Saturday 1:00 PM -4:00 PM
(Patrols must consist of 5-8 Scouts)

Stations	Location
1. Harry's Horseshoes	Circle Field
2. Ring the Ruckus Cactus	Circle Field
3. Wild Cattle Roping	Circle Field
4. Dusty Kim's Game	Circle Field
5. Texas Tomahawk Toss	Range
6. Arrow Slinging (Archery)	Range

Patrol Program Event Details

Station 1 Harry's Horseshoes

- Patrol members will throw horseshoes for points.
- Practice throws and 3 throws per patrol member for score.
- Scoring will be based on score per Scout points plus spirit points.

Station 2 Ring the Ruckus Cactus

- Patrol members will throw rings for points.
- Practice throws and 3 throws per patrol member for score.
- Scoring will be based on score per Scout plus spirit points.

Station 3 Wild Cattle Roping

- Using a lasso, patrol members will try to rope "cattle".
- Practice throws and 3 throws per patrol member for score.
- Scoring will be based on score per Scout plus spirit points.

Station 4 Dusty Kim's Game

- Each patrol will be given time to memorize objects.
- Scoring will be based on number of items and questions answered (score per Scout) plus spirit points.

Station 5 Arrow Slinging (Archery)

- All patrol members will shoot 5 arrows at designated targets.
- Allotted time – 30 minutes
- Scoring will be based on best 3 arrows:
 - Adherence to all safety rules and regulations on the range.
 - Average score for each patrol member (Score per Scout).
 - Patrol spirit

Station 6 Tomahawk

- Each Scout will be throwing three (3) rounds at a prescribed target.
- Allotted time – 30 minutes
- Scoring will be based on:
 - Number accuracy of the first tomahawk to stick the target.
 - Spirit Points.
 - Points will be based on score per Scout.

Troop/Crew Events

1. Campsite and Gateway Inspection
2. Cast Iron Cook Off
3. Campfire Contribution:
 - a. Each troop is responsible for contributing an element to the campfire program.
4. Cattle Rustlin
5. Sassafras Social

Troop/Crew Event Details

1. Campsite and Gateway
 - a. Shall be constructed using pioneering methods, i.e. lashings.
 - b. Extra points will be awarded for gateways with a western theme.
 - c. All troops shall provide all pole/staves and lashing materials.
 - d. Shall include the troop Flag.
 - e. Will be judged by Committee Staff during lunch.
2. Cast Iron Cook Off – AOL Meet and Greet
 - a. AOL Scouts will visit each troop during lunch.
 - b. Each SPL will greet the AOL Scouts, parents, and leaders.
 - c. Scouts should promote their troop.
 - d. Each troop shall make an entrée or dessert and share with AOL, and family.
 - e. Each dish must be cooked in a cast iron cooking vessel.
 - f. Committee staff will vote on cooking method and western themed dishes.
 - g. Each AOL will get one vote for their favorite troop/dish.
3. Campfire Contribution
 - a. Each troop will provide one Scout related element to the campfire program, i.e. skit, song, interpretive dance, poem, etc.
All elements shall be submitted, by the troop SPL, in writing to the camp staff before Saturday 3:00 pm for approval.
 - b. Western themed elements, costumes, songs, etc., will receive bonus points.
 - c. Judging will be done by camp staff.
4. Cattle Rustlin
 - a. Search for your wayward “cattle” hiding out in them thar hills and rustle them into the herd! Camp staff, the Camp Admin tent, and events may all be good hiding places for “Cattle” to be found!
 - b. Free Ranging “Cattle” may be found in any common area.
 - c. Scouts should quietly and secretly “rustle” or collect any “cattle” found.
 - d. Any Scout caught “rustling” any “cattle”, by camp staff, shall be asked to replace any cattle being rustled.
 - e. Camp staff may award their cattle to patrols for any Scouting spirit, themed costume, or good deed.
 - f. The troop that has the most “cattle” at the end of the Sassafras Social will receive a “Rustlin” Reward.

5. Sassafras Social

- a. This will be a social event where Scouts can enjoy Country and Western music.
- b. Line dancing will be available for Scouts to enjoy.
- c. Dressing in wild west attire is encouraged.
- d. Camp staff may award “cattle” for spirit, dancing, and themed dress.
- e. The Cattle Rustlin’ Award will be awarded before campfire begins.

Troop/ Crew Scoring and Awards

Scoring: Each event will be scored based on the patrol’s or troop’s performance as well as their Scout spirit and level of full participation.

Patrol Events: Recognition of top patrols for each event will be announced.

Overall: Awards will be awarded for the 1st, 2nd, 3rd place overall troop or crew within the district at the camporee. These awards will be based on total points earned in all areas participated.

Note: Overall unit winner will be determined by totaling scores from all events. In units where there are multiple patrols, the best score in a program area will be used for determining the winner of the overall camporee award.

Spirit Points – Will be awarded for patrol yell, flag and themed attire at the discretion of camporee staff. Event staff may give spirit points for each patrol event and troop event. Judges decisions are final.

Arrow of Light Events

1. Open Range Camping
2. No Not Knots
3. Cowboy's Cuts, Scrapes, and Bruises
4. Dusty Kim's Game
5. Open Range Essentials
6. Range Wrangle
7. AOL Meet and Greet (Lunch)

AOL Event Details

Station 1 Open Range Camping

- AOLs and family will be introduced to non-traditional camping.
- Scouts and family will explore bed rolls, hammocks, tent cots, and much more.
- Scouts and parents can try to beat the best time in a tent toss-up.

Station 2 No Not Knots

- AOLs and family will learn to tie Scout knots, fishing knots and other useful knots.
- Use the knot to tie on a practice plug and cast at targets.

Station 3 Cowboy's Cuts, Scrapes, and Bruises

- AOLs and family will learn basic first aid, about first-aid kits and other camp health requirements.
- Scouts will make a litter, and your adult will drag you to safety!

Station 4 Dusty Kim's Game

- AOLs and family can try their hand at memorizing objects in a classic Scout game.
- Challenge your adult to see can memorize the most objects.

Station 5 Open Range Essentials

- AOLs and family will learn what the 10 essentials are for camping.
- Get ready for your first campout after crossing over to Scouts.
- Pack a backpack and try it on.

Station 6 Range Wrangle

- AOLs and family can work off some energy wrangling items from each other.
- Unpin the clothes pin from each other, the person with the most pins gets braggin' rights.

AOL Meet and Greet (Lunch)

AOLs and family members as a special treat, you will be judges for the troop and crew Cast Iron Cook Off. You will receive a voting ticket to fill out with your favorite dish from all the camps you visit. Go explore each camp and meet the Scouts during lunch. Each troop or crew will have a cast iron cooked entrées or desserts for you to try. Ask questions as you get to know each troop. You may find a troop you want to visit before crossing over into Scout troop. Each AOL and family will be responsible for bringing their own lunch and drinks. Please remember your water bottle as cold water will be available.