

Manatee & Two Rivers District

2026 Stone Age Camporee



Program Guidebook

Camp Flying Eagle

16009 Upper Manatee River Road, Bradenton, 34212

March 6 – 8, 2026

Camp Director: Shari Kurutz 941-526-3318

Program Chair: Misty McDaniel 941-445-1734

camporee_chair@yahoo.com

GENERAL RULES AND INFORMATION

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.

Scouts should arrive and depart in full uniform. The uniform is required to be worn for the Sunday assembly. All costumes or Scout attire may be worn during the Saturday night campfire program. Scouts should dress appropriately for Saturday events according to the weather and activity. In general, Scout shorts and an activity shirt or T-shirt in warm weather or your themed attire. In cold weather, clothes should be layered.

Any participants with special needs/arrangements during camporee should **email:** camporee_chair@yahoo.com before the registration deadline to request arrangements.

This event is first and foremost for the youth. All National and Council Scouting policies are in place to ensure their safety and the preservation of this camp for their use. This includes but is not limited to the Guide to Safe Scouting, Safeguarding Youth, National Camp Accreditation Program (NCAP), Range Sports Manual and Aquatics Manual.

1. Scouts should dress appropriately for the events according to the weather.
2. Closed toe shoes must be always worn. (This includes Scouters)
3. Campsites will be assigned by the administrative staff and will be based on the number of participants registered at the registration deadline. Each unit will be required to use minimal space for its campsite. All units are required to exercise "low impact" camping techniques.
4. Units should not plan on arriving before 5:00 pm Friday evening. Check-in will not begin until that time.
5. Units will be allowed to have their unit trailer on their site. Please email camporee_chair@yahoo.com no later than **Thursday, March 5th** if you will be bringing a unit trailer.
6. **No vehicles are allowed to remain inside the campsites.** There will be a designated parking area for all vehicles. We ask that your tow vehicle park the trailer in the campsite then immediately proceed to your assigned parking lot before unloading the trailer.
7. Absolutely no alcoholic beverages or illegal drugs allowed. BSA policy states there is zero tolerance regarding alcoholic beverages or illegal drugs at any BSA event. Coolers may be subject to search at any time by event staff.
8. Safety and fire prevention are the responsibility of everyone. If permitted by the camp ranger, one campfire per unit campsite will be allowed. Only existing fire rings or above ground fire pits may be used. 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 a fire extinguisher capable of putting out a propane fire.
9. Scouting's "Leave No Trace" policy will be enforced. No trees or living things should be disturbed.
10. Units are responsible for the removal of all trash and debris from the campsite. Please use the dumpster. NO Gateway or Program materials may be put into the dumpster.
11. Lights out will be at 11:00pm each evening. Quiet hours and dim lights are between the hours of 11:00pm and 6:00am.
12. Units must have campsites cleared by staff and check out by 11:00am on Sunday.

13. Any two-way radios in use Must Not operate or interfere with the same channel as the staff. We need clear uninterrupted communication for emergency use.
14. **VISITORS** are welcome at camporee. They may watch field events (but not participate) and Saturday evening campfire. All visitors must sign in on arrival and depart before 11pm. Visitor tags will be provided.
15. Patrol competitions were designed for a minimum of 4 Scouts and a maximum of 8 for each event. If your unit has a patrol of less than 4, please contact Misty or Shari at Camporee_chair@yahoo.com prior to or at camp so that we may combine you with another patrol.
16. No invasive species of wood including bamboo may be used or green (live) wood may be cut from the camp.
17. **SKITS:** All campfire skits must conform to Scouting standards. Notify staff about the skit at the Friday night meeting. You will be told when and where to appear for the audition.
18. Any unsafe or improper use of knives, axes, or other tools will result in deduction of unit points and/or removal from camporee. Sheath knives and fixed blade scabbard knives are prohibited.
19. The purchase of, possession of, or consumption of any alcoholic beverages, illegal drugs, or firearms by a youth or adult at camporee will not be permitted and will result in immediate dismissal from camporee.
20. All other concerns will be addressed at the Scout Master/SPL Meeting on Friday night.

Check-in: Upon arriving, the youth and adult leader from each unit will report to the check-in location to receive the event information, campsite location and pre-ordered event t-shirts. No individual will be allowed to set up camp and youth may not be dropped off prior to unit leader check-in with two leaders present. Units should have health forms available at check-in. These are required for all Scouts and participating adults including staff and will remain with the unit during the weekend. ALL Adults camping with a Troop unit shall be a registered Adult Leader with Current Safeguarding Youth training.

First Aid: First aid is available in the health lodge. Units should have adequate first aid supplies as part of their unit's equipment. All injuries, even if treated at the unit level, are to be reported to the health lodge.

Meals: All units will provide their own meals. Staff members may eat in the Dining Hall RSVP.

Sunday Interface Service: There will be a non-denominational Scouts own service on Sunday morning. All event participants are requested to attend the service. Please wear full field uniform.

Awards ceremony: This will immediately follow the Scouts own service.

Check-out: Units must have their campsites cleared by a staff member prior to reporting to admin for their check-out packet.

SCORING AND RIBBONS

ATTENTION: All units are required to volunteer at least two staff. We will also accept more volunteers. (The more the merrier!) When you decide who your volunteers will be, please contact: camporee_chair@yahoo.com and provide the contact information. We will send an email to your volunteers with information on meeting dates, news, and anything that they may need to be updated on before the camporee. Please plan on your volunteers being at their program station the for the whole competition, this will ensure fair judging.

Patrol Competitions

Scoring: Each event will be scored on the skill or time for each event, participation in all activities and Scout uniformity.

Events: The top three patrols in each event will receive a ribbon.

Spirit: Spirit Points will be awarded based on themed attire, patrol flag, and patrol yell.

Overall: Three patrols will receive an overall camporee award ribbon. These awards will be based on total points earned in all areas participated.

Unit Competitions

Scoring: The top three (based on participation, event, and rules) will be rewarded with a specific number of points for the Best Overall Unit competition.

At the award ceremony on Sunday morning, the Top Unit Trophy will be awarded. This award will be given to the top unit of the 2026 Camporee. This will be a traveling award that can be displayed in the charter organization for up to a year before being returned to the Manatee Two Rivers

District Camporee the following year. It is up to the winning unit to have it engraved with the year and unit number.

All units will receive participation patches at check out. Participation ribbons will be included in their check-out packet.

SCHEDULE

Friday

5:00 pm – 8:30 pm	Check-In & Camp Assignment	Dining Hall
9:00 pm	Senior Patrol Leader/Scout Master meeting plus (Range & Target sign up)	Dining Hall
9:30 pm	Staff Meeting/Cracker Barrel	Dining Hall
11:00 pm	Lights out	All of Camp

Saturday

6:00 am – 8:00 am	Breakfast	Campsites
8:15 am	Flag Ceremony	Flagpole
8:30 am	Staff Meeting	Dining Hall
9:00am - 12:00 pm	Patrol competitions	All of Camp
12:00 pm - 1:00 pm	Lunch	Campsites
1:00pm – 3:00pm	Patrol competitions	All of Camp
3:00 pm – 4:30 pm	SM/SPL Range activities	Range
4:30pm –5:30 pm	Patrol Cook off	Dining Hall
5:30pm – 6:45 pm	Dinner	Campsites
7:00 pm	Campfire Program	Amphitheater
9:00 pm	Leader/SPL Meeting	Dining Hall
11:00pm	Lights out	All of Camp

Sunday

6:00 am – 8:00 am	Breakfast	Campsites
8:00 am	Non-denominational service & Awards Ceremony	Amphitheater

CHECKOUT will begin following the awards ceremony. Proceed to the dining hall to request a campsite inspection. All units must have their assigned clean up completed and leave camp by 11am.

Note: Preliminary Schedule Subject to change.

RULES for Patrol Events

Flintstones Car (Lashings)

Each patrol will need to assemble the foot-powered family car and travel the roads of their hometown of Bedrock to get to the finish line. Teamwork and ingenuity will be essential skills in this timed activity.

Oog Makes Fire

Bring tinder, but no accelerants. Each patrol will get one attempt at starting a fire using multiple primitive methods –bow drill, flint & steel, or magnifying glass. If they are unsuccessful with all of these methods, they can step into the time machine and get the ability to use a match or steel wool & battery. Once the fire starts, it must be sustained long enough to pop two kernels of popcorn.

Lend a Hand (Knots)

Cooperation was essential for survival in the Stone Age. At this station, two Scouts from the patrol must stand shoulder to shoulder and tie seven Scouting knots together. One Scout may use only the left hand, while the other may use only the right hand in this timed activity.

Oog's Compass Relay

Each patrol will use a compass to follow a course and find letters to complete a sentence. Points are awarded for speed and accuracy.

Stone Age Fish Market (Teamwork fun)

For cave dwellers, fish was an essential food source. Each member of the patrol must take a turn in this casting accuracy contest. The patrol will be allowed ten casts at targets with different point values.

Cave Hazards (First aid)

Even in prehistoric times cave dwellers got hurt. Patrols will be provided with a hazard scenario. They will treat the injured party, create a litter and transport the victim to the finish line.

Dining Fly Building

Patrols will work as a team to construct and raise a dining fly. Examples are at the end of this guide.

Quarry- (Range and Target activities)

Scouts will visit the Quarry where they must choose 2 members to compete in the rifle challenge, and 2 other scouts to do the archery challenge. No more than 2 members of each patrol will do each discipline, choose wisely.

UNIT COMPETITIONS

Decipher Petroglyphs

From check-in on Friday through 4PM on Saturday, Scouts should be on the lookout for petroglyphs throughout the camp. Decipher them and combine the information to solve a Stone Age mystery.

Oog's Cave

Bring big cardboard boxes (brown cardboard, please) and duct tape to add your patrol's contribution to building Oog's Cave. Points will be awarded based on the most extensive and creative additions to this unique spelunking venue. Make sure to label your additions with Troop # and Patrol name.

Gateway Inspection

This is judged on how well the gateway depicts the unit and the theme, how well the knots are completed, how elaborate the gateway design is, and if there is representation of your unit, charter organization, and location. Gateways can be constructed with the use of any materials (Except for Bamboo) or combination of materials. Wood Staves and Lashings are encouraged to be incorporated. Those units that use adults for the construction, other than safety concerns, will be disqualified from the competition. Also, you are not allowed to dig any holes for support. Gateway must be freestanding. Gateway setup should be completed by youth. A copy of the score sheet is located under the forms section of this Leader Guide

Campsite Inspection

At check-in, your packet will have your inspection sheet inside. Make sure it is posted within your site so that a staff member can record your score and collect your sheet. If this sheet is not present at the site, 50 points will be deducted from your inspection total. A copy of the score sheet is located under the forms section of this Leader Guide.

Patrol Cooking Competition

We are looking for the Best SWEET or the Best SAVORY dish that you can cook. Your Dish(es) shall be cooked at camp anyway you want, they do not have to be cooked in a Dutch Oven.

For each dish in the contest:

1. The Dish(es) shall be made at Camp. (theme inclusion would be cool)
2. Provide a recipe card with each Dish you make.
3. Have enough food for a Min of 4 Judges to eat. Must include all serving equipment needed to eat the dish (I.E. Forks, Spoons, Knives, Bowls etc....)

Patrol Division Scoring by Rank

Patrols will be grouped into 2 divisions of competition - determined by the Scouts' ranks. Once all the Patrols have checked in, we will split them into two groups, above and below the median score. This "scoring" method levels the playing field by allowing the more experienced Patrols to compete against each other, and the less experienced Patrols to compete against other similar patrols. We are calling our two divisions the Sticks and the Stones.

Handicapping Points

- Scout 1
- Tenderfoot 1
- Second Class 2
- First Class 5
- Star 7
- Life 10
- Eagle 12

Camporee Event Awards

1st, 2nd, & 3rd place will be awarded in two divisions for each of the Camporee program areas. Patrol Roster including Patrol name, each scout's name and rank must be turned in at check in or no later than SM/SPL meeting Friday night. Divisions will be assigned and released to the patrols at opening ceremonies Saturday morning.

Patrol Registration Form

Please register and pay on our council's website. This form is to be filled out and presented at Camporee Check-In. One form is needed per Patrol.

Unit Leader: _____ Phone #: _____

Email Address: _____ Unit #: _____

Patrol Name: _____

Patrols should be made up of a minimum of 4 to a maximum of 8 Scouts.

Name Rank

- 1. Patrol Leader: _____
- 2. Asst Patrol Leader: _____
- 3. Patrol Member: _____
- 4. Patrol Member: _____
- 5. Patrol Member: _____
- 6. Patrol Member: _____
- 7. Patrol Member: _____
- 8. Patrol Member: _____

****Do not write in this area – Registration use only****

Date of Registration: ____/____/2026 Patrol Handicap: _____

Campsite: _____ Patrol Division: "Stones or Sticks"

DINING FLY EXAMPLES



A gateway serves as an entryway to a troop's campsite and is constructed by scouts using pioneering skills like lashings and knots.

The purpose of a gateway includes:

1. **Camp Identification:** It visually marks the entrance to the campsite, often displaying the troop's name, number, or flag, making it easy for others to identify the group's location.
2. **Scout Skills Practice:** Building a gateway gives scouts the opportunity to practice and demonstrate their pioneering and knot-tying skills, as they typically use ropes, poles, and other natural materials to construct.
3. **Teamwork and Creativity:** Designing and assembling a gateway encourages teamwork, creativity, and problem-solving among scouts, as they plan the structure and work together to bring it to life.
4. **Symbol of Pride and Spirit:** A well-constructed gateway showcases troop pride and spirit, often incorporating unique designs that reflect the troop's identity or theme for the event.

Overall, gateways serve both functional and symbolic roles, helping to organize campsites and foster scout skills and camaraderie.

Expected Elements & Execution		
*Base your design around those entering the campsite.		
Element:	Maximum Score	Unit Score
Natural rope used exclusively throughout the build	10	
Rope ends whipped properly	10	
Knots and lashings are proper according to the Scout Handbook	10	
Use of all three lashings; Square/Shear/Diagonal.	10	
Use of all Seven Basic Official Boy Scout Knots	10	
American Flag displayed properly.*	10	
Unit Flag or Insignia Or Signage on Display.*	10	
State Flag or Crest on Display.*	5	
Unit Identification displayed.*	5	
Picture of Scoutmaster	5	
X factor (moving parts, unique design, complexity, did the design or an element bring a smile or chuckle to the inspector(s), etc.)	15	
SUB TOTAL	100	

Bonus Elements & Execution		
Build matches the theme of the event	10	
Use of Non-Native Species (must be removed from camp property)	-1000000	
Adult Participation	-1000000	
Complexity	10	
Coolness compared to other troop gateways	Unlimited	
SUB TOTAL	Unlimited	

TOTAL	Unlimited	
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Campsite inspections are a useful tool to evaluate a unit's structure, organization, and understanding of the Patrol method.

The purpose of an organized campsite includes:

1. **Unit Identification:** It visually separates a unit from neighboring units.
2. **Understanding of camp assignments:** Scouts learn the different roles and tasks that go into running an efficient and effective space. As they grow in their experiences, they understand the purpose behind why we do certain things. Each space serves a purpose.
3. **Teamwork and Creativity:** Designing and assembling a gadget encourages teamwork, creativity, and problem-solving among scouts, as they plan the structure and work together to bring it to life.
4. **Symbol of Pride and Spirit:** A well-run campsite showcases troop pride and spirit, often incorporating unique designs that reflect the troop's identity or theme for the event.

Organized campsites foster scout skills, active participation, and camaraderie.

Expected Elements & Execution			
*Base your design around those entering the campsite.			
Area of Camp	Element:	Maximum Score	Unit Score
General	Campsite border clearly defined	4	
	No safety hazards	3	
	Area neat and tidy and free of garbage	4	
Kitchen	First aid kit accessible, labeled, stocked, and in-date (not expired)	5	
	Duty Roster posted and filled out	5	
	Trailer closed and secured from wildlife	3	
	Water cooler accessible and filled	4	
	Perisables in cooler and animal-secure	4	
	Fire extinguisher accessible, labeled, in date, and on display	5	
	Menu posted with balanced meals	4	
Tents	Tents arranged neatly and clearly defined. Adults and youth separated. Patrols labeled	10	
	Tents staked properly	4	
	Rain flies staked properly	4	
Fire	Shovel near campfire ring	5	
	Water buckets filled with water and near fire area	5	
	Area around campfire ring cleared of any hazards and debris	3	
	Fire guard chart posted and filled out	4	
Axe Yard	Area around axe yard roped off and labeled	4	
	Axe yard tools should be locked and secured in unit trailer	4	
Gadget	Gadget labeled or its purpose clear	3	
	Gadget is unique in its construction or purpose	3	
	Gadget construction consisting of natural rope with whipped ends, and other natural materials	10	
SUB TOTAL		100	

Bonus Elements & Execution		
	Campsite decorated to be unique or match a theme	15
	Leadership tents labeled	15
	Use of Non-Native Species (must be removed from camp property)	-1000000
	Adult Participation	-1000000
	Coolness compared to other troop campsites	Unlimited
SUB TOTAL		Unlimited

TOTAL	Unlimited
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