

Panther District, Scouting America

2026 Camporee Program Guidebook



Price-Sanders Scout Reservation
38751 Bermont Rd., Punta Gorda, 33982
January 30 - February 1, 2025

Hosted by Tukosee Mathla Chapter
Osceola Lodge, Order of the Arrow

Table of Contents

Letter from the Ambassadors	1
General Rules and Information	2-4
Scoring and Ribbons	5
Camporee Schedule	6
Rules for Individual Competition	7
Rules for Patrol Events	8
Rules for Unit Events	9
Adult Competitions/Events	10
Check Out Procedure	10
Camp Emergency Procedures	11-12
Forms:	13
Campsite Inspection Sheet	13
Gateway Inspection Sheet	13
Camp Map	14

Letter from the Ambassadors

Dear Scouts and Scouters,

It is our pleasure to present to you the guidebook for 2026 Panther District Camporee. This marks the occasion of our annual Scout organized and run program hosted by the Tukosee Mathla Chapter of Osceola Lodge of the Order of the Arrow. We are presenting an event that will capture the attention of the youth of the district and help teach them teamwork and leadership skills through healthy competition.

We welcome all who are attending and their guests to see what the world of Scouting can offer. Leaders, and parents alike, you have not been forgotten. You can aid your unit in participating in the adult competitions.

Please help us out by giving feedback and promoting this event within your unit and to your friends in other units. We hope this will be a great experience for all involved and will be a memorable time. So, sign up early, you won't want to miss this awesome event!

Youth Leadership

Event Chairman:	Peyton W.
Program:	Joanna F.
Campfire:	Will H.
Youth Advisor:	Nick S.

Adult Advisors

Event Chairman:	Luke Hitchcock
Program:	Joel Madsen
OA Chapter Advisor:	Gene McMullen
Campfire:	Sean Hauser
Facilities:	Darren Watkins

Medical Officer

Elana Tomlins & Tom Tomlins

Council Staff Advisor

Jennifer Hitchcock

General Rules and Information

These rules are the general framework around which this Camporee will be operated. The Scout Oath, Law, and Outdoor Code are the guides for **ALL** behavior at this camporee. Units or individuals who do not conform to this spirit will be asked to leave the camporee. All registration fees will be charged to cover the cost of supplies, patches, and prizes. Registration fees are: \$15 per person. Registration closes Thursday, January 15, **REGISTER EARLY**. A late fee of \$10 will be charged to anyone registering after the deadline has passed. All fees must be paid in full by Thursday, January 22, to the council service center.

Arrow of Light Scouts/Dens Based on the Guide to Safe Scouting, Arrow of Light Scouts (5th graders) are the **ONLY** permitted Cub Scouts allowed to attend. With their AOL Den/Patrol under the supervision of two deep leadership from their AOL den/patrol or pack. The AOL Scout's parent(s) or legal guardian(s) may attend with the AOL den/patrol and their child, either alongside the two-deep leadership or as part of it if they are registered with the pack.

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 (PREFERRED) your themed attire. In cold weather, clothes should be layered.

Any participants with special needs/arrangements during camporee should **email** Jennifer Hitchcock at: (jennifer.hitchcock@Scouting.org) by Thursday, January 22, 2026, to request arrangements.

Campsites will be assigned based on the number registered at the end of registration. Each unit will be required to use the minimal space for its campsite. All units are required to exercise "low impact" camping techniques. Administrative staff will dismiss units from campsites upon check out.

Units shouldn't plan on arriving before 5 p.m. on Friday. Individuals arriving prior to the check-in **WILL NOT** be allowed to remain at the campsite. Units will be allowed to have a unit trailer in their campsite. **NO** vehicles are allowed to remain inside the campsite. The main parking lot is the designated parking area for all vehicles.

Upon arriving, the adult unit leader and youth leader will need to report to the Admin Building to receive their weekend information, maps and events, and campsite locations. Arrow of Light Scouts and parent/leaders will need to check in at the Admin Building upon arrival and will be directed to their host Troops' campsite is or where they will be camping.

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 Joel Madsen (joelmadsen2001@yahoo.com) prior to camp so that we may combine you with another patrol. This applies to AOL's as well. Failure to meet this requirement may result in disqualification or unable to score event.

Food will be provided by each unit for their participants, including their staff volunteers. Roadkill Grill will be available on Saturday.

Units must plan on removing all trash from the area unless otherwise notified by the administrative staff. Safety and fire prevention are the responsibility of everyone. The campgrounds must be clear and free from debris. **Fire rings must always be used.** Be very careful with fires. Have all necessary fire buckets and firefighting tools available. All fires must have a five-foot radius safety zone cleared around the fire.

Quiet hours will start at 11:00 p.m. each evening of camporee and last until 6 a.m. Dim lights are to be used between those hours. Units should plan to arrive to allow enough time to have their campsites set up by this time.

Visitors (other than registered participants) are welcome at camporee. Visitors must check-in and out at Admin building. Visitors to a campsite must have permission from the unit leader. Visitors are welcome to attend field events (but not participate) and Saturday evening campfire. All visitors must depart before 11pm.

No green (live) wood may be cut from the facility.

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. Unit leaders are responsible for the supervision of their Scouts at all times. Remember that two-deep leadership is always required. Units are requested to enforce safety and discipline.

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.

Understand that 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.

CHECK-IN PROCEDURES

***Unit leader and youth leader should check-in immediately** at admin upon arrival. No individuals will be allowed to set up camp prior to unit check-in.

***Units shall have health forms.** Health forms A & B shall be the minimum for all activities under 72 hours of duration. These are required for all Scouts and Scouters participating in the camporee including staff for the weekend. Here is the link to the Medical Form:

https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf?_Medical+Form.

***ALL Adults** camping with a troop or crew **MUST** be registered with that unit and current Safeguarding Youth training.

FIRST AID

- First Aid will always be available at the Health Lodge. Units should have adequate first-aid supplies as part of their unit's equipment. All injuries, even if treated at unit level, are to be reported to the health lodge in a timely manner.

SUNDAY INTERFAITH SERVICE

- There will be a non-denominational religious service on Sunday morning. Please wear your full uniform. Each unit is requested to provide a Chaplain's aid to participate in the Sunday service.

EQUIPMENT

Scout Unit

- Flag (Unit and American)
- Shelters
- First Aid kit
- Gateway
- Any other items that you would bring while camping.
- Themed attire (No real weapons shall be carried by youth or adults)

Patrol

- | | |
|--------------------------------------|--|
| ● Backpack or other carrying device. | ● First Aid Kit |
| ● Patrol Flag | ● Pen/Paper |
| ● Bandana | ● Scout Handbook |
| ● Min. 10 ft Piece of Rope | ● Hand Sanitizer |
| ● Compass | ● Duct Tape |
| ● Flint and Steel | ● Patrol yell/song |
| ● Poncho | ● Activity Uniform (or theme-based attire) |

Personal Gear

- | | |
|---------------------------------------|---|
| ● Clothes appropriate for the weather | ● Bathing suit (one piece for females or t-shirt over 2 piece) |
| ● Toiletries | ● Field Uniform |
| ● Sleeping gear | ● Any other items that you would bring and <u>need</u> while camping. |
| ● Water bottle | |
| ● Rain gear | |
| ● Scout Handbook | |

Scoring and Ribbons

ATTENTION

All units are required to volunteer at least two OA youth members to staff. If the unit has no OA members, contact Joel Madsen (joelmadsen2001@yahoo.com) to provide an alternate participant. We will also accept more than just one volunteer. (The more the merrier!) When you decide who will be your volunteer(s), please contact Joel Madsen and give him the contact information. He will send out an email to your volunteers with information on meeting dates, news, and anything that they may need to be updated on before the camporee.

Individual Competitions

This year we will be having an individual competition. For ALL registered Scouts. More information can be found under the Rules section for Individual Competition.

Patrol Competitions

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

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

Spirit: Points will be awarded at the designated spirit booth. 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 units (based on participation, event, and rules) will be rewarded with a specific number of points for the Best Overall Unit competition.

At the awards ceremony on Saturday night, 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 Panther 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.

Camporee Schedule

Friday

5:00-9:00 PM	Check-in & Registration	Admin
9:00 PM	Senior Patrol Leader/Scoutmaster Meeting	Dining Hall
9:30 PM	Staff Meeting/Cracker Barrel	Dining Hall
11:00 PM	Lights Out	All of Camp

Saturday

6:00-8:00 AM	Breakfast in sites	Campsites
8:15 AM	Flag Ceremony	Flagpole
8:30 AM	Staff Meeting	Handicraft
9:00-12:00 PM	Patrol Competitions	All of Camp
9:00 AM	Adult Competition	Trading Post
12:00-12:30	Lunch in Sites	Campsites
12:45-2:00 PM	Patrol Competitions	All of Camp
3:00-4:30 PM	Unit Competitions	Activity Field
4:30 PM	Flag Ceremony	Flagpole
4:45 PM	Trail to Eagle Presentation	Dining Hall
5:15 PM	Adult Cook Off	Seminole Shelter
5:30-8:00 PM	Dinner in sites	Campsites
7:00 PM	Adult Shooting Competition	Range
8:00 PM	Awards / Campfire / OA Callout Ceremony / Movie	Amphitheater
11:00 PM	Lights out	All of Camp

Sunday

6:00-8:00 AM	Breakfast in Sites	Campsites
8:30 AM	Flag Ceremony and Outdoor Interfaith Service	Flagpole
9:30 AM	Camp Clean-up & Start Check-out process	Campsites

Note: Preliminary Schedule Subject to change.

Rules for Individual Competition

Professor Huyang Lightsaber Construction

Game Summary:

Each participant of the camporee can create a lightsaber from any materials. Show off your skills on the construction of the lightsaber. This will be an individual competition to showcase their personal construction of a lightsaber. Each lightsaber must be made in advance and not store bought or assembled.



Rules for Patrol Events

Quiz the Force & Spirit Booth

Spirit Booth Rules:

Patrol will provide, patrol flag, patrol name & yell/chant. Points will be awarded based upon the scoring.

Star Wars and Scout Knowledge Trivia:

This will be a timed event where all members of the patrol will participate. On "Go" the patrol leader will be handed the QUESTIONNAIRE to answer as many questions as possible in the (5) min time limit. The patrol leader is to fill in the correct answer to each question.

Path of the Padawan

Game Summary:

Blind Obstacle course where the patrol leader will communicate with the remainder of their patrol to lead them through a preset obstacle course.

Return of the Kindling

Game Summary:

Timed event, build a fire to burn a string that is set 2 feet above the ground, flint and steel will not be provided, penalty if no flint and steel, no other fire starters allowed.

Kamino Run

Game Summary:

Each patrol member (one at a time) will take turns walking along Kamino's Water World to bring water to fill bucket only using the provided cup.

Outer Rim Galaxy

Game Summary:

Compass course locating the lost planet locations in the outer rim set out in distances from the starting flag at set bearings.

Mantu Ball Toss

Game Summary:

Each patrol member will toss (3) balls from a given distance to attempt to make it in the given hoops in the water world. Points shall be awarded for each ball in each hoop.

Ewok Adventure

Game Summary:

Archery & Darts. Each patrol will select a time slot where a predetermined number of patrol members will participate. Each patrol will meet at the bridge to the ranges. AOL's will be directed to the later slots.

Smugglers Loading

Game Summary:

Crate Staking. Loading the freighter takes a skill of staking crates high within the holding bay. Each patrol will select a time slot where a predetermined number of patrol members will participate

Rules for Unit Competitions

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 invasive species) 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. The gateway must be freestanding. The gateway setup should be completed by youth. A copy of the score sheet is located under the forms section of this program 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 program guide.

Kessel Run

Each troop will need to make a spaceship for the predetermined obstacle course. The spaceship design will be up to the individual units. Spaceships shall be constructed prior to camporee. The spaceship must be pushed, pulled or walked with 4 Scouts. Minimum size is Six Feet in length. Please contact program staff if you have questions regarding building the spaceship.

Jedi Master & Padawan Training

Each troop will need to supply an SM or ASM. and the SPL or ASPL to the pool area for underwater training.

Peanut Butter & Jelly Drive

As a service to others, we are asking each troop to collect and donate unopened jars of peanut butter and jelly for the Community Cooperative that supports Lee County. The donation of peanut butter and jelly can be left at the Administration Building during check-in.

Adult Competitions

Cantina Cook-off

We are looking for the Best SWEET and the Best SAVORY dish that you can cook. Your dish(es) must be cooked at camp anyway you want, not just with a Dutch Oven, to present it. For each dish in the contest:

1. The dish(es) shall be made at camp.
2. Theme your dish for the camporee theme.
3. Provide a recipe card with each dish you make.
4. Have enough food for a minimum of 4 Judges to eat. Must include all serving equipment needed to eat the dish (I.E. forks, spoons, knives, bowls etc....)
5. Must be ready and set up at Seminole Shelter on time.

Womp Rat Toss (Cornhole)

Teams of two-players will compete in a single elimination Cornhole Tournament. Standard rules will apply. To advance, one team must score a total of 21 points or time allowed.

Mandalorian Blasters

Night Shotgun Shooting. One shooter to be allowed per unit. Each shooter will be given 5 rounds to hit clay targets. Tie-breakers will be settled with a shoot-off determined by the range officer.

Check Out / Clean Up

Cleaning assignments will be given out at the end of the awards ceremony. Units shall do their assigned duty on Sunday morning prior to packing up and checking out. There will be a staff member at the campsite with the packet for your unit, when that staff member hands you the packet, you will be good to go.

Camp Emergencies

The camp has emergency phone numbers posted near all building entrances; FM radio communication throughout the reservation; a written agreement with the local emergency service providers; fire equipment and first aid material and a working relationship with the local Sheriff's Department and the Fire Department. 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.

Emergency Horn, Emergency Assembly Area (EAA)

When you hear one long continuous sound from the camp siren (between three and five minutes in duration), please assemble your unit immediately on the parade ground.

Once assembled, please take a head count and send a junior leader to report attendance to the staff member in charge next to the parade field flagpole. The staff member in charge will provide further instructions to the junior leader to share with your unit.

Please stay in the Emergency Assembly Area until the all clear signal is given (three steady 5 second blasts from the siren).

If you hear the camp siren, give a 15 second blast, you must cease program and move to a grounded shelter. All hard-roofed pavilions and camp buildings are grounded shelters.

Please stay under hard shelter until the all clear signal is given (three steady 5 second blasts from the siren).

Fire

1. Mobilize your unit in a safe area. Send someone to the Administration Building to report on the location of the fire.
2. Fire-fighting tools are located in each campsite. We do not want youth/units fighting the fires.
3. Proceed to the emergency assembly area; take attendance; send junior leader to staff members at the flagpole with a two-way radio, report unit status; further instructions will follow.
4. Check your Fire Guard Chart provided at camp for further details.

Flood

1. Mobilize your unit in a safe area.
2. Proceed to the emergency assembly area; take attendance; send junior leader to staff member at the flagpole with a two-way radio, report unit status; further instructions will follow.

Lost Bather/Boater

1. Upon hearing the emergency horn, report to the emergency assembly area and check attendance.
2. Send a junior leader to a staff member at the flagpole and report attendance.
3. Stay at the emergency assembly area until all clear is given.

Lost camper

1. Report the situation to the Administration Building immediately.
2. The Camp Director/Program Director will provide further instructions.

Personal Accident

1. Give immediate first aid.
2. Report accident to Health Lodge.
3. The Medical Officer will administer further first aid and complete the Incident Information Report.

Severe Weather/Storm

- **Boating, sailing and kayaking:** All boating, sailing and kayaking activities will be suspended under the discretion of the Aquatics Director in charge due to pending lighting storms or unsafe wind. Campers and volunteers will follow the directions of the staff member in charge of bringing boats ashore. Program will reopen when the Aquatics Director feels conditions are safe.
- **COPE and Climbing Tower:** At the direction of the COPE/Climbing Director, the climbing tower and high and low elements will be evacuated pending severe storms. Participants will follow the directions given by COPE Director. Program will reopen when deemed safe by the COPE/Climbing Director.

Encounters with Wildlife

Price-Sanders Scout Reservation covers roughly 1,300 acres and offers a wide range of exciting adventures, including the opportunity to observe many types of birds, fish and wildlife. Undoubtedly the opportunity to observe these animals will provide lifetime memories. 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 Lodge immediately. For additional information or assistance contact staff advisor or camp ranger.

Additional Information

- **Tobacco, Alcohol & Illegal Drug Policy:**
 - This is a NO Smoking, Vaping, Alcohol or Illegal Drug Event. (This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.) Adults must follow fire restrictions in place at the time of the event and should refrain from the use of tobacco products in the presence of youth. ANY Person not obeying these rules may be asked to leave.
 - Alcoholic beverages and non-medically prescribed drugs are not allowed at Scouting activities. Violators may be asked to leave.
- **Sheath Knives:**
 - Sheath knives or a fixed blade knife are not permitted.
- **Fireworks and Firearms:**
 - Fireworks and firearms of any type are not permitted. Violators will be asked to leave. For additional information or assistance contact staff advisor or camp ranger.
- **Dogs:**
 - No dogs are permitted on the campsite except those used as service dogs. If you need to bring a service dog please contact Jennifer Hitchcock @ jennifer.hitchcock@scouting.org.
- **Mental Health:**
 - A first aid station will be available at the health tent with a health officer on site to address any mental health issues that may arise.

Forms

Campsite Inspection Sheet

Troop/Crew: _____ Campsite: _____

Max	Score	
5	_____	I. Patrol Method
5	_____	Patrol method evident – (<i>Patrol tents separate from adults & each patrol area marked with name of patrol</i>)
10	_____	Senior Patrol Leader and Patrol Leader tents marked
		II. Campsite
5	_____	Campsite boundary marked
5	_____	Tents properly Set-up and staked down – (<i>-1 for each improperly staked tent</i>)
5	_____	Troop and U.S Flag present – (<i>1 pt for holders present, 2 pts for each flag</i>)
5	_____	Troop equipment stored – <i>all items secured when not in use</i>
5	_____	Personal equipment stored – (<i>-1 for each loose personal item</i>)
5	_____	Camp Gadget Present
5	_____	No Scouts in camp
35	_____	
		III. Health, Safety and Sanitation
10	_____	First Aid Kit – <i>Available and visible</i>
5	_____	Troop Trailer secured and Safe (<i>Wheel chocks, Caution Tape, Safety Cones?</i>)
5	_____	All tools & equipment safely stored
5	_____	Clean Campsite (<i>-1 for each piece of litter found</i>)
25	_____	
		IV. Kitchen Area
10	_____	Menu and Duty roster posted (<i>5 pts for each item</i>)
5	_____	All food stored properly (<i>Cooking Area Clean</i>)
5	_____	Campfire Area Safety Equipment (<i>Shovel, Bucket</i>)
20	_____	
		V. Axe Yard
5	_____	Roped off with signage
5	_____	Safety Equipment present (<i>Tools Stored Properly</i>)
10	_____	
Total	_____	/100 Any Tiebreaker – Gateway score

Gateway Inspection Sheet:

Max Score	
20	Lashing Tied correctly (<i>-5 for each incorrect knot and lashing used, loose ends secured</i>)
10	Correct Lashings used in Build
20	Use of Materials – (<i>-10 for invasive materials, -2 each for ropes not whipped/fused</i>)
10	Troop Sign/Identification
20	Complexity of design
20	Utilization of the theme into gateway
Total	_____ /100 Tiebreaker – Utilization of theme and key staff assessment

1. The Gateway must be erected **BY THE SCOUTS** on site.
2. No portion may be preassembled.
3. There shall be absolutely no adult help. Those using adult help will be disqualified from the competition. The only exception is for safety concerns.
4. The gateway must be constructed within the troop campsite. No guy lines, parts of the gateway, or supports may extend into or over the campsite boundary lines.
5. The use of additional materials other than the staves is encouraged to provide details to a gateway theme.
6. You are not allowed to dig any holes for support. Gateway must be freestanding.

Camp Map

Price Sanders Scout Reservation

Southwest Florida Council, BSA
Punta Gorda, Florida



Map Key

- | | |
|------------------------------|---------------------|
| 1 Administration Building | 15 Seminole Shelter |
| 2 Health Lodge | 16 Sioux Shelter |
| 3 Ecology Lodge | 17 Apache Shelter |
| 4 Handicraft Lodge | 18 Mohawk Shelter |
| 5 Trading Post | 19 Activity Shelter |
| 6 Dining Hall | 20 Shelter |
| 7 Parade Field | 21 Shotgun Range |
| 8 Amphitheater | 22 Rifle Range |
| 9 Pool/Pool Building/Showers | 23 Archery Range |
| 10 Chapel | 24 OA |
| 11 Adventure Island | 25 Cub Camp |
| 12 Climbing Tower | 26 Camp Master |
| 13 High Cope | 27 Central Showers |
| 14 Low Cope | 28 Chiki Hut |

