2025 PHOENIX DISTRICT CAMPOREE

Spartan Wars

April 4 – 6, 2025

Camp Elmore
3351 SW 142 Avenue, Davie, FL

Event Chief:
Vincent Vigna 305-796-1506, vincevigna@gmail.com

Acting District Executive:
Peggy Durbin 305-709-2932 peggy.durbin@scouting.org

Online Registration and fees:
https://sfcscouting.org/events/2025-phoenix-camporee/

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Letter from the Chief

Date: February 2025

To: **All Scouts and Scouters of Phoenix District**

From: **Vincent Vigna, Camporee Chief**

Dear Friends,

I will be our 2025 Camporee Chief, scheduled for the weekend of April 4 – April 6, 2025. I look forward to a wonderful weekend of fun and fellowship. I would like to thank everyone who has helped us get here and will help us during the many events. Without all of you, this would not be possible.

The Scouts have always looked forward to the fun times and the spirit of competition at these annual events. We have some great events that the scouts will be able to show off their scouting skills and will enjoy participating in. This year's theme will be Spartan Wars. I thought the scouts would enjoy this theme and be able to have fun and be creative. Your campsites and gateways should represent the theme. The Scouts are also encouraged to dress up to reflect the theme.

The Camporee staff and I are committed to fairness to all troops, and this will be reflected in the scoring of each and every event. And I look forward to seeing all of you at this year's Phoenix Camporee. Tell all your friends to join in the fun and excitement that is Phoenix District Camporee.

Yours in Scouting,

Vincent Vigna

Vincent Vigna., Camporee Chief
2025 Phoenix Camporee

Staff Directory

Camporee Chief	Vincent Vigna	305-796-1506	vincevigna@gmail.com
1st Vice Chief	James Fulton III	305-528-0558	jefulton3@gmail.com
2nd Vice Chief			
3rd Vice Chief			
4th Vice Chief			

Registration/ Public Relations:	Arlene Cruz, Monica Vigna
Scoring:	Nelson Egurrola
Awards:	Vincent Vigna
Campfire Coordinator:	Joey Cassanova
Patrol Events:	Gary Taylor
Troop Events:	Gary Taylor
Logistics:	James Fulton III
Hospitality:	Monica Vigna
First Aid:	Thad Ovcarich
Security:	TBD
Camporee Staff:	James Fulton III
Camp Coordinator:	TBD
Check-Out:	Arlene Cruz, Monica Vigna

2025 PHOENIX DISTRICT CAMPOREE

Check-in Procedures

The check-in will open Friday afternoon at 4:00 pm and will close at 8:30 pm.

- **Registration/Check-in** cut off is 8:30 pm.
    - If a Scout/adult is expected to arrive after 8:30pm, the SPL must notify registration staff during the check-in process. **Twenty-five (25) points will be deducted** if the Troop checks-in after 8:30pm, without prior approval from registration.
- **Campsite/Gateway** set up can begin at 4:00 pm, after check-in
    - You can continue to work on your gateway until midnight; but remember the quiet time starts at 11pm. **50 points will be deducted** if your unit continues to work outside of specified work times
    - Gateway work can resume Saturday morning from 6am – 8am, staff will be checking.

Please have the following ready to be submitted by **Friday night**:

- Completed **Event Roster Forms** (Page 40) due at check-in including youth and adult volunteers.
    - Extra points will be provided for volunteers (5 pts each, Max 10 pts)
    - Extra points will be provided for early submission. Please email event early submission event rosters no later than Friday, March 28th at midnight to email: vincevigna@gmail.com with a subject header "Phoenix Camporee 25: Roster Troop XXXX B\G
- **Health Forms (parts A & B)** have them available for inspection (do not email)
- **Skits** (Page 21)
    - **Final** skit due at check-in
    - Extra points will be provided for early submission. Please email event early submission event rosters no later than Friday, March 28th at midnight to email: fabianperezcrespo@gmail.com with a subject header "Phoenix Camporee 25: Skit Troop XXXX B\G
- **Tug-of-War registration/roster** (Page 41) registration due **Friday at the SPL meeting**
    - Weigh-in will be held on Saturday between 8:45am - 9:30am
- **Volleyball registration/roster** (Page 42) registration due **Friday at the SPL meeting**
- **Patrol Flags** (Page 20) will be **turned in at registration** and will be judged at the SPL meeting on Friday. Flags can be picked up after uniform inspection on Saturday morning.
- **Plastic Bags for Recycling** - We will be collecting plastic shopping bags for recycling at check-in in support of a district Eagle Scout project. Any unit that brings in a garbage bag full of plastic shopping bags for recycling will receive +5 bonus points to their overall point total.

Note: Uniform Inspection

- Every scout who is on the roster needs to be in full, and proper Class A uniform. Units should inform scouts to be ready after the flag ceremony on Saturday morning.
- One (1) point will be deducted (up to 10 points) for each missing/wrong item. Including if scouts are not present during uniform inspection. (Refer to scout handbook for proper Class A).

2025 PHOENIX DISTRICT CAMPOREE

Camp Rules & Regulations

1. REGISTRATION: The tour permit for the "2025 Phoenix District Camporee" has been filed for this event only. You must check in with the Camporee staff on Friday evening. All units must check out before leaving on Sunday.

2. ADULT LEADERSHIP: Units must follow the "two-deep leadership" BSA policy. Two registered adult leaders 21 years of age or over are required at all Scouting activities, including all meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth or female adult program participants. UNIT LEADERS WILL BE RESPONSIBLE FOR THE BEHAVIOR OF THE UNIT.

3. ALCOHOLIC BEVERAGES: Alcoholic beverages are ABSOLUTELY NOT ALLOWED on the camp property. Violators will be asked to leave.

4. VEHICLES: Speed limit is 15 MPH around the camping area. Pick-up trucks are to be used for transporting equipment only. All passengers must ride in the cab. NO RIDING IN THE BED OF TRUCK OR ON TRAILERS.

5. PARKING: Vehicles MUST be left in designated parking areas only. Parking in campsites, site entrances, and along the roadside is a violation of fire safety regulations and is strictly prohibited.

6. WOOD: Use only dead wood for fires, no pallets, or treated wood. The cutting of standing trees or shrubs is prohibited.

7. FIRES: Campfires may be built only in above ground containers 18 inches from the ground. Fire buckets or fire extinguishers must be easily accessible. **NOTE: Local fire ordinances require that the Ranger or the Camporee Chief be notified PRIOR to the lighting of any ground fire. Cooking fires not in the fire ring must be at least 18 inches above the ground and approved by the Ranger or Campmaster and Camporee Chief prior to lighting.**

8. Fuel and Cooking area:

(8.1.0) COOKING FUEL WOOD, CHARCOAL, LIQUID AND/OR PROPANE GUIDELINES

(8.1.1) **Wood, charcoal:** Stored off the ground protected from water.

(8.1.2) **Liquid fuel not in use:** Metal screw top containers, lanterns stored in a separate roped off open safe area. Liquid fuel cannot be stored in the trailer unless properly vented. Liquid fueled stoves may be left in the kitchen area.

(8.1.3) **Propane, butane, or other fuels in pressurized containers not connected to a lantern or stove:** Small containers 2.5 lbs or less - Stored upright in a box or crate in a separate roped off, open, safe area. Other containers (I.E. 20lb BBQ type container) - Stored upright in a separate roped-off, open, safe area.
Stoves may be left connected in the kitchen area. All tank valves must be closed except when cooking.

Lanterns connected to tanks of any size shall be left connected and stored in the same area as containers not in use. All tank valves must be closed. Lanterns connected to the same container as the stove in the kitchen area may be left connected with tank valves off except when in use.

9. FIREWORKS/ FIREARMS: Fireworks and firearms are NOT allowed on the camp property at any time. Violators will be asked to leave.

10. LATRINES: DO NOT wash dishes, throw trash or grease in the hand wash sinks or toilets. This can harm the septic system.

11. TRASH: Keep campsites clean and free of debris. Trash must be removed and disposed of in the dumpster provided. Do not dump cooking grease in campsites. Pour grease into a can; allow it to cool and dispose of it properly. If the dumpster is full, trash must be taken off the premises. Only household types of trash are allowed in the dumpster. No chairs, tents, projects, props, etc.

12. PETS: Health and safety regulations do not allow pets in camp. Parents coming to pick up Scouts with pets in the vehicle must wait at the Main Parking lot, in their car, with their pet.

13. SWIMMING: Unauthorized swimming is NOT allowed in the lake, during the Camporee.

14. DITCHING: The ditching of tents or the digging of holes for any reason is not permitted.

15. FISHING: All fishing must be done in accordance with the current regulations of the Fish and Game Commission. Please practice “catch and release”. Fishing permitted from the shore only, not the dock.

16. BICYCLES: Bicycles, skateboards, roller skates/ blades/hoverboards, ATVs or motorized carts are not permitted.

17. WILDLIFE: DO NOT collect, feed, molest, injure or otherwise harm wildlife or their nesting areas. The camp is their home; we are the visitors.

18. BOUNDARIES: All campers and visitors must stay within the fenced boundaries of the camp property. Units wishing to leave camp must first notify the Ranger or Campmaster and Camporee Chief.

19. DAMAGE: Units will be responsible for any damage which may occur during their use of the camp facilities and equipment; and may be required to pay for any required repairs for negligence/vandalism.

The above listed guidelines are for everyone’s benefit. All groups are expected to honor them. THE TROOP LEADERS SHOULD READ THIS TO ALL CAMPERS AND VISITORS.

The Ranger, Campmaster, and Camp Staff, as official representatives of the Scouting America South Florida Council, have full authority and responsibility for enforcement.

Camporee General Rules

These rules are the general framework around which all Camporees will operate. A spirit of Scouting, Courtesy, and Brotherhood must prevail during the entire Camporee, if it is to be a success. **The Scout Oath, Law, Outdoor Code and Guide to Safe Scouting are the guides for all behavior at the Camporee. Troops or individuals that do not conform to this spirit WILL be asked to leave the Camporee.**

1. Payments are due online.

2. **Troops WILL arrive and depart in full Class "A" uniform**. The uniform is required to be worn for Saturday's Opening ceremony and flag raising, Flag lowering, Campfire, and for Sunday's Scouts Own and Awards ceremony. **Points will be deducted for not being in uniform**.

3. Scouts should dress for Saturday's activities in a manner appropriate for the weather and the events. This generally means Scout shorts and Class "B" t-shirt for the warm weather or tribal regalia. If the weather is cool, clothing should be layered. **No Military Camouflaged clothing, pants, jackets, etc. are to be worn at the event by Scouts and or Leaders.**

4. The Camporee Staff will assign campsites. The size of the site will be determined by the unit's size. Units will be required to stay within the boundaries of their campsite. A perimeter must be built by the unit and maintained until the teardown.

5. Troops should not plan to arrive at the Camporee before 3:00 PM on Friday. If a unit needs to drop off a trailer before 3:00 pm contact Vincent Vigna at 305-796-1506 to make arrangements.

6. A map of the Camporee grounds will be located at the Camporee headquarters.

7. Any unsafe or improper use of knives, axes or other tools will result in a lowering of the Campsite Inspection score.

8. **Taps will be at 12:00 AM on Friday night! Lights out at Camp Elmore is 11 PM. Plan accordingly, for quiet time. They can work after that, but the quiet time is 11 PM.** Plan your gateway so it is almost completed Friday night. All troops will have until 8:00 AM Saturday to finish the gateway and prepare the campsite for inspection. Taps will be at 12:00 AM Saturday night. Reveille will be at 6:00 AM Saturday and 7:00 AM Sunday. Please respect the quiet hours between taps and reveille. Activities such as cooking, setting up camp and playing will not be permitted during quiet time. Plan to arrive at the Camporee with ample time to set up your camp prior to taps. **A 50-point penalty will be assessed to any troop working on their gateway or campsite after 12:00 AM by the Camporee Staff only!**

Camporee General Rules Continued

9. Camporee patches will be included in your check-out packets. You will be guaranteed a patch only if you register early.

10. Visitors (other than registered participants) are welcome at the Camporee; however, they must check in at the Camporee headquarters. They may watch the events, partake of meals and join us at the campfire. All visitors must depart before taps.

11. **ALL SCORES ARE FINALL!!** (Patrol leaders should qualify event scores at the time of the competition.) If there are discrepancies, they will be decided then. The Camporee Chief will be available at headquarters on Saturday night to discuss any matters relative to scoring. **ONLY** the Senior Patrol leader or a designated junior leader may participate in the scoring review. **NO ADULTS! PLEASE ALLOW THE JUDGES TO DO THEIR WORK TO THE BEST OF THEIR ABILITY. Camporee Chief has the final decision!!!**

12. **BSA Medical Health Form (Class 1&2) Audit**. Please bring your BSA Medical Health Forms to the registration table before 8:30 PM on Friday night. All scout names from your Camporee registration form will be reviewed and a current and completed health form must be presented. If a Scout does not have a current and complete BSA Health Form, that scout will have to be sent home. The medical forms must remain in the campsite during the Camporee and will be part of the Campsite judging.

13. **HAVE FUN!!!**

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Camporee Schedule

Friday

4:00 pm	Check-in begins
8:30 pm	Check-in ends
9:30 - 10:00 pm	SPL Meeting, Patrol Flag judging
	Bring all the required materials
10:00 - 10:30 pm	Staff & Scoutmaster Cracker barrel
10:30 - 11:00 pm	Staff meeting
11:00 - 12:00 am	Quiet Time, lights out!!!
	You may continue to work on Gateway but do so quietly!
12:00 am	Taps! **NO ACTIVITY UNTIL 6am on SATURDAY**
	50 pt deduction for working during the quiet time

Saturday

6:00 - 7:00 am	Quiet Time
6:30 am	Cooks Up
7:00 am	Reveille
7:00 - 8:00 am	Breakfast and Clean-up
8:15 am	Flagpole (in Class A)
	Pick up Patrol Flags
8:30 am	Invocation and Opening Ceremony
8:45 - 9:30 am	Uniform Inspections
	Tug of War weigh in
8:45 - 12:30 pm	Campsite and Gateway Inspections
	Patrol Activities
12:30 - 2:00 pm	Lunch and Clean-up
1:45 pm	SPL Meeting
2:00 - 5:30 pm	Troop Events
	Tug-of-War and Volleyball
6:00 pm	Flagpole (in Class A)
6:15 pm	Retreat of Colors
6:30 - 8:00 pm	Dinner and Clean-up
8:30 - 9:30 pm	Campfire, Skit Competition, OA Tap out (in Class A)
10:00 pm	SPL, Staff, and Adult Cracker barrel
11:00 pm	Lights Out, Quiet Time!!
12:00 am	Taps!

Sunday

6:00 - 7:00 am	Quiet Time
6:30 am	Cooks Up
7:00 am	Reveille
7:15 - 8:30 am	Breakfast and Clean-up
	DO NOT break camp; doing so will result in a 50 pt deduction
8:45 am	Flag Raising
9:00 - 9:30 am	Scouts Own
9:30- 10:30 am	Awards Ceremony
11:00 am	Check-out process begins

2025 PHOENIX DISTRICT CAMPOREE

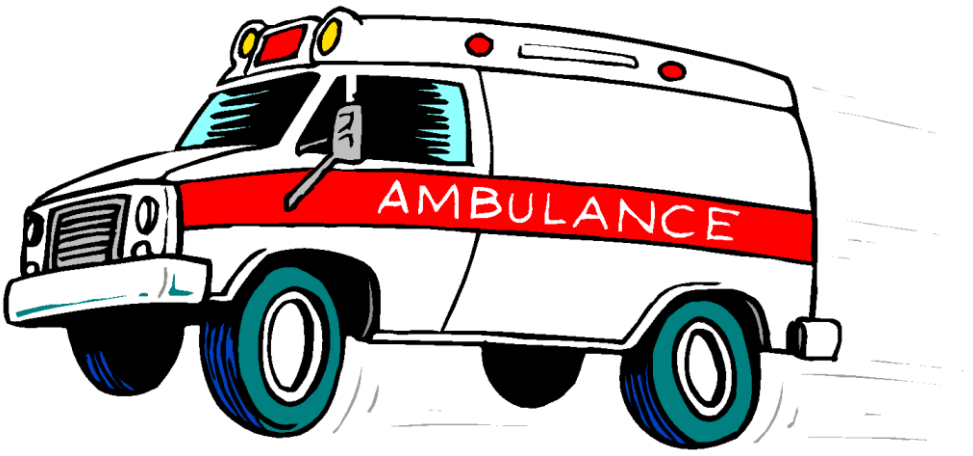
Safety & First Aid

1. First aid contact will be:
    - Saturday: Thad Ovcarich (305)772-8396
    - Friday\Sunday: James Fulton (305)528-0558

2. In case of an accident or any type of injury, please report to the Camporee headquarters immediately.

3. If an accident or injury cannot be handled by medical personnel, then the person or Scout may be transported to a nearby hospital, if necessary, by two responsible adults from their respective unit. (Please always have parent permission slips and emergency contact forms available). Parents of injured Scouts will attempt to be notified immediately, before the unit leader or Camporee Staff makes any final decisions. *Unit leader will set up their procedures with parents. Unit Leaders, parents or EMS should transport Scouts. Camporee Staff generally does not do this. Incident Reports will be completed by the Camporee Medical Staff and given to South Florida Council*

4. Safety **FIRST**. Please review the rules on pages 6 - 9 with all your participants and visitors. We want you to have fun safely.



Parking & Security

1. Upon arrival at the camp, units using a Troop trailer may be permitted to tow their trailer into the campsite for the sole purpose of unhitching the trailer from the vehicle.

2. Fire safety regulations require that all vehicles be parked in designated parking areas only. Parking along any camp road, in campsite entrances or any other area not specifically designated as a parking area is strictly prohibited.

3. Watch your speed! The camp speed limit is **15 MPH**.

4. BSA National policy requires all vehicle passengers wear seat belts (buses exempted). Pick-up trucks can be used for the purpose of transporting equipment only- no passengers (except in the cab) may ride in the bed of the truck. Riding in or on trailers or flat beds is prohibited.

5. Security will be provided during Camporee; however, all units are reminded that everyone has access to the camp, so please exercise your own vigilance and report any problem or incident to the Camporee headquarters. Do not leave any valuables inside the car, lock all vehicles.

6. Please place the 3 x 5 card (you will receive for each vehicle) with your Troop # on the dashboard where it is clearly visible.

7. During night activities, please watch for pedestrians and young children in the parking areas.

Note: These vehicle policies are necessary in order to provide a safe camping environment and to protect the camp and those who used it from injury.

Awards

Patrol Event Awards

Ribbons will be awarded to the top three placing patrols for the following events:

- Knot Tying Relay
- The Fires of Prometheus
- Poseidon's Leaky Levee
- Javelin
- Tomahawk
- Fallen Spartan
- Spartan Relay
- Patrol Flags

Note: only Patrol event placement will qualify for bonus points on Camporee overall scores (+20 pts 1st place, +15pts second place, +10 pts third place).

Troop Event Awards

Trophies will be awarded to the top three placing troops for the following events:

- Campsite Inspection
- Gateway Inspection
- Tug-of-War
- Volleyball

Ribbons will be awarded to the top three Troops for the following events:

- Display Board
- Skits

Individual Awards

Ribbons will be awarded to the top three youth for the following events:

- Tomahawk

Awards Continued

Spirit Award

One troop will be awarded the "Spirit Stick" for good sportsmanship, a positive approach to the Camporee and how much you cheer. Points will be awarded during the opening ceremony, patrol events and troop events. The troop with the most spirit points will be the winner. In the event there is a tie, the winner will be decided by a vote Saturday night at the closing meeting, by the Camporee Staff, the SPL's and the Scoutmasters of all the troops.

Adult Spirit Award

One registered leader will be awarded the "Spirit Stick" for good sportsmanship, a positive approach to the Camporee and how much you cheer. The adult leader with the most spirit as determined by the Camporee Staff will be the winner. In the event there is a tie, the Camporee Chief will make the decision.

"The Torch is Passed"

The tradition lives on. The Phoenix Camporee Chief Stick is bestowed onto next year's Camporee Chief as the torch is passed on.

2025 PHOENIX DISTRICT CAMPOREE

Scoring

1. **All scores are final.** The Camporee staff will remain fair in all situations. Any disputed result should be addressed at the time of the event with the event coordinator. If the matter cannot be resolved, the SPL should bring it to the Camporee staff immediately. (Either the Camporee Chief, 1st Vice Chief, or 2nd Vice Chief) See page 4.

2. Patrol Events will be scored as follows. **Only the highest placing patrol can earn points for one troop in each event. (I.e. Troop 1 has two patrols, both earned 1st & 2nd place in knots; however, only the top score will receive points and the 3rd place winner from a different troop will get bumped up and so forth)**. The patrol who placed 1st will receive 20 points. The patrol who placed 2nd will receive 15 points. The patrol who placed 3rd will receive 10 points. The total number of points that a troop earns will be added to their overall Camporee score.

3. Troop Events will be scored as per their criteria. No points will be awarded towards the Overall Score for the Spirit Stick, Troop Display, Tug-of-War or Volleyball Tournament. Points will be deducted for not being in proper Class "A" uniform when asked and for being late to meetings and planned events (flag ceremonies, etc.) These times are noted on the schedule.

4. **SCORING**

EVENT		**POINTS**
Campsite Inspection	(185 max)	_____
Gateway Competition	(80 pts max)	_____
Patrol Event Participation Points (7 patrol events x 20 points)		_____
Troop Event Participation Points (2 events x 20 points)		_____
Display Board participation (20 points)		_____
Skit participation (20 points)		_____
Patrol flag participation (20 pts per Troop)		_____
Bonus: Early roster submission (10 points)		_____
Bonus: Plastic bags for recycling (5 points, see pg 5)		_____
1st place Patrol events (+20 points, see pg 14)		_____
2nd place Patrol events (+15 points, see pg 14)		_____
3rd place Patrol events (+10 points, see pg 14)		_____

DEDUCTIONS

Late Check-in (-25 points)	_____
Working during the quiet time or early breakdown (-50 points)	_____
Late to scheduled events (-5 points each)	_____
Improper uniforms to a Class A events (-5 points each event)	_____

PHOENIX CAMPOREE CHAMPIONSHIP **TOTAL: _____**

Campsite Inspection

The campsite inspection is conducted for our Boy Scouts to develop a clear sense of individual, as well as team responsibility, by having them follow a given set of rules and maintain a tidy, well-organized campsite. This is a challenge for the whole unit and requires the efforts and cooperation of each scout member. During the inspection, the judges require that a youth or adult leader be present to answer any questions they may have. If no one is available, the judges will use their discretion. Do not interfere with the judges' work. No one else should be on the campsite during the inspection other than a youth or adult leader. A time will be given when the campsite will be judged. The campsite is judged independently. Section off the Adult area so that it is not part of campsite inspection.

CAMPSITE INSPECTION SCORE SHEET

Uniformed Unit Designee must be in Campsite for Inspection

Unit #_____ **Inspector Signature _____**

Campsite	Goal	Score
American Flag properly displayed at campsite entrance (left on enter)	5 pts	
Unit flag properly displayed in campsite	5 pts	
Display board showing current year Troop participation	5 pts	
Campsite perimeter	10 pts	
Campsite improvements (1 points per project)	5 pts	
Tenting Area		
Tents properly erected in rows with all front edges of tents in a straight line	5 pts	
Tents arranged in order- smaller tents in front, larger in rear	5 pts	
Tent doors and windows uniform (all open or all closed)	5 pts	
All tents and guy lines staked down	5 pts	
Tenting area neat and free of trash	5 pts	
No lanterns, candles or stoves in or near tents	5 pts	
Health/Safety		
Troop First Aid kit visible, well stocked, and properly marked	5 pts	
Patrol First Aid kit(s) visible, well stocked, and properly marked	5 pts	
Medical form binder clearly marked and readily available	5 pts	
Fire extinguishers inspected & charged (minimum of 2)	5 pts	
Fire extinguishers in each campsite cooking area	5 pts	
Ax yard fenced and identified with proper clearance (blood circle)	5 pts	
Fuel yard fenced and identified	5 pts	
All fuel properly stored with gas valves closed	5 pts	
Fire buckets (2 min) with water or sand accessible and visible at the fire pit	5 pts	
Food and Cooking Area		
Food properly stored away or in containers off the ground	5 pts	
Coolers clean, stored away or off the ground	5 pts	
Trash bags properly hung off the ground (at least 3' high)	5 pts	
Dining area clean and orderly (tables free of food)	5 pts	
Stoves or cooking equipment at least 18" off ground	5 pts	
Guy lines on flys/tarps whipped/fused and marked	5 pts	
Menus should be posted in the cooking areas	4 pts	
Menus should be protected from the elements	1 pt	
Three station wash area	5 pts	
Patrol Method		
Unit roster posted	4 pts	
Unit roster protected from the elements	1 pts	
Duty roster completed and posted (assignments for Fri/Sat/Sun)	4 pts	
Duty roster protected from the elements	1 pt	
Patrol flags displayed	5 pts	
Patrol bins\boxes visible	5 pts	
Camporee Theme		
Theme prominently displayed in campsite	10 pts	
BONUS: Adult volunteers provided to Camporee staff (5 pts each)	10 pts	
Total	185 pts	

Gateway Competition

The gateway competition is conducted to inspire Scouts to use imagination, creativity and inventiveness in the spirit of teamwork and unit pride. This is a friendly competition. Gateways should be "Scout built" and located at the entrance of the unit campsite. The gateway will be judged on the following criteria. The gateway judging will be concurrent with the campsite inspection. If the gateway is tied off to the perimeter, then the perimeter becomes part of the Gateway Inspection as well. If any adult from any unit is caught working on a gateway, they will have **50** points deducted from their gateway score.

Gateway Competition Score Sheet

ITEM	MAX.	SCORE
1. Unit Identified on gateway (Troop Identification)	5	_____
2. Sponsor identified on gateway	5	_____
3. Flags displayed correctly	5	_____
4. Scout made	5	_____
5. Made with "natural materials"	5	_____
6. Gateway safe and sturdy (no guidelines)	5	_____
7. Skill used in building	5	_____
8. Proper knots and lashing	10	_____
9. Rope ends whipped or spliced	5	_____
10. Proper rope size proportion	5	_____
11. Working announcer on Gateway	5	_____
12. Creativity and originality	10	_____
13. Camporee theme displayed	10	_____
TOTAL MAXIMUM POINTS	**80**	_____

Unit #_____ **Inspector Signature** _____

Patrol Flag Competition

Patrol Flags need to be turned in at headquarters at check-in no later than 8:30pm, Saturday. They will be judged on the following criteria.

All materials must be "natural" except for the grommets. The flag backing may be leather, canvas or a synthetic-type alternative. Flag may be painted, drawn or contain other forms of decorations including glued or sewn scout made decorations.

Each patrol may submit a flag for this event. The highest scoring flag from each troop will be scored for the final troop score; however, the 1st , 2nd or 3rd place winners cannot be from the same troop.

Patrol Flag Competition Score Sheet

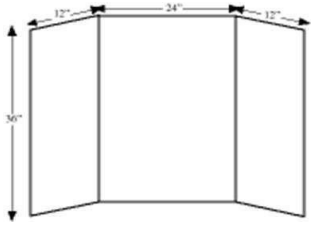
ITEM	MAX	SCORE
1. Overall length cannot exceed 7'-0" (+/- 2")	5	_____
2. Top of pole decorated	5	_____
3. Unit and District # identified on flag	5	_____
4. Flag hemmed or bound	5	_____
5. Fastening holes are reinforced or have grommets	5	_____
6. Pole finished or decorated	5	_____
7. Overall durability	5	_____
8. Portability (can it be carried easily)	5	_____
9. Proper knots and lashing	5	_____
10. Useful attachments (Ex first aid kit) - Does not have to be natural	5	_____
11. Patrol name identity clearly defined	5	_____
12. Patrol members identified on flag	5	_____
13. Scout made (some adult assistance ok)	5	_____
14. Bonus – Portable Scout Made Stand (some adult assistance ok)	10	_____
TOTAL MAXIMUM POINTS 75		_____

Unit # _____ **Patrol Name** _____

Inspector Unit #_____ **Inspector Name** _____

2025 PHOENIX DISTRICT CAMPOREE

Display Board



The Troop Display Board is designed to incorporate all your Troop does throughout the year in pictures. These activities start as of Phoenix Camporee 2024 to Phoenix Camporee 2025. Troops must include all items listed below to obtain the Max.

1. The Troop display board also known as science board is limited to 36" tall by 48" wide.
2. All items included must represent your scouting year to count.
3. A Troop display board must be present at **the campsite during the campsite inspection.**

Display Board Scoring Criteria

Items	Max
1. Service project	5
2. Troop Fundraising	5
3. Camping – Competitive	5
4. Camping – Family / Fun	5
5. Troop Advancements	5
6. Summertime activities	5
7. Troop COH	5
8. Unit activities	5
9. Camporee Theme displayed on Board	15
10. All sections labeled (Each Label is worth 2 points for a total of 10 Max.)	10
11. Scout Made (Minimum adult involvement)	5
Total (Maximum Points Possible 70)	

2025 PHOENIX DISTRICT CAMPOREE

Skit Competition

RULES:

1. Only 1 skit per Troop may be entered.

2. Skit must be registered no later than Friday at check-in at 8:30pm. If the skit turned in is deemed inappropriate, the Troop will not be allowed to perform the skit until making the change.

   Extra points will be provided for early skit submissions. The deadline for early submission is Friday March 28th at midnight. Please add the following to the subject header: Phoenix Camporee 25 Skit – Troop XXXX B\G

   email: fabianperezcrespo@gmail.com

3. Each skit must be presented in typed form with the following information:

   - Title of Skit
   - Number of Scouts involved (NO ADULTS!)
   - List of costumes, props, etc. to be used in skit
   - The content of the skit (script, stage instruction, etc.)
   - The source of the skit (What book or author)

4. Skit must be prepared prior to the Camporee and must not exceed 7 minutes in length and this time limit will include all set-up time and dismantling time.

5. The Troops final score will be an average of the judges' score.

Skit Score Sheet

Item	Max	Score
1. Typed Form Requirements - turned in on time	5	_____
2. Scouting or Camporee Theme related	15	_____
3. Presentation (Well-rehearsed)	10	_____
4. Costumes & Props	10	_____
5. Creativity/Originality	10	_____
6. Within Time Limit (7 minutes)	10	_____
7. Bonus - Early Submission	5	_____
Total	65	_____

Unit # _____

Judge Unit # _____ Judge Name _____

Patrol Events

Knot Tying Relay

The Fires of Prometheus

Poseidon's Leaky Levee

Javelin

Fallen Spartan

Tomahawk Throw

Spartan Race

Knot Tying Relay

Objective:

The patrol must correctly tie eight out of a possible 12 knots. After all the patrols have completed tying their knots, their times are recorded, and the knots are reviewed. * Use the Scout Handbook for reference.

Method:

Scouts will line up at the starting line (Station 1) in patrols of 8 Scouts. If a patrol does not have 8 Scouts, the patrol members will repeat the process until 8 Scouts have completed the relay. There will be a monitor at the starting line to regulate the advancement of the Scouts through the relay. After the **"go"** signal, Scout will run to station number 2 to pick up a card with the name of a knot. The Scout will run to station 3 where they will tie the knot listed on the card. If the Scout does not know how to tie the knot they will say **"I pass"**. If the knot is normally tied in the hand such as a square knot it can be, or it can be tied on the bar provided. After the knot is tied the monitor at station 3 will thank the Scout for tying the knot, or if the Scout passes thank him for passing. Upon hearing "**Thank You"** the Scout is to say, "**You're Welcome**." Any other response is not sufficient. You're welcome is the only answer unless the Scout does not speak English where in that case Gracias will be sufficient. After the Scout says your welcome, the monitor at station 3 will give the Scout a card with a number. The Scout is to run directly back to station 1 and hand the card to the monitor at station 1 whereby the monitor will advance the next scout through the process. When all 8 knots have been tied and the monitor at station 1 has received the 8th card the patrol is to shout **"Done"** and the time will be stopped. After the 8 knots are tied the Scouts will be called over to station 3 to show which knots were correct and which, if any, were incorrect. The patrol will be shown how to tie any incorrect knots correctly and explain why a knot was incorrect if it was found to be so. The decision of the monitor at station 3 is final. When any Scouts are participating that are associated with the Troop of the monitor at station 3 a third party will be used to verify the scoring of that patrol.

Scoring:

The patrol that ties the most knots correctly with the shortest amount of time will win. Time will be the tiebreaker. There is a maximum of 7 minutes per patrol before the patrol will be disqualified. As most patrols will know most of the knots (8 out of a possible 12), the number of knots tied correctly is much more important than time. Scouts are encouraged to run as fast as they can through the process and take as much time as necessary to tie the knot correctly.

Knots to Know:

Taut line hitch	Square Knot	Bowline
Sheet Bend	Sheep Shank	Two Half Hitches
Figure Eight	Clove Hitch	Timber Hitch
Larks Head		

Materials:

- Rope- Eight pieces approx. 3 feet
- Hitching post
- Stopwatch
- Cards with knot names

The Fires of Prometheus

Objective:

The patrol must build a fire 12” high to burn a string 18” high in the least amount of time. Proper use of knife and ax, fire building and ability to work as a team are needed for this event.

Method:

The whole patrol will be given a block of wood, 5 cotton balls and 3 matches. There will be an ax area to prepare the wood to be used in the fire. Only one scout will be allowed in the ax yard at a time. You are given a 5-minute limit for “ax time”. Two strings will be stretched between two vertical poles; one string will be 12” above the ground and the second will be 6” above the first string. The wood is to be piled no higher than the 12” string **(CANNOT TOUCH THE STRING)** and the fire must burn through the higher string. The patrol will be given time to build the fire to the height of the first string 5 min. max. Time will begin with the lighting of the first match and end when the top string breaks. After lighting, the fire must not be touched, nor can more wood be added. **TOTIN CHIP REQUIRED!!!**

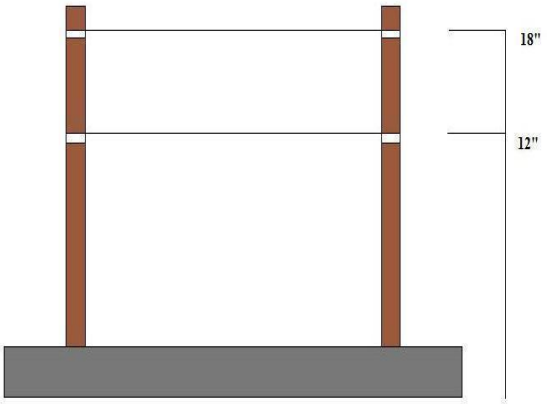
Scoring:

This is a timed event, from the strike of the first match until the break of the top string. Patrols will be given time to cut wood in the ax yard. Note, patrols will only be given 3 matches. If the fire is not lit with the 3 matches or if the string does not burn within 5 minutes, then no points will be awarded to the patrol. The top 3 patrols with the fastest times will be awarded.

In the event of a tie, Patrols will recompete in a tie breaker event.

Materials (Provided by Judge):

- Wood
- 5 cotton balls
- Hand ax
- Poles with string at 12” and 18”
- Ax yard
- 3 matches
- Stopwatch
- Pocket knives (provided by patrols)



Poseidon's Leakey Levee

Objective:

Fill a 55-gallon drum with water.

Method:

A barrel will be provided that needs to be filled with water by the Patrol. The barrel has holes, and the Scouts will need to plug those holes with their bodies.

Scoring:

Will be a timed event and the fastest time to plug all the holes without leaking wins the event. In the event of a tie, a tie breaker will be conducted between patrols.

Materials: (provided at event)

- Barrels
- Water

Javelin

Objective:

The objective is to throw a javelin spear at a target marked on the floor. The target will be paced **45 ft** from the starting line. This event is based on landing the javelin closest to the target.

Method:

The judge will furnish a javelin spear for the Patrol. Each Patrol member will have one chance to throw the Javelin (8 patrol members max, if less than 8 then some members will go twice). The Judge will yell **"Ready, GO…".** The Scout will stand/walk/run and throw the javelin before the starting line. Scouts **MUST** throw the Javelin before the starting line. Throws in which the Scouts crosses the starting line will result in a maximum distance logged (20ft)

NOTE: The Patrols must be ready and lined up when the first member throws. They must retrieve the Javelin and then come back down the side back to return to their unit so that the next member will have the javelin.

Scoring:

Points will be awarded based on distance from the front tip of the javelin to the center of the desired target. All throws in excess of a 20ft radius from the center of the target will result in a maximum 20ft distance logged. The Patrol with the smallest total cumulative distance to the center of the target wins.

In the event of a tie, the event will be repeated in a Patrol tie breaker.

Materials (Provided by Judges):

- 6-to-8-foot PVC or wood Javelin with rounded tips
- Stopwatch
- Floor target
- Yellow DO NOT CROSS safety area tape

Fallen Spartan

Materials: two sturdy 6-foot poles, tarp\blanket, First Aid Kit

Method: Patrols line up in formation with the blanket and two poles and a Fist Aid Kit. On signal, two Scouts will run up to a fallen Spartan to treat them for injuries. After treating the injured warrior, the two Scouts will run back to the starting line and then the Patrol will build an improvised stretcher using supplies at hand. When ready, the Scouts will lift the injured warrior on the improvised stretcher and take them 25 yards to a cone and back to the starting line. There will be obstacles that the Patrol will need to go over with the stretcher.

Resources: First Aid Merit Badge book and Scouts handbook

Scenario: While on a hike, a Scout patrol finds a fallen Spartan warrior lying on the floor near their basecamp. The fallen warrior is found to have lower leg injury to the right leg and is not unconscious. The Scout patrol will need to move the injured warrior from their Scouting basecamp the road for Fire Rescue.

Scoring: The patrol must carefully treat and transport the injured warrior from the starting line and travel down 25 yards around the cone and back. Time will start when the Patrol starts treatments of the unconscious hiker.

In the event of a tie, Patrols will recompete in a tie breaker event.

+5 sec added on to the overall time for each improper use of the following:

- incorrect treatment
- if the stretcher comes apart when carrying the unconscious hiker.
- dropping the stretcher

Stretcher Diagram

2025 PHOENIX DISTRICT CAMPOREE

Tomahawk Throwing

**This is both an individual and Patrol event. No points will be awarded to the overall score for individual placement.*

Rules:

1. A maximum of 8 Patrol members will get an opportunity to throw the Tomahawk.
2. Three throws per turn for a total possible 18pts. per Scout.
3. All participants stand behind the designated line, twelve feet (12') from the target. If the line is crossed, the score from that throw does not count.
4. Players are allowed to throw Tomahawks in one or two ways:
    a. 1 hand holding the Tomahawk with the blade facing the target before release.
    b. 2 hands holding the Tomahawk with the blade facing the target before release.
    c. No other style of throws is permitted.
5. No throws are thrown until the range is called HOT.
6. Throws must be taken within 10 seconds of each other.
7. Rotation: the axe must make approximately 1 rotation in order for it to count.
8. Participants are NOT allowed to retrieve Tomahawks until the range is called COLD.

Scoring:

This is a point-based event. Both winning Patrols and individuals will be recognized.

1. 6 points for the bullseye.
2. 4 points for the 2nd ring.
3. 3 points for the 3rd ring.
4. 2 points for the 4th ring.
5. 1 point for the 5th ring.

In the event of a tie, Patrols \ Scouts will repeat the event until a winner is determined.

Materials:

Safety glasses
Tomahawks (x3) (no outside Tomahawks permitted)
Target

Spartan Race

Objective: This is a timed relay race consisting of a three-legged race, potato sack race, a seated carry, a soccer dribble, and a sprint. The Patrol with the best time wins.

Method: A Patrol of up to 8 members lines up at the race starting line. The judge will yell **"Go"** indicating the start of the race. The Scouts cannot begin any preparations for the race until the judge indicates "Go". Each Patrol will participate in a relay race consisting of 5 segments in the following order:

- three legged race (2 Scouts)
- potato sack race (1 Scout)
- seated carry (3 Scouts)
- soccer dribble (1 Scout)
- sprint (1 Scout)

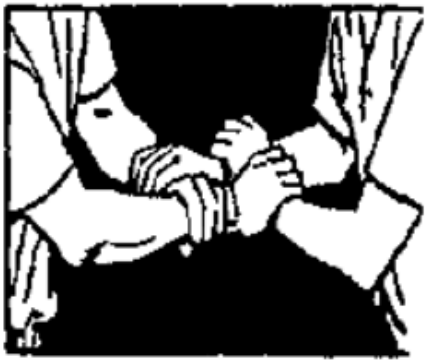
The Scouts will travel 50 ft to a cone and back to the starting line for each leg of the race. The Scouts must cross the starting line at the end of each segment of the race before the next group of Scouts can continue. Preparation for each segment of the race cannot start until Scout(s) from the previous segment have crossed the starting line. Members of the Patrol must rotate for each leg of the race to allow each member of the Patrol to participate. If a Patrol does not have 8 Scouts, the existing members of the Patrol will rotate for each leg of the race. When dribbling the soccer ball, the Scouts must maintain control of the ball and not kick the ball across the race path. Kicking the ball down the race path will result in a **10s** penalty.

Scoring: This is a timed event. The Patrol with the best time wins. The Scouts must retain control of the soccer ball when dribbling. Kicking the soccer ball down the race path will result in a **10s** penalty. In the event of a tie, Patrols will recompete in a tie breaker event.

Materials (Provided by Judges):

rope, burlap sack, soccer ball, stopwatch

FOUR-HANDED SEAT



Troop Events

Tug-of-War

Volleyball

Troop Activity

Tug-of-War

Rules:

1. Participating Troops must turn in the Tug-of-War participants, with approximate weights, during the check-in process, or no later than the SPL meeting Friday night. Weigh-In will take place after flags at 8:45am on Saturday in the headquarters pavilion.

2. The total combined weight for the Troop participants cannot exceed 1,000 pounds. Participants stated weight will be verified prior to the units' first pull. If an individual is found to cause the team to be over 1,000 pounds, he may be substituted for, at weigh-in. If there is nobody to substitute, the team must drop the weight below the limit by excluding a scout.

3. Registered participants will be the only individuals allowed to "pull". If a registered participant is unable to continue, he forfeits his spot, there will be NO SUBSTITUTIONS.

4. Competition will be determined by a random drawing of all the participating units. The drawing will be filled Friday night.

5. No spiked or cleated shoes, gloves, or any other equipment or device that will give you an advantage, will be allowed.

6. Any Troop (participant, observer, or adult) that exhibits poor sportsmanship or un-Scout-like behavior will be forced to forfeit the match and 50 points will be deducted from the troop's overall score.

7. This is a double elimination tournament. If a Troop has zero losses in the final pull and loses, they will get another pull.

8. Units must remain in the marked area. If a team pulls out of bounds, they will be disqualified.

Troop Activity

Volleyball

Rules:

1. Participating Troops must turn in the Volleyball rotation form by the SPL meeting on Friday night.

2. All registered Scouts in each troop MUST participate, unless there are medical reasons. (This must be discussed with camporee staff at SPL meeting Friday night). Upon moving to the next round, the next six boys on the rotation sheet will start the game.

3. Competition will be determined by a random drawing of all the registered units.

4. The games will be to 9 points, except the Championship game which will be to 15 points.

5. Any Troop (participant, observer, or adult) that exhibits poor sportsmanship or un-Scout-like behavior will be forced to forfeit the match; this includes the use of bad language.

6. This is a double elimination tournament. If a Troop has zero losses in the final round and loses, they will get to play another match. During the finals, the match is to 15 pts and the winner must win by two (2) points.

7. Points will be awarded on serve. Rotate on serve (same player does not serve consecutively). Only the serving team rotates on serve.

8. Server stands within the service area (the right-hand corner behind the outside court line) and hits the ball with his hand (open or closed) to send it over the net (without touching the net) into the other team's court. The server may jump up in the process of serving and after hitting the ball may enter the court and play. If the server steps on or over the outside line before hitting the ball, service is lost.

9. Each team may touch the ball up to three (3) times, however, not the same player consecutively, before sending it over the net. The ball may be hit with any part of the body (except on serve) above the waist as long as it is not held, scooped, or carried in any way.

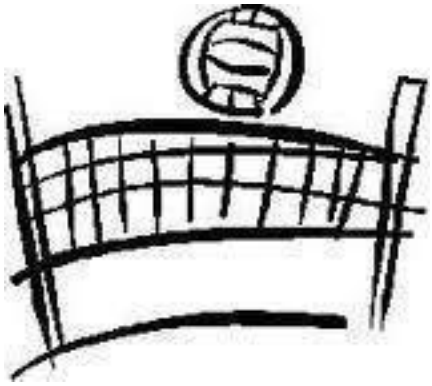
Volleyball Continued

10. A hit is good if the ball touches the net (except on service) between the side markers and drops into the opponents' court. The ball is out of play if it touches the ground outside of the court. However, the ball is good if it hits the line.

11. A team loses the serves or the point if:

    a. A player "spikes" the ball.
    b. A player crosses the vertical plane of the net.
    c. A player interferes with an opponent's play.
    d. The ball touches the ground.
    e. The team plays the ball more than three times in succession.
    f. The ball touches the player below the waist.
    g. A player touches the ball twice consecutively.
    h. The team is out of position at service.
    i. The ball is held or pushed.
    j. A player touches the net (unless the ball knocks the net against the player).
    k. A player crosses the center line when play is in progress.
    l. The ball does not pass over the net between the uprights.
    m. The ball touches the ground outside of the court.
    n. A player reaches under the net and touches the ball or the opponent during play.
    o. The team delays the game.
    p. A player/s leave the court without permission.
    q. A player intimidates an opponent.
    r. A serve is illegal.

12. All play calls, made by the game officials, are FINAL!!



2025 PHOENIX DISTRICT CAMPOREE

Scout's Own

1. All units should be assembled at the flagpole by 9:00 am Sunday.

2. Attendance is mandatory and class "A" uniform is required.

3. Flag raising will begin at 8:45 am sharp, followed by Scout's Own at 9:00 am.

4. The Awards Ceremony will follow Scout's Own

A Scout is Reverent!

Take time to WORK, it is the price of success
Take time to PLAY, it is the secret of perpetual youth
Take time to THINK, it is the source of power
Take time to READ, it is the foundation of wisdom
Take time to PRAY, it is conversation with God
Take time to LAUGH, it is the music of the soul
Take time to LISTEN, it is the pathway to understanding
Take time to DREAM, it is hitching your wagon to a star
Take time to WORSHIP, it is the highway to reverence
Take time to LOVE AND BE LOVED,
It is the gift of God.

2025 PHOENIX DISTRICT CAMPOREE

Check-out Procedures

1. No campsite, gateways or perimeter fences may be dismantled on Sunday until after the conclusion of the Awards Ceremony. **A penalty of 50 points will be deducted from the troop's overall score if this happens.**

2. No unit may leave the Camporee on Sunday before receiving an "Authorization to leave camp" from the Camporee staff who checks the unit out.

3. No individual scout, from any unit, may leave the Camporee until his unit has received the okay to leave camp. If a scout has a job to go to, prior permission must be granted.

4. The checkout will operate from headquarters. When your unit is ready to be inspected, send a scout representative to headquarters. You will be taken in order of your reaching headquarters to sign up.

5. We will try to expedite the procedures to the best of our ability. Volunteers to help with check-out are always welcome.

6. Units will be issued an "Authorization to leave camp" order once the inspector finds the campsite:
    - Free of litter and debris
    - The latrine/ wash area is as clean as found
    - The wood used for gateways, perimeter fences, camp gadgets, and fuel and axe yards has been dismantled and hauled away.
    - Garbage has been removed

7. Lost and found items will be held at headquarters. If any items are not claimed, they will be held at Council office for one week.

***Your unit must demonstrate the Scout Oath and Law as well as good sportsmanship, if a unit is found to break these rules during the duration of the Camporee, including arrival, but not limited to you departure on Sunday will have 50 points deducted from their overall score.**

Glossary of Terms

Available Means:

1. At hand; accessible
2. Capable of being used or gotten; obtainable

If you are asked to have something available it should be visible, if nobody is present, or at hand and readily obtainable. The Camporee staff will remain available for comments, questions and critiques at all times during the weekend.

Class "A" Uniform Means:

Boy Scout issued	Shorts or Trousers
	Dress Shirt with Council and Troop Patch
	BSA Belt
	BSA socks
	Hat (Troop option)
	Patrol Patch

Class "B" Uniform Means:

Boy Scout issued	Shorts or Trousers
	Troop or Patrol T-Shirt
	BSA Belt
	BSA Socks
	Hat (Troop option)

On-Time Means:
The individual(s) required to be at a specific place at a specific time are there on or before the designated time. All SPL's must have a timepiece at Friday night's meeting, the Camporee clock will be set for "official time".

Natural Materials Mean:
Any article not made of plastic or metal. Any manufactured articles will be discounted.

Posted Means:
The article or document is displayed in plain view without the need to search for it.

Junior Asst. Scoutmaster Means:
This definition is strictly for Fireball Camporee purposes. This is a scout who is over the age of 18 but under the age of 21. This scout can be used in place of the SPL if he cannot be available for the inspections.

Patrol Events:
Patrol events are based on 8 scouts per patrol.

Glossary of Terms Cont'd

Scout Made Means:

Scouts have built it himself or with a unit of scouts. No Adult help at all. Adults who physically assist to build or make anything during the Camporee will get a 50 point penalty towards their overall score.

Camporee Theme Means:

Any part of the gateway or campsite that relates to the Camporee theme.

Unit and Sponsor identified Means:

Unit number and Sponsor must be on a wooden sign or on the Unit's Flag.

Food stored properly Means:

Food must be stored off the ground, food must be in dry bins or coolers, must be stored away from the sun and must appear clean.

Troop First Aid Kit Means:

A well-stocked Troop First Aid kit includes, but not limited to; bandages, band-aids, updated medicine and ointments, tweezers, and gauzes. Ultimately the decision will fall under the judge's best judgement.

On-Time Means:

Scouts must arrive at the designated time to earn bonus points. A scout is late when they arrive one minute after the designated time. For example, a Scout arrives at 5:31pm but was supposed to arrive at 5:30pm (They will be regarded as late)

Scout Handbook Means:

The latest edition of the Scout Handbook will be used for any reference and/or questions regarding events at the Camporee. (12th edition)

Camp Elmore Rules

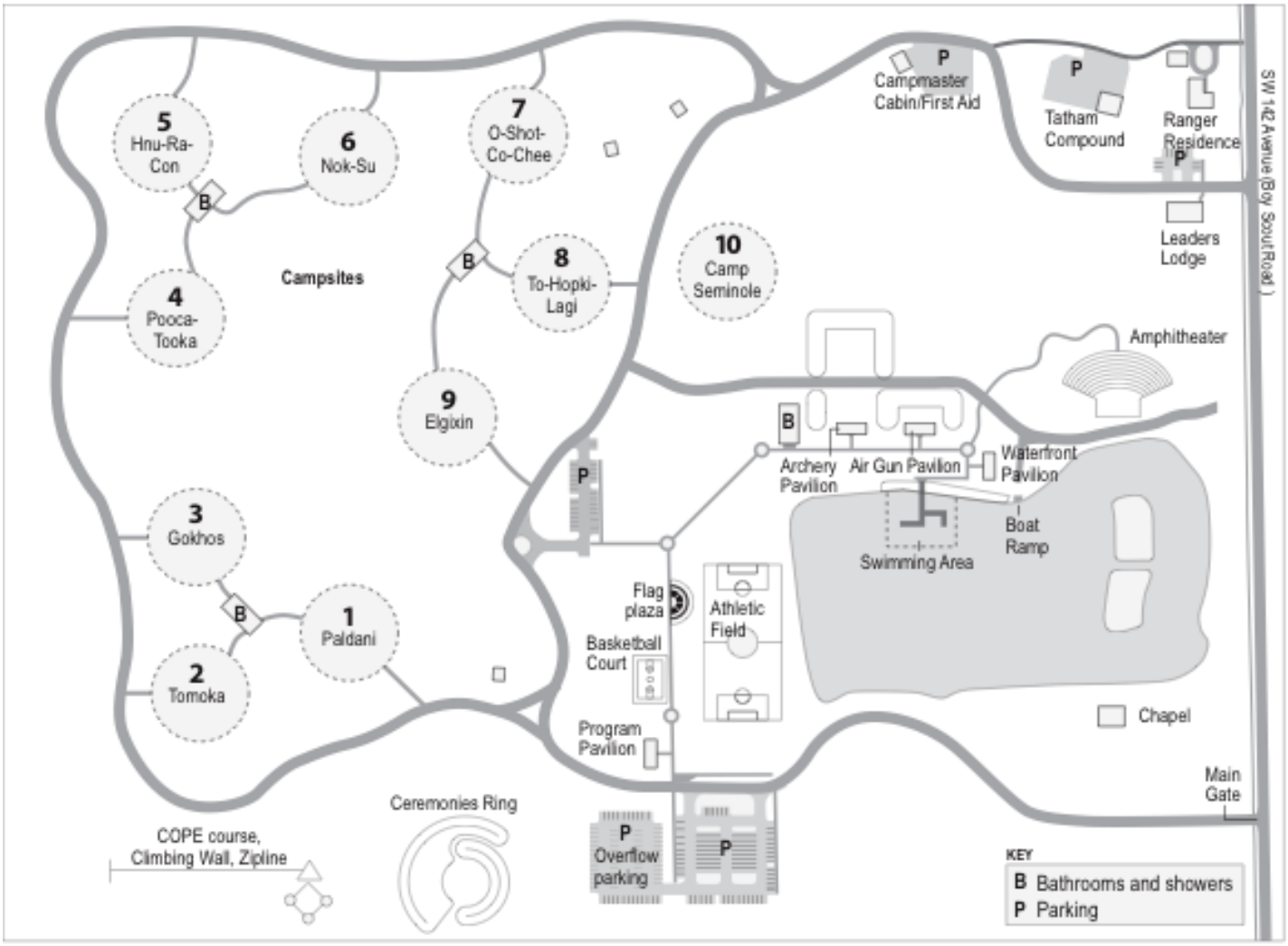
1. All units must Check In and Check Out with Campmaster or Camp Ranger.
2. Overnight camping and day use of camp is only for properly registered camp users.
3. Campfires are allowed only in designated Campsite Campfire Rings. All cooking fires are to be a minimum of 18 inches off the ground. Fires must be under qualified adult supervision at all times, and must be out cold when the campsite is not occupied.
4. Smoking and tobacco products are NOT permitted anywhere on the Camp property.
5. No dogs or pets of any kind are allowed in Camp at any time. Please leave them home.
6. No alcoholic beverages, controlled substances, illegal drugs are allowed in camp.
7. No Firearms, fireworks, ammunition, explosives or archery equipment are allowed in camp.
8. Camp BB Guns and Archery Equipment may only be used under proper adult supervision in designated ranges during units reserved times.
9. No bicycles, roller skates, roller blades, skateboards, skate shoes, mopeds, motorized vehicles or four wheelers are allowed. (Bicycles or roller skates may be allowed as a pre-approved organized and reserved Scout Activity i.e. Merit Badge Course or Belt Loop Activity)
10. Swimming and boating is only permitted under proper adult supervision and in the approved areas following all BSA Guidelines during units reserved times.
11. Fishing is permitted only from the shore by registered campers under adult supervision.
12. All garbage must be bagged properly and placed in the dumpster nightly or taken home. Please Keep your campsite and the restrooms always clean. All Units using Camp will be asked to assist in cleaning the Camp Restrooms.
    No bleach type products may be used in the camp restroom facilities. Restroom sinks are not to be used for dish washing. Grease must be disposed of properly in garbage.
14. Camp Quiet Time is from 10 PM until 7 AM. Lights out is 11 PM. Be considerate of other Units.
15. Vehicles may unload/load at Campsite and must then immediately be returned to parking lots. The Campsite Road gates will be locked from 10 PM Friday until 8 AM Sunday. Vehicles may only drive on designated roadways and park in designated parking lots. No vehicles/trailers are allowed in Campsites. No vehicles may be driven on or through grass on Camp.
16. Camp speed limit is 15 miles per hour. Seatbelts are required of every vehicle occupant.
17. Do not open plumbing, irrigation or electrical control boxes or fixtures, or attempt to make any changes, repairs or adjustments to them. Do not paint structures or add or change any signs.
18. Unit/Group Leaders are responsible for reading all rules to each participant and distributing copies to all adults in their group prior to arrival and ensure their Units compliance with all Camp Rules. Disregard of rules may result in forfeiture of all deposits and Unit being asked to leave camp.
19. The COPE Course and surrounding area is OFF LIMITS to all campers and guests unless they are participating in a reserved COPE/Climbing Activity.

Let's all help with making this a safe and enjoyable outing for everyone at camp.

The Campmaster, Camp Ranger and Camping Director have complete authority and responsibility to enforce all of the above Camp Rules by all participants.

Camp Elmore
Downrite Engineering Scout Reservation
3551 SW 142 Avenue (Boy Scout Road)
Davie, Florida 33330

Camp Elmore



2025
PHOENIX DISTRICT CAMPOREE
Roster Sheet

Troop # _____

SPL: _____ ASPL:_____

Patrol Name & Members (type additional sheets if needed)

Patrol 1 -	**Patrol 2 -**
PL:	**PL:**
APL:	**APL:**

Patrol 3 -	**Patrol 4 -**
PL:	**PL:**
APL:	**APL:**

Adults:

SM:		
ASM:		

Volunteers

Adults:		
Adults:		
Youth:		

2025
PHOENIX DISTRICT CAMPOREE
Tug-Of-War Registration Form

Troop# _____

Scoutmaster: _____

Senior Patrol Leader: _____

	Scout's Full Name	Approx Weight (lbs)	Actual Weight (lbs)*
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
	TOTAL WEIGHT NOT TO EXCEED 1000LBS		

* Actual Weight will completed by staff at weigh in.

2025
PHOENIX DISTRICT* CAMPOREE
Troop Volleyball Registration Form

Troop# _____

Scoutmaster: _____

Senior Patrol Leader: _____

***Troop Rotation MUST follow this form.

	Scout's Full Name		Scout's Full Name
1		16	
2		17	
3		18	
4		19	
5		20	
6		21	
7		22	
8		23	
9		24	
10		25	
11		26	
12		27	
13		28	
14		29	
15		30	

Phoenix District Camporee Critique Sheet

To ensure a quality Boy Scout program, please give us your feedback on how we did. Complete this form and give it to one of the Camporee Coordinators.

Rankings 5- Excellent, 4- Good, 3- Average, 2- Fair, 1- Poor, 0- Terrible

	Adults	Scouts
Was the event interesting?	{ }	{ }
Was the event organized?	{ }	{ }
Was the staff helpful and knowledgeable?	{ }	{ }
Was there enough publicity about/prior to this event?	{ }	{ }
Staff member's attitude and appearance?	{ }	{ }
Did you your scouts enjoy the activities/games?	{ }	{ }

Did you and your scouts have enough time to enjoy the activities and games?_____

What activity did you enjoy most? _____

What activity did your scouts enjoy most? _____

Which activity did you enjoy the least? _____

Which Activity did your scouts enjoy the least? _____

What would you do to improve this Event? _____

_____

_____

Additional Comments: _____

_____

_____

Would you support this event next year? { } Yes { } No

If you would like to help with this event next year, please let the coordinators know.

Name _____ Troop\Pack _____

Phone _____ E-mail _____

Address_____