

Talakto Time Machine

Be Excellent to Each Other!

Camp Westmoreland, GAC

March 28 – 30, 2025

Leader's Guide: Version 1: Jan 17, 2025

Units are encouraged to register and pay online.

DEADLINE FOR REGISTRATION IS MIDNIGHT, March 25, 2025.

Link for registration: **Coming Soon!**

Link for GAC refund policy: <https://1bsa.org/refund-and-cancellation-policy/>

Welcome to Talakto's Excellent Adventure!

Overview

You can do as much or as little at Camporee as you wish. There will be times for challenges, times for fun and games, times for ceremonies, and time for just relaxing – and TIME TRAVEL! Below is the general schedule showing the major activities. Final details will be provided at Friday's Leader Meeting and Saturday's Opening Ceremony.

Need troop help with the following: Troops that do not sign up prior to Camporee may be asked to do one of these tasks during the Friday night PLC

- Bathhouse clean up Saturday afternoon
- Bathhouse clean up Sunday morning
- Mopping of training center Sunday morning
- Trash police of the parade field
- Friday night fire build, maintenance, and safety
- Saturday morning flag raising
- Saturday night flag lowering
- Saturday night fire build, maintenance, and safety
- Sunday morning flag raising
- Sunday morning flag lowering

Patrol Gear

To successfully complete the Camporee, each patrol should bring the following equipment and be prepared to carry it in addition to their personal gear needed for challenges:

- Patrol flag
- Scout spirit
- Scout handbook
- One (qty 1) filled water bottle per Scout to drink
- At least 1 folding knife with the bearer in possession of a Totin'-chip
- Flint and steel or other means to light a fire without a match
- Parachute cord, at least 2 pieces each one being 10' in length
- Magnifying lens
- Patrol First Aid kit
- Paper on which to write
- Pencils
- Compass

Troop award categories

- Top Troop
- Dutch Oven Cook-off Winner
- Best Campsite
- Scout Spirit
- Best Skit Award

Camporee Schedule

Friday

- 4:30-5:30pm Staff Arrival
- 5:30 – 8:00pm Unit Arrival and Check-In at Training Center
- 8:30pm Opening campfire
- 9:30-10:00pm Leader Meeting and Cracker-Barrel (SM or first ASM, and SPL required)
- 11:00pm Taps, Quiet time (staffers who are required to be up past quiet time will tent away from troops in the staff camping area)

Saturday

- 6:30am Reveille
- 6:30-8:00am Breakfast and Cleanup
- 7:15 - 8:00am Arrival and Check-In available
- 8:15 - 8:25am Colors, Opening Ceremony, and Announcements
- 8:25am Camp-wide Rochambeau (Rock-paper-scissors) competition
- 8:30 - 11:55 Patrol Events in half-hour blocks
 - Ecology
 - Firem'n chit
 - Orienteering
 - First aid
 - Knots & Lashings
 - Team building games
- Noon-12:45 Lunch and Break
- 12:45 - 6:15 Axe Throwing and Rifle ranges open
- 12:45 - 4:45 The real competition begins, with games such as:
 - Tug of war
 - Ultimate frisbee
 - Time Machine Build-Off
 - Historical Costume Competition
 - Scavenger Hunt / Escape Room
 - Axe Throwing
 - Rifle Shooting
- 12:45 - 4:45 Kaskanampo Patch History in the Training Center
- 1:30 Dutch oven cooking demonstration
- 2:00 Echota Cherokee history program at the Troop 3 Pavilion
- 3:00 Historical Costume Competition
- 2:00 - 4:00 Campsite Inspections using the checklist provided in this leader's guide
- 2:30 - 4:45 Camporee Band practice
- 4:00 Chaplain Aide's meeting
- 5:00 - 6:15 Dutch Oven Tasting & Cook-off - Youth participants with scoutmaster judging.
- 6:30 - 8:00 Dinner and Break
- 8:15-8:30 Colors and Closing Ceremony
- 8:30-9:30 Awards, Campfire, and Order of the Arrow Induction Callout
- 9:00-10:30 Check-Out and Departure available
- 9:30 Order of the Arrow cracker-barrel - Training Center
- 9:30 Hikin' History program at the War of 1812 Historic Cemetery
- 11:00pm Taps, Quiet Time (staffers who are required to be up past quiet time will tent away from troops in the staff camping area)

Sunday

- 6:30am Reveille
 - 6:30-8:00 Breakfast and Cleanup
 - 8:30-8:45 Colors, Announcements, and Closing Ceremony
 - 8:45-9:00 Scout's Own Service - Chapel
 - 9:00-10:00 Clean up, Pack up, Check-Out, Depart
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- A dumpster may not be provided, therefore BE PREPARED to take out your trash.
 - Turn in Camporee Check-Out and Evaluation forms
 - Pick up health forms
 - Pick up participant patches

Morning Patrol Events:

Morning Events will be run in timeslots. Participants do NOT need to sign up for a timeslot to do a certain event, but they DO need to show up on time. There will be seven time slots of 25 minutes each with 5 minutes travel time. If a patrol wants to spend 2 time slots at the same activity, that is allowed.

- 8:30 - 8:55
- 9:00 - 9:25
- 9:30 - 9:55
- 10:00 - 10:25
- 10:30 - 10:55
- 11:00 - 11:25
- 11:30 - 11:55

Whether or not scouts attend morning events by patrol or not is up to the troops, but each scout must travel with a buddy from their troop to each event.

Patrol Events

- **Ecology:** Scouts will be taught about plants, animals, and leave no trace for better skills in the outdoors
- **Firem'n chit:** Scouts will be taught fire safety and will be able to complete all of the requirements for the Firem'n chit. <https://www.scouting.org/awards/awards-central/firemn-chit/>
- **Orienteering:** Scouts will be taught how to read a map and navigate with a compass.
- **First aid:** Basic and Intermediate First Aid will be taught, which applies to first aid requirements for rank advancement and also is a good refresher for all scouts.
- **Knots & Lashings:** Essential knots and lashings will be taught. They will also get to build camp gadgets so your troop can earn extra points on camp inspection!
- **Team building games:** Patrols need to function as a strong unit. These games will help them to bond and work together.

Afternoon Competitions

Afternoon Activities will be run as often as there are enough participants at the station to run the game. Scouts will have their attempt recorded by their name and troop number, and the best attempt at each game will earn that troop points towards the Top Troop Award. Participants can play games in groups containing scouts from multiple troops, and their points will be divided based on how many from each troop were in the group. For instance, a group of four scouts with two scouts from T123, one from T456, and one from T789 would have $\frac{1}{2}$ point awarded to T123, $\frac{1}{4}$ for T456, and $\frac{1}{4}$ for T789. Cubs earn points for the troop they are visiting with. A general explanation of the games will be given here, but the staff will explain rules in more depth at their station and will have more detailed knowledge on the operation of the games and will therefore have the final call on game disputes.

- **Tug of war:** Two groups of equal size will line up on opposite ends of a rope. At the staffer's instruction, both groups will attempt to pull the red flag in the center of the rope across the line behind them. First to pull the flag across wins.
- **Ultimate frisbee:** Come and show your skill at Ultimate, the most excellent sport!
- **Time Machine Build-Off:** Everyone needs a time machine! Supplies will be provided — bring your inspiration and see how far back you can go. Excellent, Dude!
- **Historical Costume Competition:** We will need to learn about all the historical figures that we might meet in our time travels. Study up on your favorite historical figure, make a costume, and channel your favorite dude, dude!! Points awarded for best entries, based on costume authenticity and historical knowledge.
- **Scavenger Hunt / Escape Room:** Test your skills at problem solving and navigate through the course. Points awarded for the fastest times.
- **Axe Throwing:** Participants must listen to the safety briefing before throwing axes. If the participant hits the playing card on the target, they will get a point.
- **Rifle Shooting:** Participants must listen to the safety briefing before shooting. Points will be awarded based on grouping and how close their shots were to the bullseye.

General Camporee Guidelines and Rules

The following rules are the general framework around which all camporees are operated. A spirit of Scouting courtesy and brotherhood must prevail during the entire camporee if it is to be a success. The Scout Oath, Law, and Outdoor Code are the guidelines for all behavior. Troops or individuals who do not conform to this spirit will be asked to leave the camporee.

REGISTRATION: DEADLINE FOR ONLINE REGISTRATION IS MIDNIGHT, APRIL 2, 2024.

All units must stop at the Training Center to process paperwork, and complete late registration, if required. A registration fee of \$17 for each Scout and adult will be charged to cover the expense of camporee supplies, patches, and awards. The registration fee applies regardless of whether or not a unit camps at the camporee. Webelos and Arrow of Light are welcome to overnight with the proper 2 deep leadership. Fee remains the same. If a family or accompanied cub scout wants to observe on Saturday, there is no fee. If they want a patch, it is \$7.00 if available. As a District Event, we must abide by the refund policy of the Greater Alabama Council. Please read the policy prior to registration.

Link for registration: Coming soon!

Link for GAC refund policy: <https://1bsa.org/refund-and-cancellation-policy/>

TOUR PERMITS: Per Greater Alabama Council regulations "A tour permit is not required for activities engaged within the confines of the Greater Alabama Council unless such activity shall extend to include at least one overnight camping." For this Camporee, *completion of pre-registration will serve to fulfill this requirement.* However, if you do not pre-register, you ARE required to file a tour permit to attend.

UNIFORMS: Troops should arrive and depart in field uniform. The field uniform is also requested for Saturday evening's closing ceremony. For Saturday activities, Scouts may dress in activity (Class B) uniforms appropriate for the events and the weather.

MEDICAL/FIRST AID: Medical/First Aid assistance will be available. The first aid location will be in the Ranger House. As you enter camp, the Ranger House is located on the right before the camp gateway (Murphey Gate).

FIRES: Fires may be built within the established fire ring of your campsite.

WATER: Water will be available at the bath house, or possibly within your campsite. Each troop should bring containers for transport and storage.

PARKING: Troop trailer and tow vehicle may remain in the camp site. All other vehicles should be removed as soon as they are unloaded. No loitering in campsite during unloading Friday night.

CAMPSITE MAP: A map of the camporee grounds will be located at the camporee headquarters. Each Scoutmaster must ensure that the troop site is noted on this map as soon as possible.

TAPS AND REVEILLE: Taps will be at 11:00 p.m. each evening and reveille will be at 6:30 a.m. Quiet hours are to be observed between those times. Troops should plan to arrive at the camporee site in ample time to have their campsite established before Taps.

MEALS: Troops are responsible for providing for their own meals while at the camporee.

VISITORS: Visitors are welcome at the camporee. Visitors to a troop campsite must have the permission of the unit leader. Visitors are welcome to attend field events and the Saturday closing ceremony, and may bring picnic lunches and/or dinner to the camporee. Visitors must depart the camporee site before Taps. Participant patches are not available to visitors.

TOBACCO: The use of tobacco products in any form by Scouts under the age of 18 years is prohibited. Due to documented health risks associated with tobacco use and the need for a positive image, adults are requested to abstain from the use of tobacco at the camporee.

WEBELOS: Webelos may attend the Camporee and may camp overnight as the guests of a troop. Each Webelos must have a parent or guardian to stay overnight with them and will camp in the same campsite as the hosting troop. Webelos may also camp as a den with their Webelos leaders.

CONDUCT: The use of profane language, malicious or damaging pranks, improper use of knives, axes, or flammables may result, at a minimum, in the disqualification of a patrol from any competition. Severe offenses will result in a request to leave the camporee site. Fireworks and firearms of any type are not permitted.

FLAGS: Troops are encouraged to bring, display, and carry troop and patrol flags.

SATURDAY CLOSING CEREMONIES: The campfire program will include skits and camporee award presentations. Come prepared with your best skits and songs. Skits and songs must be approved by Chapter Chief Angelina Billig prior to the campfire.

SUNDAY SCOUT'S OWN SERVICE: A Scout's Own Service will be offered Sunday morning. All Scouts and Scoutmasters are encouraged to attend.

SEVERE WEATHER: Due to the potential for severe weather, the National Weather Service emergency broadcast frequency will be monitored by the Camporee Staff. Each troop will be notified in the event of a weather advisory, tornado watch, or warning.

CHECKOUT: ALL TROOPS MUST CHECKOUT WITH THE CAMPOREE STAFF AND HAVE A CAMPSITE INSPECTION BEFORE LEAVING THE CAMPOREE SITE. CAMPOREE PATCHES WILL BE ISSUED TO THE TROOP WHEN THEY HAVE PROPERLY CHECKED OUT. Troops may leave the camporee Saturday night following the closing ceremonies. If a troop elects to leave on Saturday, they should break camp and have a campsite inspection before dark. Please notify the Camporee Staff at registration if your troop plans to leave Saturday night.

GARBAGE: Trash cans and trash pickup may not be available at this site; therefore, each troop is responsible for collecting and removing all garbage from its campsite.

Senior Patrol Leader: If you have read all the way through this Leader's Guide, find Mr. Kelton at the Camporee and give him the code phrase, "Go west, young Scout"

Camporee Campsite Inspection Sheet

Unit: Inspectors: Time:
 Camporee Judges will judge each Troop on the following items. This inspection will take place Saturday between 3:00 P.M. and 5:00 P.M. One hundred fifty (150) points are possible with twenty (20) bonus points for building a survival shelter with deadfall limbs, debris, and rope. There will be awards for 1st, 2nd, and 3rd place units. The score will factor into the High Overall Awards.

SHELTER (10 points total)			
1.	Tents properly erected; trim, securely anchored. Adirondacks with tarp doors must have the tarps down and secured. Adirondacks without a tarp door must have personal gear stowed neatly within.	(5)	
2.	Cover for dining facilities properly erected; trim, securely anchored, provides for run-off of rain	(5)	
FIRE, FIREWOOD AND WOOD TOOLS (40 points total)			
1.	Above ground fire site a safe distance from tents, etc., adequately contained (5 ft. radius cleared around fire)	(10)	
2.	Adequate fire buckets and/or other fire-fighting equipment available	(10)	
3.	Firewood (if any) protected from rain and dampness	(5)	
4.	Firewood quality shows evidence of diligent effort to provide wood for the campsite by Scouts, of as good a quality for warmth and sustained burning.	(5)	
5.	Wood tools sharp and properly stored	(5)	
6.	Axe yard specifically located and adequately marked off	(5)	
HEALTH AND SAFETY (40 points total)			
1.	Proper disposal of garbage	(5)	
2.	Food adequately protected from contamination and spoilage	(5)	
3.	Dishwashing practices result in clean pots, plates, etc.	(5)	
4.	Cooking equipment stored off ground and clean	(5)	
5.	Clean water is available	(5)	
6.	Location of adequate first aid kit visible to all	(10)	
7.	Campsite is clean and in order	(5)	
CAMP IMPROVEMENTS (20 points total)			
1.	U.S. and troop flags properly displayed. (U.S. flag on the right side of the entrance to a person standing in the entrance facing out of camp.)	(10)	

- Campsite improvements/camp craft. Created basically with natural material and put to practical use to make campsite more comfortable

	and convenient. Examples are gateway, built up fireplace, utensil rack, pack rack,		
	table, seat, boot scraper, fire bucket holder, tripod, wash basin, etc.	(10)	
PATROL ORGANIZATION AND OPERATION (40 points total)			
1.	Evidence of patrol method camping	(10)	
2.	Scout meals prepared by patrols, not adults	(10)	
3.	Patrol menu posted in Patrol site and kept dry	(10)	
4.	Patrol duty roster posted in patrol site and kept dry	(10)	

**BONUS POINTS FOR BUILDING A SIGN POINTING WEST OR A HAT RACK TO HANG COWBOY HATS (HATS NOT REQUIRED) _____(20)
 MUST BE COMPLETED BEFORE INSPECTIONS ARE BEGIN AT 3PM, SATURDAY**

TOTAL (150+20 bonus)

Camporee Check-Out Form

Filled out by youth leaders adult leaders of

Pack Troop _____

How many adults _____, youth leaders _____, Scouts _____

After Camporee

- Camp Site Check-Out
 - All unit equipment removed
 - All fire areas cleaned up
 - All trash taken out of camp
 - Water use areas cleaned up
 - All campsite equipment (tables, fire rings, logs) replaced where found
 - All vehicles removed from camp grounds (except parking lot)
- Office
 - All payments complete
 - Evaluation Forms delivered
 - Patches picked up
- Departure
 - All scouts have rides, following BSA standards for safety and youth protection
- Resource Development
 - Ideas for next camporee _____
 - When should the next camporee be? _____
 - Where should the next camporee be? _____
 - Would you help on a future camporee? Name and contact info
 - _____
- How can we do better? [Thorns] _____

- What was awesome? [Roses] _____
-
-
-

Camporee Evaluation Form

Filled out by youth leaders adult leaders of Pack Troop Crew/Ship/Post _____
How many adults _____ youth _____

Before Camporee

- How did you get the Leader's Guide? email Talakto email group Scout meeting Round Table
- Did the Leader's Guide provide enough information for you to be prepared for the activities and events?
 Yes No
- Did you use the Leader's Guide to be prepared? (skills learning, bringing equipment)?
 Yes No
- Your registration: online no signup, just came

At Camporee

- When did you arrive? Fri. night Sat. morning
- When did you leave? Sat. night Sun. morning
- Did the Leader's Guide provide the right information? Yes No
- Did the Leader's Guide provide enough information? Yes No
- Were you prepared for the events and activities? Yes No
- Did you participate in the events and activities? Yes No
- Did you participate in the camp fire program? Yes No
- Did you have an opportunity to work as a team? Yes No
- Did you actually work as a team? Yes No
- Did you participate in the campfire? Yes No
- Did you have fun? Yes No

After Camporee

- Will you use your leadership skills? Yes No
- Will you come to another camporee? Yes No
- Would you help staff a camporee? Yes No
 - If yes, my name/phone/email is _____
- Further comments _____
