

How to Train Your Scout (Master)

Experience Scouting in Medieval Times



Camp Comer, GAC

March 27 – 29, 2026

Leader's Guide, working version: Feb 5, 2026

Find updates here: <https://camporee.talakto.org>

Units are encouraged to register and pay online.

DEADLINE FOR REGISTRATION IS MIDNIGHT, March 24, 2026

Link for registration: Coming soon!

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

Welcome to Talakto's Medieval Scouting 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 medieval skills & games! Below is the general schedule showing the major activities. Final details will be provided at Friday's Leader Meeting and Saturday's Opening Ceremony.

We will need troops to 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 dining hall 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 — 1st, 2nd, 3rd
- Best Campsite – 1st, 2nd, 3rd
- Scout Spirit
- Best Skit Award
- Sharp Shootin'

Individual Awards

- Dutch Oven Cook-off Winner
- Best Historical Character
- Cardboard Castle

Camporee Schedule

Friday

- 4:30-5:30pm Staff Arrival
- 5:30 – 8:00pm Unit Arrival and Check-In at Scoutmaster's Lounge
- 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 be housed 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 45-min blocks
 - Pioneering — Location TBD
 - First Aid — Location TBD
 - Wilderness Survival — Location TBD
 - Fire Building — Location TBD
- Noon-12:45 Lunch and Break
- 12:45 - 6:15 Shooting Sports open
- 12:45 - 4:45 The real competition games begin! At the parade field
 - Shooting sports
 - Dragon Racing
 - Cardboard Castle
 - Climbing Tower
 - Leatherworking
 - Pottery
 - Theater
- 12:45 - 4:45 Kaskanampo Patch History in the Dining Hall
- 1:30 Dutch oven cooking demonstration – behind the Dining Hall
- 2:00 Echota Cherokee history program — Location TBD
- 3:00 Historical Character Competition — Parade field
- 2:00 - 4:00 Campsite Inspections using the checklist provided in this leader's guide
- 4:00 Chaplain's Aide meeting — Dining Hall
- 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 Callout
- 9:00-10:30 Check-Out and Departure available
- 9:30 Order of the Arrow cracker-barrel - Dining Hall
- 11:00pm Taps, Quiet Time (staffers who are required to be up past quiet time will be staying 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 - Dining Hall
- 9:00-10:00 Clean up, Pack up, Check-Out, Depart
- Dumpsters are available, but Troops should still BE PREPARED to take out your trash, just in case
- 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 45 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 - 9:15
- 9:20 - 10:05
- 10:15 - 11:00
- 11:05 - 11:50

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

- **Fire Building:** How quickly can you build a fire?
- **Pioneering:** Learn your 5 basic knots and how to put poles together with a square lashing. Medieval Legos!
- **First Aid:** Learn how to save your fellow scouts in an emergency!
- **Wilderness Survival:** Learn to survive in the medieval wilderness!

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.

- **Shooting sports:** Test your skill in rifle shooting, archery & tomahawk throwing
- **Dragon Racing:** On your mark, get set, go! It's not about being the fastest, it's about being faster than the person next to you!
- **Cardboard Castle:** Who will make the better castle using cardboard? Make sure it doesn't fall down!
- **Climbing Tower:** Enjoy climbing down the tower, quick! A dragon is coming!
- **Historical Character Contest :** Become a figure from the Dark Ages and showcase your knowledge!
- **Leatherworking:** Create your own archer's guard or name tag in the handicraft lodge!
- **Pottery:** Get your hands muddy like a medieval artisan and spin up a charming clay masterpiece.
- **Theater:** Tread the boards like a true medieval thespian and bring tales of knights, mischief, and drama to life—no dragon required (probably).
- **Dutch Oven Competition** — Scouts & Adults compete separately to prove who is the better chef!

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 for it 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 REGISTRATION IS MIDNIGHT, March 24, 2026.

All units must stop at the Scoutmaster's Lounge 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 camp 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 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: See front cover

Link for GAC refund policy: See front cover

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 Medic Lodge, across from the Dining Hall.

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 Scouts: Webelos Scouts and Webelos Scout dens may not participate at a Scouts BSA camporee or other events designed for Scouts BSA during the day and/or overnight, even as visitors.

Guidelines for Arrow of Light Scouts Camping Overnight with Scouts BSA

Arrow of Light Scouts may participate at a Scouts BSA camporee during the day and/or overnight in one of two ways:

- **With their Arrow of Light Den/Patrol.** Arrow of Light Scouts can attend as an Arrow of Light den/patrol under the supervision of two deep leadership from their Arrow of Light den/patrol or pack. The Arrow of Light Scout's parent or legal guardian(s) may attend with the Arrow of Light den/patrol and their child, either alongside the two-deep leadership or as part of it if they are registered with the pack. Or
- **As an Individual Scout.** Arrow of Light Scouts can attend with their parent(s) or legal guardian(s) if the local council coordinates two deep leadership per NCAP Standard HS-502.

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. Personal 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 Camporee Staff 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. Chaplain's Aides should attend the planning meeting on Saturday afternoon

SEVERE WEATHER: In case of potential 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: Dumpsters are available, but in case they are full, each Troop should be prepared to collect and remove all garbage from their campsite.

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)
	2. 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: BUILD A CAMP GADGET TO HELP CORRAL DRAGONS. MUST BE COMPLETED BEFORE 3PM, SATURDAY _____ (20)

_____ 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 _____
 - _____

What was awesome? [Roses]

What was not so good? [Thorns]

How can we do better? [Buds]

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 campfire 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?
 - If yes, my name/phone/email is _____
- Further comments _____

Comer Scout Reservation

Greater Alabama Council, Boy Scouts of America

