

Headless Horseman's Last Ride



5 RIVERS 2026 FALL CAMPOREE

(DIRECTOR'S CUT — PUBLIC EDITION — Rev AM • 2026-10-22 • names, emails and phone numbers removed)



Hannah Ashbee— Camporee director
Mark Brown -creator and master of event
Ward Faulk – Fixer Of Loose Ends 251-406-1631

Camporee Staff & Roles

- Director – Hannah
 - Adult recruitment & Stations
- Architect – Mark
 - Design camporee & Write script
 - Patch Design / Order
 - Fundraiser
- Fixer/Negotiator – Ward
 - Help Hannah
 - Paperwork
- Logistic – [name]
 - Registration on site
 - Work with Council on pricing /sales, Website price changes,
 - T-shirt order
 - Campsites
 - Staff meals counting
- Social Media / Marketing -?? (need someone) other than Mark Brown
 - Instagram and Facebook
 - Videos
- Kitchen
 - Staff meals

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Welcome to the Ride — Leader & Staff Overview

One page on what this camporee is and how we hold the atmosphere. Read this first; everything else in the guide is detail.

The idea: Daylight prepares the camp. Night tests it. This is a competitive, patrol-based skills event with a story — not a Halloween party, not a haunted house.

The arc: Friday: arrive, set camp, begin gateways — normal Scout camp, no theatrics. Saturday morning: optional training that quietly matters. 13:00–15:45: four day stations. 15:45–18:00: gateway build; judging in daylight. 18:50 flags — the Horseman rides, and the tone turns. 19:15–22:00: four night stations. 22:00: muster at the arena, packets issued. 22:05: the Game. 22:45: the Last Ride, ending at the arena. 22:50: campfire and awards. Lights out 00:30.

The Horseman: He is consequence, not fear: at most three appearances, never speaks, never chases, slow pace, silhouette over visibility, hoofbeats or drum only. If a Scout asks, the only answer is “You weren’t supposed to see him.”

Atmosphere rules: Controlled immersion, never chaos: every effect reinforces the story, builds tension without panic, supports a skill, or rewards prepared patrols. Silence beats noise. No jump scares, no touching Scouts, no gore. Seed one phrase all day: “Finish it before night.” If it feels like a haunted house, remove it; if it feels like something ancient just passed through camp, keep it.

What staff do: Stay in role, explain rules but never surprises, and quietly score conduct everywhere — discipline, encouragement, listening feed the Spirit competition. One prompt only on the night trail: “He doesn’t like it when patrols stop moving.”

The four components: SPIRIT (100, earned all day everywhere) · THE GAME (80, the 22:05 finale) · GATEWAY (100, judged 16:30–18:00) · CAMPSITE INSPECTION (50, Saturday judging + Sunday checkout). Stations are not separately scored.

Safety spine: Buddy system and patrol integrity always · night safety officer on the radio from 18:50 · red light at night stations 5, 6, 8; real emergencies always override · first-aid stop phrase “THIS IS REAL” ends any scenario instantly · escape-room opt-out “STEP OUT” honored immediately, no penalty · everything ends before midnight.

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Camporee: Event Description

As dusk falls over the pines of Grove Hill, Scouts arrive for a camporee unlike any other. Fall Spookery Camporee is a fully immersive, story-driven experience where daylight builds skills—and darkness tests them.

Patrols construct towering gateways, master survival and engineering challenges, and train for what comes after sunset. When night falls, the forest comes alive.

Strange lights drift between the trees, something stirs near the water, and the Headless Horseman rides through camp as Scouts navigate forgotten trails, escape pitch-black rooms, deliver first aid under pressure, and move silently by compass and glowstick.

Every station demands teamwork, discipline, and leadership—no filler, no carnival games, no shortcuts.

The night ends with a campfire of shadows, stories, and awards, sealing a shared experience Scouts will talk about for years. This is not just a camporee. It's a rite of passage.

“The Ride of the Headless Horseman: The Camp That Should Have Been Abandoned”

Backstory (communicated subtly, not read aloud):

- A patrol fled the area years ago after encountering “something” on the trail.
- They left behind broken gateways, scattered maps, injured hikers, strange lights, and unfinished structures.
- The Horseman rides at dusk and after dark, searching for patrols who fail to secure camp, keep discipline, or finish what they started.

This allows:

- Daylight = **preparing the camp before nightfall**
- Night = **surviving what returns after dark**
- Gateways = **warding structures**
- Escape Room = **final entrapment**
- Campfire = **the telling of what happened**
- *What earlier patrols failed to finish, tonight's patrols must confront.*

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Things to Buy / Order

Sep 8 — Patches: ONE patch style only — no patch set. Order via Sunshine Emblem & Decal ([name], [phone removed], [email removed]). ~\$6.75 each at 100.

Oct 1 — T-shirts: 147 to order at 2026-10-18 — 112 participant plus 35 staff, de-duplicated — plus ten registered people with no size: [name] and “Participant 2” (Pack 1017), [name] (Pack 5271), and Pack 2227's three newest AOL families, [name] with adults [name] and [name] (10-14), [name] with adult [name] (10-15) and [name] with adult [name] (10-16) — the AOL ticket asks no size. [name] (Troop 2227) took [name]'s place on 10-15 and chose 2X-Large; [name]'s Large came off the order. [name] (staff, Baldwin Troop 5049) registered on 10-15 and chose Medium. On 10-17 Troop 1002 added [name] (Medium), [name] (Large) and [name] (Medium), [name] (Large) replaced [name] (Large), and [name] (staff, Troop 5177) chose Large; and [name] (Troop 5177, 10-17) chose Medium: five more shirts, three Medium and two Large. If the order went in on 16 October, add them as a second line. The 10-13 dump brought the sizes of the seven who registered after 10-10 (Troop 2227: [name] and [name], Medium; adult [name], Large; adult [name], 2X-Large; Troop 5177: [name], Medium); [name] (Troop 5082, 10-14) chose Large. The T-shirt lead's sheet is the authority on sizes; its corrections and the AOL sizes live in the board's shirt_overrides table and Tools\shirt_overrides.csv, which every dump import re-applies. No Smalls: every Small is ordered as Medium (Ward, 15 Oct).

Oct 9 — Glow wristbands: ORDERED 2026-10-09 (Mark), Amazon order [order no.] — Glow With Us 8-inch glow bracelets, 100 per colour with connectors: red for CRIMSON, green for EMERALD, purple for VIOLET, white for ASH (no grey glow exists). \$66.76 + \$5.36 tax = \$72.12. On the admin Budget as “Glow wristbands” with the receipt attached; Mark paid it personally and is owed it back. Due Wed 14 October. Glow 8–12 h. How they are worn and when they go on: set by Ward on 15 Oct, confirmed by Hannah on 16 Oct — see GLOW BANDS in the checklist.

Also: 30 sealed horseshoe envelopes on cardstock (wax seal or twine) · red chem-lights for zone boundaries · glow sticks: one per patrol at the final beacons.

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Atmosphere at a Glance — for Key Leaders

Every effect serves the story, builds tension without panic, supports a skill, or rewards a prepared patrol. Nothing is constant; silence is a tool.

Sound: Distant hoofbeats — the signature, used sparingly (dusk flags · once in the game window · once near a gateway late). Wind/creak ambient near the forest and orienteering zones. Faint whispers only inside puzzle zones (“Turn back...”) — prepared patrols ignore them. Lantern crackle and a sudden extinguish near gateways. Total silence dropped on one zone. A faint Morse pulse in the signal zones.

Visuals: Fog in pockets only — creek, one gateway, one beacon zone; never flood the woods. Lantern corridor: battery lanterns, low amber, slight flicker. The shadow rider silhouette once, briefly. A moving lantern in the distance with no bearer. A marker seen intact earlier, found broken later. Reflective symbols readable only under red light.

Moments: A missing patrol flag planted deep in the woods, never explained. The Watchers: two cloaked staff glimpsed at the tree line. During judging, a gateway lantern flickers as the judge shakes the structure.

Combinations: Dusk ride: hoofbeats → silence → rider crosses camp → a lantern dies. Signal zone: Morse pulse + fog + distant silhouette. Final return: campfire as the only light, no ambient audio — just crackle and wind.

Rules: The Horseman appears at most three times; he never speaks, never chases. No jump scares, no touching Scouts, no gore. If it feels like a haunted house, remove it; if it feels like something ancient just passed through camp, keep it.

ADULT LEADER BRIEFING SUMMARY (Clear Expectations & Logistics)

This event is intentionally structured and immersive. It is not a Halloween entertainment campout. It is a competitive, patrol-based skills event with a narrative thread.

Overall Design Philosophy

- Friday establishes immersion and allows proper campsite and gateway setup.
- Saturday morning provides optional but strategically important training.
- Saturday mid-day begins formal competitive station rotations.
- Saturday night is the primary testing window.

Friday

Arrival, campsite setup, gateway construction, opening assembly at dusk.
No major competitive scoring occurs Friday night.

Saturday Morning (Highly Recommended)

Reservation-based:

- Compass & Orienteering Refresher
- Pioneering Refresher

Competition does not begin until mid-day Saturday.

However, morning training directly reinforces skills used later in scored events. Units that skip this window should understand they may be at a disadvantage during certain evolutions.

Troops may arrive early Saturday morning and still participate, but Friday arrival is strongly encouraged.

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Saturday Afternoon Sessions

Patrol rotations through structured competitive stations emphasizing:

- Survival & marksmanship discipline
- First aid under pressure
- Scout skills mastery
- Engineering and problem-solving
- Navigation and signal operations

Saturday Night Sessions (Primary Event Window)

After dinner and sunset, the tone shifts.

Night navigation, moving signals, immersive woodland scenarios, and leadership under fatigue become central. These activities are controlled, supervised, and safety-structured, but intentionally demanding.

The full program ends before midnight (quiet time 00:00, lights out 00:30).

Units should prepare Scouts accordingly for rest planning and supervision.

Sunday

Late wake-up window, Scouts' Own service, awards, departure.

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FALL SPOOKERY CAMPOREE – OVERVIEW

Staff Quick Brief – “Ride of the Headless Horseman”

Core Concept

This is not a Halloween party.

This is a skills-based, story-driven camporee built around one idea:

Daylight prepares the camp. Night tests it.

Everything we do supports that arc.

FRIDAY – ARRIVAL

- Units set up campsites and gateways.
- Tone: Normal Scout camp, disciplined, orderly.
- No overt theatrics.

OPTIONAL (Reservation Required)

These occur before main rotations.

Compass & Orienteering Refresher

- 30 min instruction
- 30 min navigation challenge
- May provide subtle advantages later

Pioneering Refresher

- 30 min lashing review
- 30 min build challenge
- May provide subtle advantages later

Do not advertise what the advantages are.

DAYTIME STATIONS (Required)

- Survival & Marksmanship
- The Long Retreat — Obstacle Gauntlet
- Scout Skills Workshop
- STEM & Engineering
- The Forgotten Trail

DUSK – TRANSITION

Flag Lowering (Required)

Tone shifts.

The Headless Horseman rides through camp.

Silence matters.

After ride-through:

- No applause
- No jokes
- Patrols dismissed quietly

Dinner follows.

NIGHT PROGRAM (Required)

- Glow-Stick Night Orienteering

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- The Injured Hikers — Night First Aid
- The Sealed Room

Night stations:

- Do not over-explain.
- Expect Scouts to adapt.
- Maintain safety perimeter at all times.

GATEWAY & CAMPSITE JUDGING

Score based on:

- Structural integrity
- Lashing quality
- Theme integration
- Campsite safety & cleanliness

Unsafe structures = automatic structural failure score.

WHAT SUCCESS LOOKS LIKE

Scouts leave saying:

“That was intense.”

“We were not ready for that.”

“The training mattered.”

If it feels like a carnival, we missed.

If it feels earned, we succeeded.

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By the numbers

- Sponsors: see sponsor section
- 35 staff registered — as of 2026-10-18 (36 planned on the 08-27 shirt worksheet)
- 88 Scouts across 14 units, 85 of them paid — as of 2026-10-18
- 2 optional training sessions (orienteering at the Flagpole · pioneering at Handicraft)
- 365 days in the making
- Flyer, pricing flyer, patch art, Instagram + “Still time to ride” graphics
- 1 promotional video
- 157 people, \$180 outstanding (three Troop 1002 Scouts) — as of 2026-10-18

DAYLIGHT & DARKNESS CONTEXT

- **Sunset:** ~18:13
- **Civil Twilight Ends:** ~18:40
- **Full Darkness:** ~18:45
- **Flag Lowering:** Conducted at 18:50 (post-sunset, compliant)

Core Design Philosophy

- **Older-Scout appropriate:** Designed to hold the attention of 15–18-year-olds through challenge, competition, and immersion. -**Scout appropriate:**-year-olds through challenge, competition, and immersion.
- **Build → Test → Compete:** Scouts construct, apply, and evaluate skills under pressure.
- **Daylight = skill mastery & construction**
- **Darkness = navigation, tension, storytelling, and atmosphere**

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Master timeline Milestone

September At Camporee GOOGLE FORM VOTE	Have QR codes set to vote Goal > 100 votes	Show QR during all flag ceremonies e-mail to everyone after event
October RT	Announce Camporee Theme	
November	Pick date Patch Design Starts	
December 2025	Winter camp: Promote Instagram	
January/February	RT: Announce Date of event and Pre-Sale Date RT: Present outline of Event	
March	RT: Adult Leader Sign up Promote BlackPug Registration	Leaders will pay less that participant adults
April-Spring Camporee	Social Media and Flyer and QR Codes Share to adjacent Facebook groups Instagram YouTube	
April	RT: Adult Leader Sign up Promote BlackPug Registration	
May	RT: Adult Leader Sign up Reach out to sponsors (see above)	
May 3rd-10th (1 week)	FLASH SALE (\$15 savings)	
Summer Camp May 28	Social Media and Flyer and QR Codes Share to adjacent Facebook groups Instagram YouTube	
Through July 31 2026	Pre-Registration	
Through August 31	Registration	

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Through September	Late Registration	
T-45 days August 15	Get total registration number Order	
T-20 Days (October 1)	Assign event location Map Creation (FIVERR)	
October 1-15 (as permitted)	Extended	** Patch may arrive after event
T-30 days	Order additional patch	
T-30	Google Score/Leaders QR Barcode/Google form survey for next year t-shirt order [removed] HOTSPOT	
T-3 weeks	Assign campsites	
T+1	Camp Director resigns (Again)	
T+7-14	Receipts Thank you notes/patches to sponsors	

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Registration and Pricing Insights (STAFF TO POST)

- Pricing below for Adult and Scout Participants (leaders will have discounted rate)
- Everyone Pays
 - Decided 2026-08: out-of-council units are welcome, pay standard rates, and get \$10 off per Scout — claimed through Hannah (hannahashbee@gmail.com)
 - Their own campsite area
 - Participate in event 100%

What does Registration fee cover

1. Camping fees/insurance
2. Food: Cracker barrel -Friday and Saturday, Dinner Saturday
3. SWAG : T-Shirt , Patch

Flash sale is 50% savings compared to Deadline; should cover nearly all actual costs

Late Registrants may receive their patch after the event

Four price points (staff / AOL overnight / Webelos Saturday-only / Scouts & Parents)

PRICING - 4 price points

1. Staff: (RUNNING A STATION ?need a code):
 - a. Any Date **\$25.00**
 - b. Staff meals** **\$10.00**
2. AOL (5th Grade) and AOL Parents — OVERNIGHT:
 - a. Until registration closes **\$40.00**

Webelos (4th Grade) and Webelos/AOL Parent — SATURDAY DAYTIME ONLY:

Until registration closes **\$25.00 each**

3. Scouts and Parents
 - a. FLASH SALE (ONE WEEK May 3-10) **\$35.00**
 - b. Pre-Registration (through - July 31) **\$40.00**
 - c. Registration (through August 31) **\$50.00**
 - d. Late (Through September 30) **\$55.00**
 - e. Extended Late (through October 15) **\$60.00**

****Staff pay \$10 for meals: Saturday breakfast, Saturday lunch, Sunday breakfast**

Refund policy:

- In writing 60 days prior to event, FULL REFUND
- In writing, 30 days prior to event, MINUS 5.00 per person
- Less than 30 days, no refund

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1 week Prior to arrival – [name]

[name] will assign troops to

1. Campsites
 - a. Groups: CRIMSON | EMERALD | VIOLET | ASH
2. Each (color) group
 - a. will have multiple troops
 - b. approximate size will be 15 scouts
 - c. will move throughout the events Saturday together
 but competition will be **troop- or pack-based**, not group-based — four components: SPIRIT · THE GAME · GATEWAY · CAMPSITE INSPECTION

Colour Groups — assigned 2026-10-14 (14 October evening listing)

Built from the attendee listing and dump of 2026-10-18: 88 Scouts. On 10-14 Troop 5082 gained [name] and Pack 2227 a fourth AOL family ([name], with adults [name] and [name]) — both in EMERALD, which went to 23. Mark held the cap at 21, and no one- or two-unit change gets there: the smallest is three whole units, sixteen Scouts — Pack 2113 back to CRIMSON (its 09-30 colour), Troop 1251 to VIOLET, Troop 2113 to EMERALD. On 10-15 Pack 2227 added a fifth AOL family — [name], with adult [name] — and Mark let EMERALD go to 22 rather than move a unit. That night Troop 2227 swapped a Scout for an adult on one booking ([name] out, [name] in), so CRIMSON went to 20. On 10-16 Pack 2227 added a sixth AOL family ([name], with adult [name]), which would have taken EMERALD to 23. One swap brings every group to 22 or under and tells fewer units: Troop 5082 to VIOLET, and Troop 1251 back to EMERALD, its 09-30 colour. Then Hannah (10-16) moved Pack 2113's one Scout into Troop 2113, which rides in EMERALD. On 10-17 Troop 1002 added three Scouts ([name]), which took ASH to 24. Troop 5170 (3) went back to CRIMSON, its 09-30 colour (Mark, 18 Oct). Troop 5177 had also added [name] (paid) on 10-17, which first showed in the 10-18 files: ASH is 22. Groups are 22 · 22 · 22 · 22 by day. Every colour carries an AOL Scout. Plan stations for 22 Scouts.

FOUR GROUPS — 88 Scouts (22 · 22 · 22 · 22 by day; ASH 21 after dinner)

CRIMSON — "Blood": Troop 2227 (8) · Troop 5087 (7) · Troop 1003 (4) · Troop 5170 (3) = 22

EMERALD — "Forest": Troop 1251 (8) · Troop 2113 (7) · Pack 2113 (1) · Pack 2227 (6) = 22

VIOLET — "Shadow": Troop 5070 (7) · Troop 5082 (10) · Pack 1017 (5) = 22

ASH — "Bone": Troop 1002 (10) · Troop 5177 (8) · Pack 5271 (4) = 22

What moved, and who needs telling

Who needs telling (against the 09-30 cut): Six units change colour — Troop 5082 ASH → VIOLET, Troop 2113 VIOLET → EMERALD, Pack 2227 ASH → EMERALD, Troop 1002 EMERALD → ASH, Pack 5271 EMERALD → ASH, Troop 1003 ASH → CRIMSON. Troop 2227, Troop 5087 and Troop 5170 (CRIMSON), Troop 1251 (EMERALD), Troop 5070 and Pack 1017 (VIOLET) and Troop 5177 (ASH) keep their 09-30 colour. Tell the six before check-in: Ward (15 Oct) wants an email to ALL units on Monday 19 October with the updated schedule and each unit's rough assignment, the final assignment at check-in. (Since the 10-15 cut: Troop 5082 and Troop 1251 traded places, on 10-16; Pack 2113 has moved into Troop 2113 (Hannah, 10-16), so its Scout rides with the troop in EMERALD; and Troop 5170 went back to CRIMSON on 10-18, after Troop 1002 grew to ten.)

Rebalance group sizes, never rotation counts. The clock is fixed; the groups are not.

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Before these are final:

Troop 1121: Declined 2026-09-21 — they are not coming. Excluded from the assignment and from every figure in this document, the same as Troop 2. The 71-Scout regrouping that used to sit above has been removed; do not reinstate it.

Pack 2227: Withdrew, came back the same day, and has grown twice since. [name] and his adult (reg [reg. no.]) left the listing between 09-24 and 09-30; that evening [name] registered himself and [name] as AOL (reg [reg. no.]); by 10-03 [name] had registered himself and [name] (reg [reg. no.]); and on 10-04 [name] registered himself and [name] (reg [reg. no.]). All paid. The pack is IN with six AOL Scouts — [name] joined on 10-14, [name] (with adult [name], reg [reg. no.]) on 10-15 and [name] (with adult [name], reg [reg. no.]) on 10-16 — and sits in EMERALD. The AOL ticket never asks for a shirt size; all six sizes came through the T-shirt lead's sheet on 10-05 ([name] S, [name] L, [name] M, [name] XL, [name] M, [name] XL) and live in shirt_overrides.

Troop 1002 — names RESOLVED: Registration [reg. no.] ([name]'s booking) reads [name] and [name], with adult [name]. On 10-17 the booking changed: [name] replaced [name] as the second adult (both Large), and three Scouts were added — [name] (Medium), [name] (Large) and [name] (Medium) — who owe \$60 each, \$180 in all. Ten Scouts and two adults, all with a shirt size. Collect the \$180 before or at check-in.

SPL meeting — SET (Ward, 15 Oct; Hannah, 16 Oct): Two meetings. Friday evening, before cracker barrel, for the units already on site; and Saturday 12:15–12:30, as the schedule has it. Their purpose is practice for SPLs in leading; everything they cover is also in print, so a missed meeting costs a unit nothing. The places are not named yet — give them at check-in. The public Leaders' Guide prints both times and says the place is announced at check-in.

GLOW BANDS — SET (Ward, 15 Oct; confirmed by Hannah, 16 Oct): HOW THEY ARE WORN. Every Scout wears one on each wrist — whichever arm is out shows. A Scout with sensory issues may wear the band round the neck instead (Hannah). Every unit adult who is not staff wears one. Per colour that is CRIMSON 54 (22 Scouts × 2 + 10 adults), EMERALD 54 (22 × 2 + 10), VIOLET 50 (22 × 2 + 6), ASH 52 (22 × 2 + 8) — 210 bands against 100 per colour, leaving 46, 46, 50 and 48 spare. WHERE THEY GO ON. Going IN to dinner at 18:00: one door that everyone passes, four staff each with one colour's tub and a unit list, about five minutes; anyone missed is banded during dinner. Bands are lit before full dark at 18:45. A glow stick lights when it is cracked and bending one into a loop cracks it, so nothing is assembled ahead: sort the four colours into tubs in the afternoon and crack them at hand-out. STAFF. The 35 staff are in no colour group and most wear nothing; only staff who need to be seen after dark wear one, round the neck (Hannah, 16 Oct). Its colour is not chosen yet — a staff necklace in a group's colour could be read as that group.

Why every Scout wears one: After dark the band is the group's credential. Station leaders confirm by colour that the right group has arrived. Staff count a group by its glow, and a single light away from its colour is a stray to be walked back at once. A Scout who is lost or hurt can be placed immediately — the colour says which rotation they were on and which zone they belong in. And the finale runs on it: the glow band is the zone credential for the Horseman's Signal, so a Scout without one cannot play. A Scout without a band is the one we cannot see.

Why unit adults wear one too: Adults move with their unit inside the colour group, and the band shows which group they belong to. In the dark it is the quickest way for staff to tell a registered leader travelling with a group from someone who should not be there — a youth-protection point, not a costume. It shows two-deep leadership at a glance, keeps an adult who steps away to help visible, and Scouts keep theirs on when the adults keep theirs on. Every unit adult — 34 of them — gets one in their unit's colour.

Hannah Ashbee 251-605-4830 | Mark Brown | Ward Falk 251-406-1631 |

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Duplicate registrations: Two people still hold two registrations each (unchanged at 2026-10-04). [name] (Troop 1251, regs [reg. no.] and [reg. no.]) and [name] (Troop 5082, regs [reg. no.] and [reg. no.]) have PAID TWICE and may be owed refunds, or may have passed the place to someone else in their unit (Ward, 15 Oct): email both families before refunding. Refunds would be \$35 and \$40 respectively if the flash-sale booking is the one cancelled. Both second bookings chose Medium, so until they are cancelled the listing over-counts by two Scouts and the shirt and patch orders are two over — two Medium, in the shirt run. The three unpaid second bookings noted on 09-24 ([name]) have gone from the listing.

Troop 2 (Gulf Coast): Declined — excluded from the assignment and from every figure above.

Troop 1002 — real T-shirt sizes (they sign themselves “Troop 2”): Received 2026-09-30 from [email removed] — 2 adult XS, 2 adult M, 1 adult L, 2 adult XL. Seven sizes for the seven Scouts on registration [reg. no.], which in the registration data still carry 4 Medium, 1 Large and 2 X-Large. Two cautions. Adult XS is not a size registration ever offered — it presented adult M–3XL only — and no youth sizes are being ordered, so those two Scouts either take adult M or XS is added to the print run as a manual line; the unit asked for youth large and was told youth sizes are not available. And this is NOT Gulf Coast Troop 2, which is a different unit, declined, and excluded from every figure in this document: both use the shorthand “Troop 2”. The seven names were resolved on 09-30 (above). The order table later in this document uses what the registration data says, not this email; apply the email by hand when the order is placed.

Youngest Scouts: Every colour carries at least one AOL Scout — CRIMSON one (Troop 5087), EMERALD seven (Troop 1251 one, Pack 2227 six), VIOLET four (Troop 5082 one, Pack 1017 three), ASH two (Pack 5271). Fourteen AOL Scouts in all, across six units. Every colour holds a pack — Pack 5087 in CRIMSON (its AOL Scout and parent are booked under Troop 5087), Pack 2227 in EMERALD, Pack 1017 in VIOLET, Pack 5271 in ASH. Pack 2113 has moved into Troop 2113 (Hannah, 10-16).

Webelos are Saturday-only: Pack 5271's single Webelos registration is Saturday-only, so ASH drops from 22 to 21 after dinner. Night rotations run 22 · 22 · 22 · 21 — past the 13–18 band the stations were built for. AOL Scouts stay overnight and rotate at night with everyone else.

Primary Set (Best Overall Fit)

● CRIMSON — “BLOOD”

- **Color:** Deep crimson / dark red — glow band: red
- **Theme Meaning:** The trail left behind; danger and consequence
- **Visual Impact:** Extremely visible at night and firelight
- **Icon (optional):** Dripping mark or slash

● EMERALD — “FOREST”

- **Color:** Deep forest green — glow band: green
- **Theme Meaning:** The woods themselves—alive, watching
- **Visual Impact:** Blends by day, glows by night with tape
- **Icon:** Twisted tree or antler

● VIOLET — “SHADOW”

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- **Color:** Dark purple — glow band: purple
- **Theme Meaning:** What moves unseen; fear of the unknown
- **Visual Impact:** Reads clearly under lantern and UV
- **Icon:** Cloak or crescent

○ **ASH — “BONE”**

- **Color:** Gray / off-white by day — glow band: white (no grey glow exists)
 - **Theme Meaning:** What remains when the fire goes out
 - **Visual Impact:** Best contrast in darkness
 - **Icon:** Skull fragment or lantern
-

NO WRISTBANDS ON ARRIVAL — THE GLOW BANDS GO ON GOING IN TO DINNER, ONE ON EACH WRIST. NO DAY BANDS FOR SATURDAY-ONLY CUB SCOUTS.

TROOPS TRAVEL WITHIN THEIR ASSIGNED COLOR GROUP — GROUPS HAVE NOTHING TO DO WITH SCORING, ONLY WITH MOVEMENT

4 GROUPS — 22 · 22 · 22 · 22**Rotation Math — sized to the roster we actually have (14 October evening listing)**

Counted from the paid attendee listing of 2026-10-14, evening (money from the event data dump of 2026-10-14, evening, the newest), with two people de-duplicated — see Duplicate registrations in the checklist above. Re-run these numbers after any registration import; everything below follows from them.

Registered today: 88 Scouts · 34 adults · 35 staff — 157 people (the attendee listing and dump of 10-18). Everyone has paid except three Troop 1002 Scouts added after the 10-16 files — [name] and [name], \$60 each, \$180 in all, on booking [reg. no.]. Since the “final” 10-16 files: [name] replaced [name] as a Troop 1002 adult, [name] (Troop 5177) registered as staff (\$25, paid), and [name] (Troop 5177, \$60, paid) joined [name]’s booking on 10-17. Billed \$6,380; collected \$6,210 (the \$10 is the Troop 1003 G overpayment — Hannah has asked [name] about it). The listing shows 159 because two Scouts appear on it twice. One Troop 2227 name looks reversed in registration — “[name]”, whom the dump gives the first name [name] — and one Pack 1017 adult is still “Participant 2” (Hannah: in process): fix them before name tags and medical forms.

Nothing outstanding: Every balance on the event is settled — the 10-16 dump shows no registration carrying money owed. Money still to move is outward: \$75 of refunds for the two double-paid Scouts, the \$10 overpayment on the Troop 1003 G registration, and \$72.12 to Mark Brown for the glow wristbands. Ward signs off reimbursements; the \$10 is refunded if the unit wants it (Ward, 15 Oct).

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Declined and withdrawn: Troop 1121, Gulf Coast Troop 2 and the [name] bookings stay out of every figure above. Pack 2227 is no longer among them — it registered again on 09-30. None of the rest is collectable and none should be chased.

Plan on: 88 Scouts, in four groups of 22, plus 34 adults and 35 staff. Station leaders should plan a rotation for 22 Scouts. Build for 90 — the headroom costs nothing; hold the programme together at 40.

What that means for the rotations:

Group size: Four colour groups, units kept whole — 22 · 22 · 22 · 22 by day at 88 on site, and 22 · 22 · 22 · 21 after dinner once Pack 5271's Saturday-only Webelos leaves. That is four past the 13–18 band the stations were built for, in every group — so every station must work for 22 Scouts at once.

One group per station: A station takes one colour group for the full 30 minutes. Never two groups at once, and never a group split across two stations.

Day: Four stations × four rotations — 13:00 | 13:45 | 14:30 | 15:15. Every group sees all four of Stations 1–4.

Night: Four stations × four rotations — 19:15 | 20:00 | 20:45 | 21:30. Every group sees all four of Stations 5–8.

Inside the station: Split the group into two squads of 5–8 wherever the lanes allow. A squad that is waiting is a squad going cold.

The game: Each colour group fields three patrols of five or six, so 12 patrols run camp-wide across the four zones.

If the numbers move: Rebalance group sizes, never rotation counts. The clock is fixed; the groups are not.

Glow bands: 100 per color, due 14 October. From dinner to the campfire every Scout wears one on each wrist and every unit adult one (Ward, 15 Oct; confirmed by Hannah, 16 Oct; round the neck for a Scout with sensory issues) — 210 bands: CRIMSON 54, EMERALD 54, VIOLET 50, ASH 52. They go on going in to dinner at 18:00. Staff who need to be seen wear one round the neck. They glow 8–12 h, past the 22:45 finale. No wristbands on arrival (Mark, 13 Oct): by day a group is its units, and the bands go out at dinner. No day bands for the Saturday-only Cub Scouts (Ward, 15 Oct) — nothing is ordered. Tell Stations 5, 6 and 8 that ASH's white glow band is not a white light, and that CRIMSON's red band is not a zone-boundary chem-light.

Shirts: one color, varying sizes — 147 to order at 2026-10-18 (112 participant + 35 staff, de-duplicated; 10 registered people unsized). No Smalls: registration never offered Small, and every Small on the T-shirt lead's sheet is ordered as Medium (Ward, 15 Oct); spare white shirts can be bought and spray-painted at the event. The 6 in the sheet who were not registered by sunrise on Friday 16 October are dropped (Ward's rule), and the order goes in that day (Hannah or Mark). Sizes follow the T-shirt lead's sheet where it differs from registration. The admin board is the live count.

Hannah Ashbee 251-605-4830 | Mark Brown | Ward Falk 251-406-1631 |

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GROUP	UNITS	YOUTH	ZONE
CRIMSON “BLOOD”	Troop 2227 B · Troop 5087 B · Pack 5087 F · Troop 1003 B & G · Troop 5170 G	22	Creek
EMERALD “FOREST”	Troop 1251 B & G · Troop 2113 B (with Pack 2113) · Pack 2227 F	22	Deep Woods
VIOLET “SHADOW”	Troop 5070 B · Troop 5082 B & G · Pack 1017 F	22	Ridge
ASH “BONE”	Troop 1002 B · Troop 5177 B · Pack 5271 F	22	Old Trail
Youth counts de-duplicated from the attendee listing and dump of 2026-10-18; three Troop 1002 Scouts added after the 10-16 files have not paid yet. Rev AM. Final assignment: [name], T-1 week. Wristband = zone credential.			

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Camping assignments

do keep in mind some units have campsites that are theirs. We need to see who owns what sites

CAMPSITE	UNITS (DRAFT)
Shawnee	Troop 1003 (B, G and F — one coed troop; their own site) · Troop 1251 (B and G as one; moved here from Catawpa — Mark, 21 Oct)
Catawpa	— not used (Troop 1251 moved to Shawnee, 21 Oct)
Chickasaw	— not used (no water)
Choctaw	— not used (no water)
Natchez	Troop 5070 B
Seminole	Troop 5177 B
Ocoee	Troop 5082 B · Troop 2113 B · Troop 5087 B
Tuscarora	— not used
Pawnee	Troop 1002 B
Wichita	Troop 2227 B
Pushmataha	Troop 5082 G · Troop 5170 G
Family	Pack 2227 F · Pack 1017 F · Pack 5271 F · Pack 5087 F
<p>Hannah's list of 16 October — it supersedes the T-shirt lead's sheet of 10-05. Chickasaw, Choctaw and Tuscarora are not used (no water at Chickasaw or Choctaw); Troop 5087 moves from Tuscarora to Ocoee with Troop 5082 B and Troop 2113 B, and Troop 5082 G and Troop 5170 G go to Pushmataha. Pack 5087 (the [name]) is in the family site. Hannah, 19 Oct: Troop 1003 F, B and G ([name]; [name] and [name]) are all one coed troop, Troop 1003 — Shawnee is their own site and they stay there; Troop 1251 B and G combine as Troop 1251 for the camporee. Mark, 21 Oct: Troop 1251 shares Shawnee with Troop 1003, so Catawpa is not used either. The public Leaders' Guide (21 October edition) prints this list on page 7. Ward (15 Oct): some units own their sites.</p>	

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YOUTUBE: <https://www.youtube.com/@MobileAreaScouts-sv1xm>

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EVENT TIMELINE

Master Schedule

Official Master Schedule (Saturday)

07:30–09:00	Arrival / registration / campsite setup
09:30–10:30	Training Session A — Orienteering (Flagpole) AND Pioneering (Handicraft) run side-by-side (half the Scouts at each; reservation required)
10:30–11:30	Training Session B — groups flip stations
11:30–12:15	Lunch at campsites + gateway planning
12:15–12:30	SPL meeting (rotation flow, discipline, safety)
12:30–12:40	Mass archery & range safety briefing (all Scouts)
12:45–13:00	Opening ceremony & safety briefing
13:00–15:45	Day Stations 1–4 (30 min + 15 transit · 13:00 13:45 14:30 15:15)
15:45–18:00	Gateway build & decorating (Horseman's first ride ~17:30)
16:30–18:00	Gateway & campsite judging (primary — daylight; safety recheck at night only)
18:00–18:50	Dinner — glow bands go on (going in; one on each wrist)
18:50	Flag lowering · night safety briefing · Horseman's second ride
19:15–22:00	Night Stations 5–8 (4 rotations · 19:15 20:00 20:45 21:30)
22:00	All groups muster at the ARENA — mission packets issued
22:05–22:45	THE GAME — Horseman's Finale (camp-wide)
22:45	The Horseman's Last Ride — camp loop, silence, lit gates
22:50–23:20	Campfire — awards & closing story
23:25–23:55	Cracker barrel (informal)
00:00	Quiet time — no movement between campsites
00:30	Lights out

SCORING — FOUR COMPONENTS: ① SPIRIT (100 — conduct scored quietly everywhere, all day; training bonus included) ② THE GAME (80 — Horseman's Finale) ③ GATEWAY (100 — The Last Gate rubric) ④ CAMPSITE INSPECTION (50 — judged 16:30–18:00 alongside gateways, plus the Sunday checkout sign-off). Grand total 330. Competition is troop/pack-based. Awards at the 22:50 campfire.

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Friday Night — optional early arrival

Friday night – optional arrival, registration, campsite setup · SPL meeting before cracker barrel (place given at check-in)

On your own with troop

Saturday – Pre-opening / optional

07:30–09:00 – Arrival, registration, campsite setup (arrive by 09:00 for the full event; late arrivals accepted until 11:00)

Arrive by 09:00 to participate in the full event

07:30–09:00 – Arrival, registration, campsite setup

Soft opening 09:15 (no flags). 09:30–11:30 – Optional training: Orienteering and Pioneering run side-by-side; groups flip at 10:30. Training earns Spirit points only.

11:30–12:15 – Lunch at campsites & gateway planning

Lunch at campsites &

[Gateway planning](#)

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Saturday – Event opening

12:15–12:30 – SPL meeting · 12:30–12:40 – Mass archery & range safety briefing (ALL Scouts) · 12:45–13:00 – Opening ceremony & full safety briefing

Opening flags and welcome briefing

Delivered calmly, no theatrics

“This camporee is about preparation.

Skills, discipline, leadership — all of it matters before nightfall.

You'll build, plan, and secure your campsites today.

Once it gets dark, you'll rely on what you finished... and what you didn't.”

Pause.

“Stay with your patrol.

Finish every task.

Eat lunch.

Night comes faster than you think.”

**** GROUP EDUCATION ABOUT ARCHERY****

🕒 Combined Mass Session (Archery)

Realistic total: 20–25 minutes

This assumes:

- Clear delivery
- Visual aids (range diagrams or projected slides)
- No hands-on firing during this block

3 What Happens at the Station After Mass Training?

This is where councils stay compliant.

📋 Required Station-Level Review

Time: 2–3 minutes per patrol

Example script:

“You received the safety briefing this morning. I need you to repeat three rules before we begin.”

If they fail → observe only.

13:00–15:45 – Afternoon daylight rotations (Stations 1–4)

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Saturday (daylight) Afternoon Sessions (13:00–15:45)

1300–1545: 30 minutes each + 15 min transit (mandatory minimum). Stations close 15:45.

Station leads run 3 of 5 substations (~9 min each) — pre-select the cut.

Sessions start on the quarter-hour: 13:00 | 13:45 | 14:30 | 15:15

1. [STEM & ENGINEERING LAB](#) notes added this the sub section
2. [Survival & Marksmanship Gauntlet](#)
3. [THE OLD WAYS — SCOUT SKILLS WORKSHOP \(Handicraft\)](#)
4. [THE LONG RETREAT — OBSTACLE GAUNTLET](#)

	Location	Session 1	Session 2	Session 3	Session 4
Station 4 · STEM & Engineering Lab	Training Center				
Station 1 · Survival & Marksmanship	Rifle Range				
Station 3 · Scout Skills Workshop	Handicraft				
Station 2 · The Long Retreat	Polaris				

Closing statement at 15:40, all stations reminder

It's now 15:45 — some reminders before you return to camp

- *- leader of station: This station represents the last chance to secure camp before nightfall.*
- **15:45–18:00 – Gateway build & decorating**
- Be at the dining-room door by 18:00 — dinner (provided) in the dining room.

1545–1800 Gateway build & decorating; judging 1630–1800 in daylight (Headless Horseman ride-through ~1730)

18:00–18:50 – Dinner

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18:50 – Flagpole gathering, **lower flags**, night safety briefing
(*Headless Horseman second ride-through during assembly*)

18:50 Flagpole Gathering – The Turning Point. This is critical.

After flags are lowered:

“Daylight is done.

From this point forward, movement happens by patrol.

Stay together.

Stay aware.

If something distracts you, don't chase it.”

- Short, calm statement (30 seconds max):

“Night changes this place. Stay with your patrol. Finish every task. What you hear may not be meant for you.” LONG PAUSE (**ALLOW SILENCE FOR FIVE SECONDS BEFORE THE HORSEMAN RIDE-THROUGH.**)

Then:

- **Second Horseman ride-through**, closer than before.
- Horseman passes *behind* the group, not in front.
- Drums or hoof sounds only. No music.

This marks the psychological shift to night operations.

PARTING QUOTE

Once night begins, no station explains itself. Patrols are expected to adapt, decide, and move forward.

19:15 – Night stations start

Gateway & campsite judging completed 16:30–18:00 in daylight. Campfire 22:50 at the arena — awards & closing story.

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Saturday (nighttime) Evening Sessions 19:15–22:00

SATURDAY Evening 30 min sessions, 15 min transit (mandatory), 1915 | 2000 | 2045 | 2130 | end 2200

NIGHT SESSIONS OVERVIEW

1. [**THE FORGOTTEN TRAIL**](#)
2. [**GLOW-STICK NIGHT ORIENTEERING**](#)
3. [**THE INJURED HIKERS — NIGHT FIRST AID**](#)
4. [**THE SEALED ROOM \(Near-Zero Light\)**](#)

	LOCATION	Session 5	Session 6	Session 7	Session 8
Station 8 · The Sealed Room Station 6 · Glow-Stick Orienteering Station 5 · The Forgotten Trail Station 7 · The Injured Hikers	STEM Lab				
	Flagpole				
	Trail behind First Aid				
	Trail, Seminole → Chapel				

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THE GAME — Horseman's Finale · 22:05–22:45. Full leader guide: see “Operation: The Horseman's Signal — Field Guide.”

22:00 Night stations complete — ALL GROUPS MUSTER AT THE ARENA; packets issued to patrol leaders; patrols move out on their starting bearings

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22:50 LIGHT CAMPFIRE (ends 23:20)

22:50 – Campfire & awards (ends 23:20)

30 MINUTES Awards

ADULT LEADERS – GOLD & SILVER – RECOGNITION OF EVERYONE WHO MADE IT

POSSIBLE

SILVER to Scoutmaster by TROOP FOR SCOUTS AND PARENTS

23:25–23:55 Cracker barrel (informal, no programming)

00:00 quiet time. 00:30 lights out.

Sunday AM

- **CAMPSITE INSPECTION / TRASH** — scored component — 50 points: campsite safety & cleanliness judged 16:30–18:00 alongside gateway judging (30), plus the Sunday checkout sign-off — a designated leader inspects each site before any unit departs (20). Units sign out at the Eagle Room porch bench (Ward, 15 Oct); event patches are handed over there, at check-out (Mark, 21 Oct).

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SCORE CARD

UNIT	SPIRIT	GAME	GATEWAY	CAMPSITE	TOTAL
Troop 2227 B					
Troop 1251 B					
Troop 1251 G					
Troop 1003 B					
Troop 1003 G					
Troop 1003 F					
Troop 5082 B					
Troop 5082 G					
Troop 5070 B					
Troop 5177 B					
Troop 5087 B					
Troop 5170 G					
Troop 1002 B					
Troop 2113 B					
Pack 1017 F					
Pack 2113 F					
Pack 2227 F					
Pack 5271 F					
Attending units from the attendee listing of 2026-10-18 — 14 units, 88 Scouts, one row per unit designation as registration labels them (“Troop 1003 F” is how one registration is labelled; confirm with Troop 1003 which unit that Scout scores with). Max per unit: 330.					

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T-SHIRT ORDER — THE T-SHIRT LEAD'S SHEET (RE-READ 2026-10-05 EVENING) OVER THE EVENT DATA DUMP OF 2026-10-10

Sizes come from registration, overridden by the T-shirt lead's sheet ("Camporee 2026 Tshirts + Campsites", Google, read 2026-10-05 and saved as Tools\tsheet_sheet_2026-10-05.csv). Compared name by name against the 10-05 dump: 133 of 136 rows match, 120 sizes agree, nine differ and the sheet wins — [name] and [name] Medium → Small; [name] Large → X-Large; [name] Medium → Small; [name] X-Large → Large; [name] father 2X-Large → Large and son Large → 2X-Large (the sheet swaps them; confirm). Twelve AOL sizes came by message the same day. Every one of those lives in the board's shirt_overrides table and Tools\shirt_overrides.csv, and the dump import re-applies them, so no export can undo them. Registration offered adult M–3XL only, and every Small is ordered as Medium (Ward, 15 Oct) — there is no Small line in the print run. Figures are de-duplicated ([name] and [name], both Medium, counted once). Staff shirts are printed STAFF on the front and are a separate print run.

T-SHIRT ORDER	S	M	L	XL	2XL	3XL	Total
Scouts — size chosen	0	59	18	6	1	0	84
Adults — size chosen	0	2	8	12	5	1	28
Staff — size chosen (registered)	0	11	13	5	5	1	35
All size selections (paid, de-duplicated)	0	72	39	23	11	2	147
...plus the two duplicate bookings ([name]) — not ordered	0	2	0	0	0	0	2

The order:

ORDER NOW (firm)	S	M	L	XL	2XL	3XL	Total
Paid + size chosen	0	72	39	23	11	2	147
In the T-shirt sheet but NOT registered — not ordered (Pack 5271 ×	0	2	2	1	0	1	6

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5, council × 1)							
Paid, no size — [name] + “Participant 2” (Pack 1017), [name] (Pack 5271), [name] + [name] + [name] (Pack 2227, 10-14), [name] + [name] (Pack 2227, 10-15), [name] + [name] (Pack 2227, 10-16)	—	—	—	—	—	—	10
PLACE THIS ORDER	0	72	39	23	11	2	147 + 10 unsized
HOLD — duplicate bookings, refund pending	0	2	0	0	0	0	2

Actions before ordering: (1) ten sizes — [name] and the adult registered as “Participant 2” (Pack 1017; get the real name too), [name] (Pack 5271; the sheet lists a [name], X-Large, who is not registered), and [name] with adults [name] and [name] (Pack 2227, registered the evening of 10-14; the next dump may carry their choices), [name] and [name] (Pack 2227, registered 10-15) and [name] and [name] (Pack 2227, registered 10-16; the AOL ticket asks no size); (2) confirm the [name] swap with Troop 2227 (father Large, son 2X-Large as the sheet has it); (3) the six people in the sheet who are not registered, dropped unless they are in the system by sunrise on Friday 16 October, when the order goes in (Ward, 15 Oct; Hannah or Mark places it) — [name] (Small), [name] (Large), [name] (X-Large) of Pack 5271, and [name] (3X-Large) with no unit or role ([name] registered on 10-15 as staff, Medium); (4) take [name] and [name] (Troop 2227, no longer registered) off the T-shirt sheet; (5) no Small line — every Small is ordered as Medium (Ward, 15 Oct); (6) cancel the second bookings for [name] and [name] first, or the run is two Medium over; (7) apply Troop 1002's emailed sizes by hand; (8) add [name] (Large), [name] (Medium), [name] (X-Large), [name] (Large) and the seven who registered since 10-10 — [name] and [name] (Medium), adult [name] (Large), adult [name] (2X-Large) — to the T-shirt sheet. Budget: the Event T-shirts line is \$968 for 81 shirts; 147 plus 10, so the line needs revisiting before the order.

Staff roster and sizes (planning worksheet — names below):

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CAMPSITE INSPECTION

Gateway & Campsite Scoring System

Total Possible: 100 Points

Judges carry a single-page scorecard. No decimals. No math headaches.

SECTION A — GATEWAY STRUCTURE (40 POINTS)

1. Structural Integrity (20 points)

- 20 – Free-standing, rigid, survives shake test
- 15 – Minor movement, remains stable
- 10 – Requires adjustment or bracing
- 0 – Unsafe or collapses

✓ **Pass/Fail safety gate: Unsafe structures score 0 here but may continue scoring elsewhere.**

2. Lashing & Knot Quality (10 points)

- 10 – Correct lashing types, tight frapping, clean knots
- 7 – Minor errors, structure holds
- 4 – Incorrect lashing choice or sloppy execution
- 0 – Lashings inappropriate or unsafe

3. Craftsmanship & Use of Materials (10 points)

- 10 – Efficient use, no excess rope, intentional design
- 7 – Functional but wasteful or uneven
- 4 – Poor planning or obvious trial-and-error
- 0 – Reckless or careless use

SECTION B — THEME & STORY INTEGRATION (20 POINTS)

4. Theme Execution (10 points)

- 10 – Clearly reflects Headless Horseman / Spookery theme
- 7 – Theme present but subtle

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- 4 – Theme forced or unclear
 - 0 – No theme
-

5. Patrol Explanation (10 points)

Judge asks one question:

“What happens if this gate fails?”

- 10 – Clear story-driven answer tied to structure
 - 7 – Basic explanation
 - 4 – Unclear or purely decorative
 - 0 – No answer
-

SECTION C — CAMPSITE STANDARDS (30 POINTS)

These are objective, fast yes/no checks.

6. Site Layout & Safety (10 points)

(2 points each)

- Tents spaced safely
 - Fire ring clear and marked
 - Axe yard correct and posted
 - No tripping hazards
 - Water / cooking area separated
-

7. Sanitation & Cleanliness (10 points)

(2 points each)

- Trash secured
 - Food stored properly
 - Handwash station present
 - No loose gear
 - Latrine plan visible or explained
-

8. Patrol Organization (10 points)

(2 points each)

- Duty roster posted, **make sure fire watch is noted.**
 - Flag displayed correctly
 - Patrol gear organized
 - Gateway does not block access
 - Patrol leader can explain setup
-

SECTION D — QUIET BONUS ADJUSTMENTS (10 POINTS)

Judges may award up to 10 bonus points total.

- +5 – Exceptional teamwork observed
- +5 – Clear advantage from optional training (pioneering/orienteering)

⚠ Judges are instructed not to explain bonus awards.

SCORING SUMMARY (JUDGES SEE THIS)

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Section	Max
Gateway Structure	40
Theme & Story	20
Campsite Standards	30
Bonus	10
TOTAL	100

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SOCIAL MEDIA

Social Media

Survey/vote

<https://www.jotform.com/workspace/>

Form.jotform.com

Msb2020@gmail.com — password removed from this document 2026-10-04 and kept in the password manager. It had sat here in plaintext since 08-28, in every backup and in Word's own history: rotate it.



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THINGS FOR STAFF TO PRINT

[MAP](#)

[SPL – 2 PAGE](#)

[SURVEY](#)

Campsite Inspection

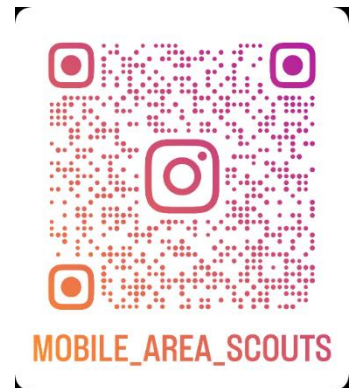
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Artwork

[flyer](#)



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Scoring_

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SPONSORS FALL CAMPOREE 2026



In every great mission, there are heroes who stand behind the shield — powering the cause, fueling the journey, and making the impossible possible.
This Fall Camporee, our heroes came not from distant galaxies, but from right here in our own community.

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Together, they assembled — each one adding their unique strength to our adventure:

- Greers – supplying rations worthy of any field mission.
- The Fresh Market – providing premium provisions for our camp heroes.
- Starbucks – fueling our heroes with the power of caffeine.
- Publix – where shopping is a heroic act of support.
- Piggly Wiggly – putting beef on the Saturday dinner table for every rider in camp.
- Walmart – the pumpkins that light the Horseman's road.
- MH3 – standing with our riders on the Horseman's road.
- Lava Box – igniting creativity and connection.
- Foosackly's – fueling camp camaraderie with legendary chicken.
- Rich's Car Wash – keeping our transports shining and battle-ready.
- Chick-fil-A – bringing warmth, smiles, and the taste of teamwork.
- OWA – adding thrills and adventure beyond imagination.
- Gulf Islands Waterpark – bringing a splash of excitement to our quest.
- And with personal thanks to [name] / [name] – 300 bags of chips, a family's gift to every Scout.

Together, these partners formed our Camporee Alliance, the mighty team behind the success of Fall Camporee 2026.

Because of them, our scouts rose to every challenge — learning, laughing, and leading with courage.

To our sponsors — we thank you for assembling with us.
The adventure would not have been complete without you.

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DONATIONS

Donations

Greers	Gift cards / food	400
The Fresh Market	3 cases bananas, 2 cases oranges	200
Starbucks	Ground coffee	50
Publix	Gift cards	150
[name] / [name]	300 bags of chips	200
Piggly Wiggly	Beef for Saturday dinner - quantity TBC	200
Lava Box	Past donation	100
Walmart	Pumpkins	180
MH3	Gift to confirm	value TBC
Foosackly's	\$10 gift cards	100
Rich's Car Wash	Gift cards	375
Chick-fil-A	Cards and treats	150
OWA	Passes	200
Gulf Islands Waterpark	Waterpark passes	100
Total — 14 sponsors (admin Budget, 2026-10-22)	MH3 not yet valued	2,405

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Patch Order

1 patch per paid plus 1 patch per sponsor, plus a dozen extra to sell (Ward, 15 Oct). Event patches are distributed at check-out, to the leader who signs the unit out (Mark, 21 Oct).

CONTACT: [name]

President

Sunshine Emblem & Decal, Inc

[phone removed]

[email removed]

www.gopatch.com

we get design as far in advance as possible and I have always received proof and then samples

I have paid order with my credit card

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Staff meals

PERSON IN CHARGE

(MEALS MUST BE PRE ORDERED AND PAID FOR)

Friday night on your own

Saturday – Breakfast/lunch (dinner camp wide)

Sunday – breakfast

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Pre-Event Training — 09:30–11:30 (reservation required — at troop/pack check-in each unit is asked whether it is taking part; Mark, 21 Oct)

Both stations run at the same time, twice. Scouts split into two halves (20–25 each): Session A 09:30–10:30, then the halves flip for Session B 10:30–11:30. Every attending Scout gets both topics; each station teaches the same 60 minutes twice. Training earns Spirit points only — it is not scored toward stations — but what is taught here is quietly used all day and all night.

Training Station 1 — Pioneering: “The Horseman’s Frame”

Skills: Six lashings (square, diagonal, round, shear, tripod, floor) · structural judgment · build discipline.

Staff & gear: 2 instructors · full-size spars, rope sets (deliberately short), one pre-built safe and one subtly unsafe structure, weighted test load.

The hour: 0–20 high-speed lashing demo on live spars — load direction, frapping tension, how each fails · 20–30 structural judgment: patrols pick the unsafe structure and say why · 30–55 build challenge: free-standing frame, three different lashings, holds a load for a ten-count, fits the footprint — short rope and one defective spar force decisions · 55–60 shake test and score.

Quiet advantages (do not announce): Patrols that complete it may get extra rope or earlier build access at the Gateway Challenge, and bonus consideration in gateway judging. They only learn that it mattered.

Training Station 2 — Orienteering: “The Horseman’s Bearing”

Skills: Compass handling and bearings · personal pace count · map symbols and terrain matching.

Staff & gear: 2 instructors · compasses (one per pair), symbol cards, partial maps, 5 hidden waypoints in a compact wooded zone.

The hour: 0–10 compass fundamentals, demonstrated back by every Scout · 10–20 pacing: each Scout sets a personal pace count over a known distance · 20–30 map symbols and terrain matching, rapid-fire · 30–55 “The Broken Trail”: patrols find 3 of 5 waypoints by bearing, pacing and map — accuracy and quiet discipline score; fast-and-sloppy is penalized · 55–60 wrap. No public leaderboard.

Quiet advantages (do not announce): Patrols that complete it read the night better: clearer clue placement in the signal game and a sharper start at Station 6.

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Day Stations 1–4 — Leader Guides

Format for every station: 3-minute brief · three timed challenges · 3-minute wrap and score. Groups are 13–21 Scouts; split into two squads of 7–9 wherever lanes allow. Keep it moving — a squad that is waiting is a squad going cold.

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Station 1 — Survival & Marksmanship Gauntlet (Day · Rifle Range · 30 min · 13–21 Scouts)

In one line: Precision and self-control on the line — the Horseman's Guard tests aim and nerve, not speed.

Skills trained: Range commands and discipline · archery form (stance, nock, draw, release) · tomahawk form · following commands under observation.

Staff & reset: 3 — certified range officer on archery (required), tomahawk line coach, scorer/timer. Reset: recover arrows and hawks on the cold line between squads; nothing else to stage.

Gear: Council-approved archery range · 6 bows, arrows · 3 throwing hawks · symbol targets (not bullseyes) · score sheet.

The clock: 0–3 brief + three-rule readback (mass range briefing was at 12:30 — Scouts must repeat three rules before touching anything; fail = observe only) · 3–15 squad A shoots while squad B throws · 15–27 squads swap · 27–30 score and clear the line.

Run it:

Archery — “Three Arrows for the Guard” — Each Scout shoots three arrows on the range officer's commands. Score form, not just hits: stance, smooth draw, clean release, and instant obedience to “cease fire.” Symbol targets — hitting the Guard's mark beats center mass.

Tomahawk — “The Headless Guard” — Coach demonstrates the one-handed throw: grip, step, release, follow-through. Two throws per Scout from the fixed line. Sticking the hawk is worth less than perfect form and line discipline. Nobody crosses until the line is called cold.

The Silent Line — runs the whole 30 minutes — Waiting Scouts stand the line in silence, as the Guard did. Talking on the line, handling equipment out of turn, or horseplay costs the group Spirit points. The quiet is the challenge.

Level II (patrol median 15+, or Scoutmaster's call): Command-cadence round: shoot and throw on a five-count cadence called by the range officer. Off-hand throw for any Scout who sticks both regular throws.

Safety: Certified range officer owns all commands · cold line before any retrieval · one warning for horseplay, then the Scout observes · closed-toe shoes.

Say this — open: “The Guard held these paths with steady hands and said nothing. Show me steady. Show me silent.”

Say this — close: “Steady hands hold gates. Remember that after dark.”

Spirit: staff quietly score conduct all 30 minutes — discipline, encouragement, listening. It feeds the Spirit competition. Chaos costs; composure pays.

Station 2 — The Long Retreat (Day · Polaris · 30 min · 13–21 Scouts)

In one line: Move a patrol and its gear through hostile ground without being seen, heard, or dropped.

Skills trained: Silent low movement · load care and spotting · hand-signal communication · formation discipline under pressure.

Staff & reset: 2 — course marshal and shadow observer. Reset: re-string any pulled cans, re-set the bridge item, 2 minutes.

Gear: Stealth lane: string lines with tin cans at knee and waist height (add lasers if available) · unstable bridge (plank on logs) · “critical item” (weighted box marked fragile) · penalty tokens (sandbags) · signal card set.

The clock: 0–3 brief + teach five hand signals (halt, down, move, freeze, rally) · 3–11 stealth crawl · 11–19 balance bridge · 19–27 evasion formation · 27–30 wrap and score.

Run it:

Stealth Crawl — “Stay Below the Line” — The whole squad crosses the lane staying under the can-lines. Ring a can, make noise, or break spacing and the squad takes a penalty token — a sandbag one Scout must carry in-hand through the rest of the station. Tokens are injured teammates; they are never set down.

Balance Bridge — “Cross Without Losing the Load” — Squad crosses the unstable bridge passing the critical item hand to hand. The item never touches the ground; every crossing Scout has two spotters. A drop costs a penalty token and restarts that crossing.

Evasion Formation — “Move as One” — Squad navigates a marked route using only the five hand signals — total silence. Marshal throws the freeze signal at least twice; anyone still moving after two seconds costs a token. Finish: signals passed correctly down the whole line.

Level II (patrol median 15+, or Scoutmaster’s call): The traitor signal: one Scout is quietly given a wrong command mid-route. The squad passes only if someone questions it — silently.

Safety: Walking pace only · spotters mandatory on the bridge · penalty tokens capped at one per Scout · no crawling on gravel — grass or mat lanes only.

Say this — open: “Something is spreading through these woods. It hears you before it sees you. Get your people across.”

Say this — close: “You just moved like survivors. Tonight, that’s exactly what you’ll be.”

Spirit: staff quietly score conduct all 30 minutes — discipline, encouragement, listening. It feeds the Spirit competition. Chaos costs; composure pays.

Station 3 — The Old Ways (Day · Handicraft · 30 min · 13–21 Scouts)

In one line: The last camp that stood here left in a hurry — secure this one properly before nightfall.

Skills trained: Six core knots under time · square and diagonal lashings (tripod) · campsite hazard recognition.

Staff & reset: 2 — skills judge and a striker who tears down the spare tripod while the live one is judged (this is what keeps you on the clock). Reset: untie relay ropes, re-stage the hazard camp, 3 minutes.

Gear: 12 relay ropes · knot cards (bowline, clove hitch, taut-line, two half-hitches, sheet bend, square) · 6 pre-cut spars + lashing cord, two sets · staged “abandoned campsite” with 8 planted hazards · clipboards and hazard sheets.

The clock: 0–3 brief · 3–11 knot relay · 11–21 tripod build · 21–27 abandoned campsite · 27–30 wrap and score.

Run it:

Knot Relay — “Secure the Line” — Relay format: one Scout runs up, draws a knot card, ties it, judge calls pass or rejected — a rejected knot goes back in the deck. Squad goal: 12 passed knots before the horn. Precision beats speed; a knot that slips was never tied.

Tripod Build — “Raise the Signal” — Squad lashes a freestanding tripod from the spars and hangs the signal lantern from it. It must stand loaded for a ten-count. Judge inspects lashing tightness and wrap-and-frap count — a pretty tripod with loose lashings fails.

Abandoned Campsite — “They Left in a Hurry” — Squad walks the staged camp with a clipboard: five minutes to list every hazard and what they would change — axe in the dirt, fuel by the fire lay, bad tent spacing. They write it, they don't fix it (that is what keeps this to six minutes). Eight hazards planted; six found is passing.

Level II (patrol median 15+, or Scoutmaster's call): Knot relay is tied behind the back for returning Scouts. The campsite walk is done in silence — lists are compared at the end.

Safety: Tools in the staged camp are props — dulled or plastic · the lashed tripod is loaded by staff, not climbed · cord ends whipped or taped.

Say this — open: “The last patrol left this camp half-secured and ran. You have thirty minutes to prove you're not them.”

Say this — close: “A camp secured in daylight is the only thing the night respects.”

Spirit: staff quietly score conduct all 30 minutes — discipline, encouragement, listening. It feeds the Spirit competition. Chaos costs; composure pays.

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Station 4 — STEM & Engineering Lab (Day · Training Center · 30 min · 13–21 Scouts)

In one line: The plans failed and the toolbox is incomplete — restore power, move the impossible, and say why it broke.

Skills trained: Basic circuits · mechanical advantage (pulleys) · systematic troubleshooting · one-spokesperson communication.

Staff & reset: 2 — lab lead and scorer. Reset: pull two circuit components and re-scatter, re-rig the pulley start state, 3 minutes.

Gear: Low-voltage circuit board with battery, bulbs, switch, wires (two components withheld in a parts box with decoys) · pulley set, rope, weighted crate (heavier than two Scouts can lift raw) · “broken system” prop (jammed simple machine or dead flashlight chain) · score sheet.

The clock: 0–3 brief + appoint a spokesperson (the only voice to staff) · 3–12 restore power · 12–21 move what you shouldn't · 21–27 something is broken · 27–30 wrap and score.

Run it:

Restore Power — “The Lights Went Out” — The circuit is missing pieces. The squad identifies what is missing, requests parts from the box through their spokesperson (decoys included), and completes the circuit until the lamp lights. Random part-grabbing loses time; only requested parts are handed over.

Move What You Shouldn't — “Mechanical Advantage” — Move the weighted crate across the line using the pulley set. Brute force is banned — staff halt any straight lift. The squad must rig at least 2:1 advantage and explain the ratio before pulling. Clean rig plus correct explanation earns full marks.

Something Is Broken — “Why Didn't It Work?” — A failed system is on the table. The squad gets five minutes and one formal answer through the spokesperson: what failed, and what fixes it. Logic shown beats a lucky guess — staff ask “how do you know?”

Level II (patrol median 15+, or Scoutmaster's call): One diagnosis attempt only, no retries — and the spokesperson rotates mid-station on staff call, forcing a clean handover.

Safety: Low-voltage battery circuits only · pulley load rigged clear of feet · no climbing the rig · safety glasses at the pulley if available.

Say this — open: “Whoever built this place left systems half-finished. Power's out, the load's stuck, and something in that pile is lying to you.”

Say this — close: “Machines fail. Patrols that think out loud don't.”

Spirit: staff quietly score conduct all 30 minutes — discipline, encouragement, listening. It feeds the Spirit competition. Chaos costs; composure pays.

Closing statement at 15:40, all stations

This station represents the last chance to secure camp before nightfall.

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15:45–18:00 – Gateway build & decorating

18:00–18:50 – Dinner

18:50 – Flagpole gathering, **lower flags, night safety briefing**
(Headless Horseman second ride-through during assembly)

18:50 Flagpole Gathering – The Turning Point. This is critical.

After flags are lowered:

“Daylight is done.

From this point forward, movement happens by patrol.

Stay together.

Stay aware.

If something distracts you, don't chase it.”

- Short, calm statement (30 seconds max):

“Night changes this place. Stay with your patrol. Finish every task. What you hear may not be meant for you.” LONG PAUSE **(ALLOW SILENCE FOR FIVE SECONDS BEFORE THE HORSEMAN RIDE-THROUGH.)**

Then:

- **Second Horseman ride-through**, closer than before.
- Horseman passes *behind* the group, not in front.
- Drums or hoof sounds only. No music.

This marks the psychological shift to night operations.

After the Horseman's second ride-through. Silence. Then:

DIRECTOR (calm, no theatrics):

'In approximately one hour, each patrol will receive a mission.'

'You will be given a bearing, a signal code, and a question.'

'The woods will have answers. Not all of them are real.'

'What you find — and what you ignore — determines your score.'

Pause.

'The Horseman has been moving through these woods all night.'

'His signal is stronger than anything you will find.'

'That does not mean you should follow it.'

Pause.

'Patrol leaders: after the final night rotation every group musters at the arena — packets are issued there at 22:00.'

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'Dismissed.'

--- UPDATE NIGHT PROGRAM OVERVIEW ORDER ---

1. OPERATION: THE HORSEMAN'S SIGNAL (THE FINALE — 22:05–22:45, after all four night rotations)
2. THE FORGOTTEN TRAIL
3. GLOW-STICK NIGHT ORIENTEERING
4. THE INJURED HIKERS — NIGHT FIRST AID
5. THE SEALED ROOM (Near-Zero Light)

PARTING QUOTE

Once night begins, no station explains itself. Patrols are expected to adapt, decide, and move forward.

16:30–18:00 – Gateway judging and campsite inspection (daylight)

19:15 – Night stations start

1915 – 2200: NIGHT PROGRAM STATIONS (19:15–22:00 | 4 rotations; 15 min transit each)

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Night Stations 5–8 — Leader Guides

Same frame after dark: 3-minute brief · the experience · wrap and score. Once night begins, no station explains itself — brief the rules, never the surprises. Groups of 13–21 stay whole at night. Glow wristbands are on; white light is banned at Stations 5, 6, and 8 (red handheld light permitted; real emergencies always override). Every station holds the safety perimeter.

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Station 5 — The Forgotten Trail (Night · Trail behind First Aid · 30 min · 13–21 Scouts)

In one line: A guided trail where something is watching — the group survives it by moving as one and refusing the bait.

Skills trained: Night movement discipline · single-voice command · composure under sensory pressure · observation and recall.

Staff & reset: 4 — trail lead (walks it), two effects operators hidden on the trail, gate keeper at the exit. Reset: re-arm sounds and apparitions, re-scramble gate symbols, 3 minutes.

Gear: Marked trail with red chem-light edges · hidden speakers (splashes, drags, hoofbeats — one per group, faint) · three or four hanging glow “apparitions” · directional speaker or earpiece for the patrol leader · symbol-marked puzzle gate at the exit.

The clock: 0–3 rules brief at the trailhead · 3–25 the trail · 25–30 puzzle gate + one-line close.

Run it:

Whisper Trail — “Follow the Voice” — One Scout at a time is the Voice — the only one who may speak, guiding from the middle of the line in a whisper. Staff rotate the Voice twice mid-trail with a shoulder tap. Everyone else navigates on that whisper alone.

The Trail Itself — “Don’t Chase the Lights” — Swamp sounds to one side; drifting lights between the trees; silhouettes that never approach. The rule the group was given: keep moving, stay in line, chase nothing. The patrol leader alone hears occasional audio cues the others don’t — incomplete on purpose. What they share and what they hold is leadership.

Puzzle Gate — “The Way Out” — The exit gate is locked with symbols shown along the trail. The group pools what each Scout noticed and opens it together. If they walked it heads-down, the gate teaches them why observation matters — give one hint after three minutes, never two.

Level II (patrol median 15+, or Scoutmaster’s call): The Voice rotates to the youngest Scouts; the leader’s audio cues conflict once and the leader must choose without explaining.

Safety: Staff shadow the group at all times · no touching Scouts, ever · no jump scares — dread, not startle · trail edges red-lit · “He doesn’t like it when patrols stop moving” is the only prompt staff give.

Say this — open: “Stay in line. One voice. If something distracts you — don’t chase it. It wants you to.”

Say this — close: “You watched, you listened, you kept moving. That is why you found the way out.”

Spirit: staff quietly score conduct all 30 minutes — discipline, encouragement, listening. It feeds the Spirit competition. Chaos costs; composure pays.

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Station 6 — Glow-Stick Night Orienteering (Night · Flagpole · 30 min · 13–21 Scouts)

In one line: A patrol fled through here and dropped everything — follow the bearings they left and find the signal they never reached.

Skills trained: Setting and following a compass bearing at night · pacing · map orientation and assembly · triangulation (resection).

Staff & reset: 2 — nav lead and field marshal. Reset: re-hide beacons and map fragments, 3 minutes (two pre-hidden sets lets you alternate and skip the reset).

Gear: Compasses (one per pair) · dim glow beacons, partially concealed, one shaped like a broken lantern · one false-bearing card (“They followed this bearing. It was wrong.”) · torn map in six fragments staged between points · red chem-lights marking the field boundary.

The clock: 0–4 brief + compass check in pairs · 4–12 bearing to beacon · 12–19 map fragment assembly · 19–27 triangulation find · 27–30 wrap and score.

Run it:

Bearing to Beacon — “Find the Last Light” — Pairs are given a bearing to the dropped marker and walk it counting paces. The marshal halts the group mid-leg: “How far have you come?” — each pair answers before moving. At the beacon sits the false-bearing card; the squad must decide whether to trust it or re-shoot. Trusting it blindly costs minutes.

Map Fragment Assembly — “The Map Was Torn” — Fragments collected on the legs are assembled and oriented to the ground — north set by compass, features matched to terrain. The next bearing only works if the map is oriented right; a backwards map sends them into the boundary lights, which is its own lesson.

Triangulation — “Pinpoint the Signal” — From two marked stakes, pairs shoot bearings to a distant faint glow and plot the intersect. The squad commits to one point and walks to it. The hidden marker is only visible from about three meters — precision finds it, wandering doesn't.

Level II (patrol median 15+, or Scoutmaster's call): One leg runs as a relay: each Scout walks one bearing segment and hands off the numbers verbally — errors compound exactly as they do at 02:00 on a real trail.

Safety: Field bounded by red chem-lights — beyond them is out of play · pairs, never solo · no white light except emergencies · the marshal carries the only white torch.

Say this — open: “They ran through here in the dark and trusted the wrong bearing. You have a compass and thirty minutes. Do better.”

Say this — close: “The woods didn't get smaller tonight. You got sharper.”

Spirit: staff quietly score conduct all 30 minutes — discipline, encouragement, listening. It feeds the Spirit competition. Chaos costs; composure pays.

Station 7 — The Injured Hikers (Night · Trail from Seminole toward the Chapel · 30 min · 13–21 Scouts)

In one line: Lost hikers on a dark trail — treat what you find, keep them calm, and lead when there are more victims than hands.

Skills trained: Bleeding control · improvised splinting · hypothermia recognition · victim assessment · triage and delegation.

Staff & reset: 3 minimum — medic lead plus two or more victim actors (youth staff excel here). Reset: re-stage victims and re-set moulage, 3 minutes.

Gear: Moulage and dark cloth wraps (bleeding) · splint scrap pile: sticks, cravats, blanket · victim briefs on cards · low ambient sound (wind, distant movement) · headlamps on at this station — treatment needs light.

The clock: 0–3 brief · 3–11 the wounded hiker · 11–19 the fall · 19–28 command post finale · 28–30 wrap and score.

Run it:

The Wounded Hiker — “Bleeding Control” — A disoriented hiker with a bleeding forearm, anxious and moving. The squad must control the bleed — direct pressure, correct bandage — while one Scout owns talking the victim calm. The victim says only: “We heard the horse... then it got quiet.” Never show the Horseman here; let their heads do it.

The Fall — “Improvised Splint” — A hiker who fell running from something clutches a deformed lower leg. Only the scrap pile is available. Splint above and below, check circulation after, keep the victim still. Staff fail any splint the victim could not actually be moved with.

Command Post — “More Victims Than Hands” — Two more victims at once: one shivering and confused (hypothermia), one silent and unresponsive off the trail. The patrol leader must triage out loud — who is treated first and why — and delegate the squad. The unresponsive victim outranks the noisy one; leaders who go to the loudest voice learn the night’s biggest lesson.

Level II (patrol median 15+, or Scoutmaster’s call): Mid-scenario the medic lead hands the leader a card: “Your first victim’s bandage has soaked through.” Re-prioritize on the move.

Safety: The real-world stop phrase is “THIS IS REAL” — any Scout, victim, or staff saying it ends the scenario instantly and real first aid begins · headlamps allowed here · victims never grab or chase Scouts.

Say this — open: “These hikers came off the same trail you’ll walk tonight. Treat what you find. Believe what you see, not what you hear.”

Say this — close: “Calm hands, loud thinking, right order. That is first aid — everything else is decoration.”

Spirit: staff quietly score conduct all 30 minutes — discipline, encouragement, listening. It feeds the Spirit competition. Chaos costs; composure pays.

Station 8 — The Sealed Room (Night · STEM Lab (near-zero light) · 30 min · 13–21 Scouts)

In one line: Locked in the dark with everything you learned today — the room only opens for a group that works as one.

Skills trained: Communication protocol in darkness · active listening · tactile problem-solving · shared memory · synchronized execution.

Staff & reset: 3 — room operator (runs sound and watches everything), door keeper, floater inside with the group. Reset: re-lock stages, re-shuffle tactile keys, re-arm audio, 4 minutes — the 15-minute transit gap covers it.

Gear: Enclosed room or tent, floor-level glow markers only · hidden speaker (sound codes) · tactile lock rig (knots, carved symbols, textures) with a touch-reference board · final release: three pressure points or ropes that must be held simultaneously · sealed horseshoe envelopes (one per group).

The clock: 0–3 rules brief outside the door · 3–26 the room, four staged doors · 26–30 exit, envelope, reset.

Run it:

Stages 1 and 2 — Orient, Then Listen — Lights out, floor markers only. First the group maps the room by touch and voice — walls, obstacles, anchor points — talking in turns, not over each other. Then the speaker begins short sound codes: patterns must be heard, agreed, and used on the first lock. A group that won't stop talking cannot hear the room.

Stage 3 — The Tactile Lock — The second lock has no visual cues at all: knots, carvings and textures matched by feel against the reference board. Precision matters — forcing it resets it. One required clue is something they saw in daylight (a gateway symbol or the morning briefing phrase) — the day always pays the night's bills.

Stage 4 — Final Cooperative Release — The exit opens only when three stations in the room are operated in sync — pressure held, ropes pulled, on a counted "three." No Scout can do it alone; nobody is spare. When the door opens, hand the patrol leader the sealed horseshoe envelope and say exactly: "Don't open it yet." Nothing more.

Level II (patrol median 15+, or Scoutmaster's call): The sound codes come in two conflicting versions from opposite corners — the group must decide which source to trust and commit.

Safety: Monitored exits, staff floater inside at all times · claustrophobia opt-out: any Scout saying "STEP OUT" leaves instantly, no questions, no penalty · floor kept clear of trip hazards · no jump scares — tension is the room, not the staff.

Say this — open: "The last group in this room thought the dark would pass. It doesn't pass. You open the door or you wait for him. Thirty minutes."

Say this — close: "Don't open it yet."

Spirit: staff quietly score conduct all 30 minutes — discipline, encouragement, listening. It feeds the Spirit competition. Chaos costs; composure pays.

--- ADD TO GRAND CAMPFIRE SECTION ---

(After the opening reading, before The Telling)

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CAMPFIRE LEADER: 'Some of you carry something out of the dark tonight.'
'Those who finished what others could not — stand.'

[Patrols holding sealed envelopes stand]

CAMPFIRE LEADER: 'Open it now.'

[Envelope contains a single card reading:]
'The gate held. You were ready. That is all it ever required.'

No further explanation. Move directly to awards.

■ *STAFF NOTE: Print envelope contents on cardstock. Use wax seal or twine for effect. Order 30 envelopes minimum.*

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Operation: The Horseman's Signal — Field Guide

The picture: The finale, 22:05–22:45. Camp is four zones matched to the four wristband colors — Creek, Ridge, Old Trail, Deep Woods (the gateway perimeter is saved for the endgame). Each color group starts in its own zone; the glow wristband is the zone credential. Patrols of 4–6 (troops of 7+ field two; units of 1–3 join the Lost Patrol; a troop's or pack's score is its best patrol's).

Zones: Each zone holds 2 real signal beacons, 1 decoy, and terrain clues unique to it. 10–12 patrols run at once with staggered start bearings. After its first beacon a patrol may roam.

The moving signal: One rider — bicycle with a cloaked red light on the camp road loop — passes each zone every 8–10 minutes. His signal is stronger than every beacon and yields nothing. Chase it and you lose the night; a patrol that follows more than ~100 m is logged: "He doesn't like being followed."

Mission packets: After Rotation 8 every group walks to the ARENA (three minutes from any night station). Packets are handed to patrol leaders there at 22:00 — one line from game control: "He's moving. Read it walking." Patrols disperse on their starting bearings. Each packet: a unique starting bearing, a unique signal code (pulse-long-pulse / double-short / steady-low...), and a unique final question. Clues are meaningless without the matching code sheet, and tokens carry symbols only one patrol needs — copying a neighbor is useless.

The endgame: Every patrol's codes decode to the same kind of answer: the gateway the Horseman will ride against — their own. Return and LIGHT YOUR GATE (clip the glow stick from the final beacon onto the gateway) before 22:45. After lighting the gate, patrols walk directly to the ARENA. At 22:45 the Horseman's Last Ride sweeps the camp loop past every gateway — a lit gate held; a dark gate gets a pause — and ends at the arena, where the campfire begins at 22:50.

Staff (6): 4 zone observers (youth staff eligible, radios — they also quietly score discipline) · 1 rider · 1 game control at the flag area, who cues the Last Ride. Observers set their zones during Rotation 8.

Safety: Zones bounded by red chem-lights; campsite loop off-limits until the endgame; walking pace enforced by scoring; hard end-signal (triple hoofbeat) at 22:45; the ride keeps to the road with Scouts at gateways off it.

Scoring (80 points)

SCORING MODEL

Action	Points
Correct beacon identified (max 3 scored)	10 each (max 3)
Correct token carried out (from final beacon)	10
Moving signal correctly ignored/interpreted	10
Final deduction correct & gate lit before the Ride	20
Best patrol discipline observed	10
Max = 80	

WHY THIS SCALES BEAUTIFULLY

- ✓ Works with 10–12 patrols of 4–6s simultaneously
- ✓ Prevents follow-the-leader cheating
- ✓ Rewards thinking over speed
- ✓ Integrates optional training naturally
- ✓ Feels like a real night operation

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Most importantly:

Scouts won't say

"We did a scavenger hunt."

They'll say

"We tracked something in the woods."

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GRAND CAMPOREE FIRE

22:50–23:20 • Opening reading:

“Long before tonight, another patrol camped here.
They were skilled.
They were confident.
And they thought they had time.”

Pause.

“They left a gate unfinished.
They ignored sounds on the trail.
When night came... they ran.”

Pause.

“Tonight you stayed.
You finished what you started.
And you learned why that matters.”

- The Telling
- Shadow Skits
- Sound Effects Lab
- Scout Lore Trivia

Followed by:

Awards & recognition on the four scored components — Spirit, the Game, Gateway and Campsite — then closing reflection.

FINAL RECOMMENDATIONS (IMPORTANT)

1. Do not overuse the Horseman

- 2–3 appearances max
- Silence is power

2. No jump scares

- Everything works because Scouts anticipate, not react

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3. Let Scouts tell the story afterward

- If they argue about what they “saw,” you succeeded

4. Gateways are the unsung hero

- They anchor the entire narrative physically

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THEMES

HEADLESS HORSEMAN INTEGRATION (BEYOND RIDE-THROUGH)

Daylight Integration (Subtle, Psychological)

- Staff occasionally reference:
 - “You’ll want that finished before sunset.”
 - “This is why patrols don’t leave things half-built.”
- Gateway judging rubric includes:
 - Stability
 - Symbolism
 - “Protective presence” (explained as creativity)

No costume yet. Let anticipation build.

Audio Breadcrumbs

- A **single distant hoofbeat** heard during:
 - Station 5
 - Station 6
 - Campfire opening silence
- Never explain it.

Environmental Clues

- A broken fence rail near Station 6.
- Hoofprint impressions near one gateway.
- A dropped lantern with soot marks.

No signage. No explanation.

Gateway Interaction Upgrade

When the Horseman pauses at top gateways:

- A lantern at the gateway **flickers or goes out**.

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- Done by staff remotely, not the rider.

This makes gateways feel *protective but imperfect*.

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The Last Gate — Gateway Challenge

Purpose: The gateway is the patrol's preparation made visible — defensive, not decorative. Built and decorated 15:45–18:00; judged 16:30–18:00 in daylight; it wards the campsite during the Last Ride at 22:45.

Themes (troop picks one): Warning Gate (symbols, skulls, runes) · Protective Gate (talismans, knots, lanterns, charms) · Abandoned Gate (broken, half-repaired, eerie but stable) · Watch Gate (faces, eyes, silhouettes).

Judging — 100 points:

Structural integrity (30): stands independently, sound lashings, no unsafe movement when lightly tested. Unsafe = automatic structural failure.

Functionality & passage (20): clearly marks an entrance, safe to pass through in daylight and low light, intentional layout.

Theme & atmosphere (25): evokes warning, protection, or unease — “Would you walk through this at night?”

Low-light readiness (15): indirect lighting only — lanterns and battery glow, no white floodlights; still readable after sunset.

Patrol explanation (10): the patrol can say what it is, what it represents, and why it matters before nightfall.

Tie-breaker: A gateway that visibly changes character from day to night.

Horseman tie-in: He slows or pauses at the top gateways on the dinner ride — never speaks, just turns, looks, rides on. During the Last Ride, a lit gate held; staff may flicker a gateway lantern remotely. Patrols that never finish their gate start the night on the longer route — no explanation given.

Dinner Experience (Lean Into Unease, Not Gore)

Menu Recommendations (Dining Hall Friendly)

Avoid novelty gore food. Go *thematic rustic*.

Main Options:

- Pulled pork or chicken (“Harvest Roast”)
- Beef stew or chili
- Cornbread
- Roasted vegetables or green beans

Atmosphere Enhancers:

- Dim lights slightly (still safe)
- Battery lanterns on tables
- Staff in muted cloaks or hats (no masks)

During Dinner:

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- **First Horseman ride-through** (slow, controlled, no noise)
- No announcement. Let Scouts notice organically.

This creates shared unease and buzz.

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The Headless Horseman – Operational Rules

Purpose

The Horseman represents **consequence**, not fear.
He is not a monster — he is inevitability.

Appearance Rules

- Appears **no more than three times**:
 1. During dinner
 2. After flag lowering
 3. Optional distant silhouette later (no ride-through)
- Never speaks
- Never chases
- Never approaches Scouts closer than a controlled distance

Movement Rules

- Slow, deliberate pace only
- Stops briefly near top gateways, then moves on
- Turns head slightly, pauses, continues
- Always exits silently

Sound Rules

- Hoofbeats or drum only
- No screams, growls, or music
- Silence is more powerful than noise

Lighting Rules

- Backlighting only
- No direct flashlight beams on the rider
- Silhouette > visibility

Scout Interaction Rules

- Scouts may watch
- Scouts may talk quietly
- Staff do **not** explain or narrate
- If asked directly:

“You weren’t supposed to see him.”

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Seed this phrase throughout the day:

“Finish it before night.”

Appears:

- Opening briefing
- One daylight station
- Escape room clue
- Campfire reading

Creates narrative cohesion.

⊗ Patrol Consequence (Non-Punitive)

- Patrols that fail to finish gateways get:
 - A longer route to first night station
 - Or a darker start point
- No explanation given.

 "The Survivor's Mark" (OPTIONAL)

Where it would live:

Appendix or staff-only section.

Concept:

One patrol (unknown to others) finds a small carved token early in the day. It has no instructions.

Later, in:

- Station 8
- Grand Campfire
- Gateway judging

...the symbol subtly reappears.

Why it works:

- Creates myth
- Scouts argue about it afterward
- Zero explanation ever provided

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Atmosphere around camp

The key is controlled immersion, not haunted-house chaos. Every sound or visual effect should either:

1. Reinforce the narrative arc
2. Create tension without panic
3. Support a skill moment
4. Reward prepared patrols

Below is a structured idea list — divided into Sound Effects, Visual Effects, and Interactive Environmental Moments — with notes on safety and purpose.

SOUND DESIGN IDEAS (Strategic, Not Constant)

1. Distant Hoofbeats (Signature Sound)

- Low-volume, intermittent
- Played from hidden Wi-Fi/Bluetooth speakers
- Moves location during the evening

Use sparingly.

If heard too often, it loses power.

Best timing:

- During dusk flag lowering
- During night signal hunt
- Once near a gateway late evening

2. Wind Through Trees

- Low ambient track
- Subtle creaking wood
- Occasional branch snap

Place near:

- The Forgotten Trail
- Night orienteering zones

Purpose:

- Mask small natural noises
- Heighten attention to surroundings

3. Whispered Directional Cues

Very faint directional whispers:

- “Turn back...”
- “Wrong trail...”
- “Not that way...”

Only in specific puzzle zones.

This tests discipline — prepared patrols ignore it.

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4. Lantern Crackle & Fire Shift

Near gateways:

- Lantern flame sound
- Sudden extinguish sound

Pairs well with subtle lighting effect.

5. Sudden Silence

Underrated tool.

Turn off all ambient sound in one zone.

Silence makes Scouts uneasy without jump scares.

6. Morse Code Pulse (For CrowdCompass Integration)

Hidden speaker emits faint tone pulses.

Scouts trained in signal interpretation realize:

- It's directional
- It's patterned

Optional training payoff.

VISUAL EFFECT IDEAS (Low Light, High Impact)

1. Fog Machine in Controlled Pockets

- One near creek
- One near gateway
- One near beacon zone

Never flood entire woods.

Fog = mystery, not blindness.

2. Lantern Corridor

Instead of glow sticks:

- Real lanterns (battery)
- Low amber tone
- Slight flicker effect

Feels historical, not Halloween.

3. Shadow Rider Illusion

Projected silhouette of horse and rider on:

- Tent wall
- Tree line
- Fog

Seen briefly. Not repeated.

4. Moving Light Without Body

Small moving lantern in distance.

Never explain it.

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5. Broken Gargoyle or Marker

Earlier seen intact.

Later discovered cracked or fallen.

Signals escalation.

6. Subtle Glowing Symbols

Reflective paint only visible under red light.

Tie to:

- Signal hunt
- Escape room
- Gateway judging

INTERACTIVE ENVIRONMENTAL MOMENTS

1. The Missing Patrol Flag

Flag found planted deep in woods.

No explanation.

2. The Moving Beacon

From your signal operation.

Scouts see light moving but cannot catch it.

3. The Watchers

Two staff in dark cloaks visible only briefly at tree line.

4. The Gateway Test

During judging, lantern flickers when judge shakes structure.

HIGH-IMPACT COMBINATION MOMENTS

Moment 1 – Dusk Ride

Hoofbeats → silence → rider crosses camp → lantern extinguishes.

Moment 2 – Signal Zone

Morse pulse + fog + distant rider silhouette.

Moment 3 – Final Return

Campfire only light source.

No ambient audio.

Just crackle and wind.

FINAL DESIGN RULE

If it feels like a haunted house, remove it.

If it feels like something ancient just passed through camp...

Keep it.

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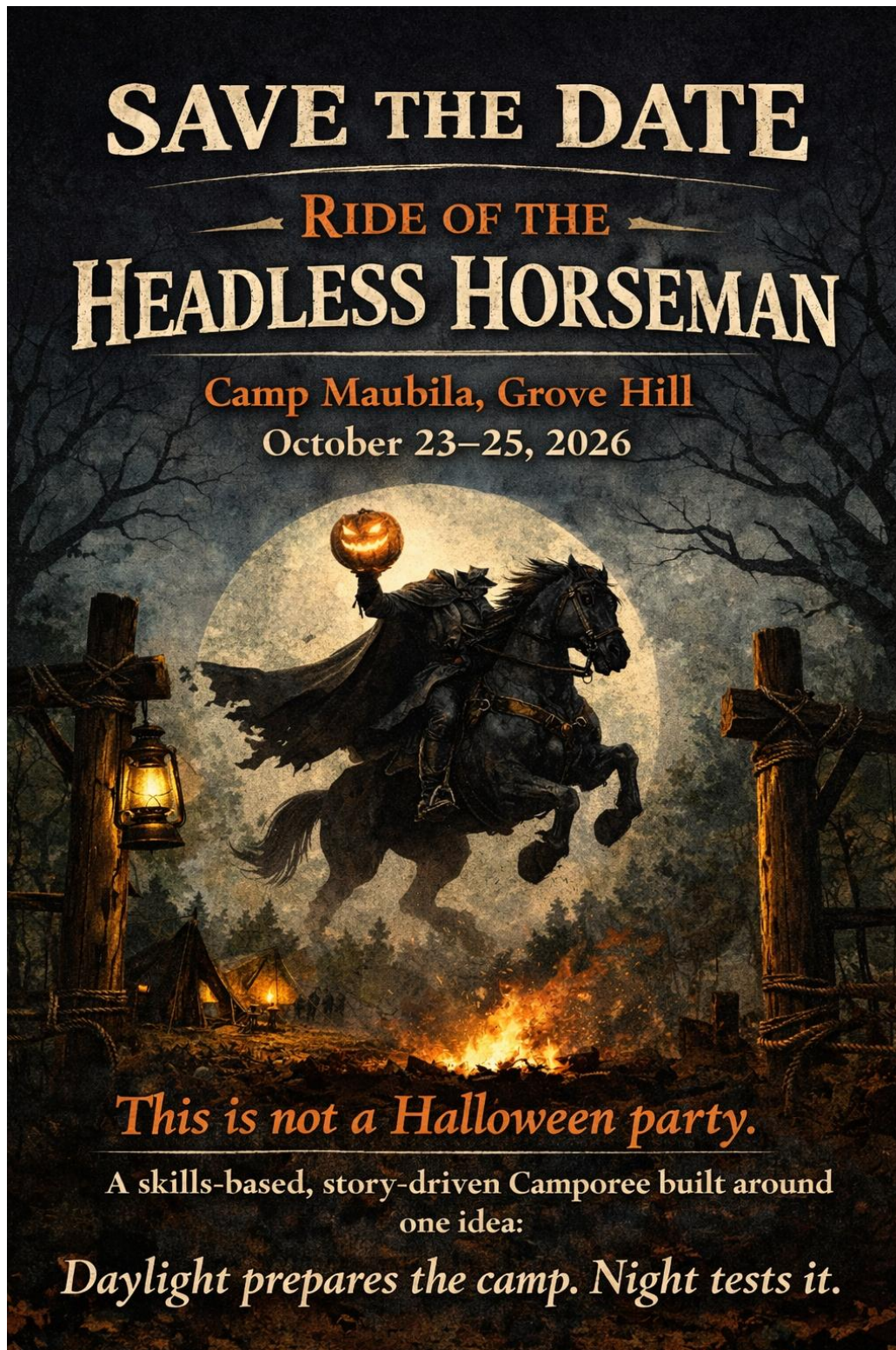
FLYER

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FLYER Page 2

Camp Maubila | October 23–25, 2026

This is not a Halloween party.

This is a skills-based, story-driven camporee built around one idea:

Daylight prepares the camp.

Night tests it.

Patrols will train, build, navigate, and compete through structured daytime challenges designed to sharpen real Scout skills — leadership, first aid, pioneering, navigation, marksmanship, and teamwork under pressure.

Competition officially begins Saturday mid-day.

However, Saturday morning offers optional skill intensives in Orienteering and Pioneering. Patrols who attend may recognize significant advantages later — especially after dark.

After sunset, the experience changes.

'The Horseman's Signal — Primary Night Operation

Signal hunts.

Night navigation.

Moving in the woods.

Leadership fatigue.

Immersive competitive scenarios.

The most important challenges unfold in the dark; the program concludes with a camp-wide night game and campfire, ending before midnight.

This event is designed to challenge older Scouts, test patrol cohesion, and reward preparation.

Arrive Friday night — or very early Saturday — to be fully prepared.

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SPL HANDOUT

Official Master Schedule (Saturday)

07:30–09:00	Arrival / registration / campsite setup
09:30–10:30	Training Session A — Orienteering (Flagpole) AND Pioneering (Handicraft) run side-by-side (half the Scouts at each; reservation required)
10:30–11:30	Training Session B — groups flip stations
11:30–12:15	Lunch at campsites + gateway planning
12:15–12:30	SPL meeting (rotation flow, discipline, safety)
12:30–12:40	Mass archery & range safety briefing (all Scouts)
12:45–13:00	Opening ceremony & safety briefing
13:00–15:45	Day Stations 1–4 (30 min + 15 transit · 13:00 13:45 14:30 15:15)
15:45–18:00	Gateway build & decorating (Horseman's first ride ~17:30)
16:30–18:00	Gateway & campsite judging (primary — daylight; safety recheck at night only)
18:00–18:50	Dinner — glow bands go on (going in; one on each wrist)
18:50	Flag lowering · night safety briefing · Horseman's second ride
19:15–22:00	Night Stations 5–8 (4 rotations · 19:15 20:00 20:45 21:30)
22:00	All groups muster at the ARENA — mission packets issued
22:05–22:45	THE GAME — Horseman's Finale (camp-wide)
22:45	The Horseman's Last Ride — camp loop, silence, lit gates
22:50–23:20	Campfire — awards & closing story
23:25–23:55	Cracker barrel (informal)
00:00	Quiet time — no movement between campsites
00:30	Lights out

SCORING — FOUR COMPONENTS: ① SPIRIT (100 — conduct scored quietly everywhere, all day; training bonus included) ② THE GAME (80 — Horseman's Finale) ③ GATEWAY (100 — The Last Gate rubric) ④ CAMPSITE INSPECTION (50 — judged 16:30–18:00 alongside gateways, plus the Sunday checkout sign-off). Grand total 330. Competition is troop/pack-based. Awards at the 22:50 campfire.

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	Location	Session 1	Session 2	Session 3	Session 4
Station 4 · STEM & Engineering Lab	Training Center				
Station 1 · Survival & Marksmanship	Rifle Range				
Station 3 · Scout Skills Workshop	Handicraft				
Station 2 · The Long Retreat	Polaris				
	ARENA				

	LOCATION	Session 5	Session 6	Session 7	Session 8
Station 8 · The Sealed Room	STEM Lab				
Station 6 · Glow-Stick Orienteering	Flagpole				
Station 5 · The Forgotten Trail	Trail behind First Aid				
Station 7 · The Injured Hikers	Trail, Seminole → Chapel				

Spl scoring notes

— **How we score: SPL reference card** —

(Print double-sided, half-page; distribute at the 12:15 SPL meeting.)

SPIRIT — 100: Scored quietly by staff everywhere, all day: discipline, encouragement, listening, patrol integrity. Training attendance earns bonus Spirit. Chaos costs; composure pays.

THE GAME — 80: The Horseman's Finale, 22:05–22:45: beacons (max 3 × 10), token 10, signal judgment 10, deduction & gate lit 20, discipline 10.

GATEWAY — 100: The Last Gate rubric: structure 30 · function & passage 20 · theme & atmosphere 25 · low-light readiness 15 · patrol explanation 10.

CAMPSITE — 50: Safety & cleanliness judged 16:30–18:00 with gateways (30) + Sunday checkout sign-off by a designated leader (20).

Hannah Ashbee 251-605-4830 | Mark Brown | Ward Falk 251-406-1631 |

YOUTUBE: <https://www.youtube.com/@MobileAreaScouts-sv1xm>

INSTAGRAM: https://www.instagram.com/mobile_area_scouts/

GRAND TOTAL: 330 · Competition is troop/pack-based — a unit's Game score is its best patrol's. Stations are NOT separately scored; station conduct feeds SPIRIT.

Vote



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Mark Brown 251-533-6388

Ward Falk 251-406-1631

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FOUND DOCUMENT

--- FOUND DOCUMENT TEXT (print on parchment-style paper, 14pt serif font) ---

We came here three years ago. Patrol of seven.
Good Scouts. Fast builders.
We left the gate unfinished — figured we'd finish after dinner.

We didn't finish after dinner.

The maps are still out there. So is the gear we dropped.
Don't follow the moving light. Don't stop moving once it gets dark.
Finish everything before sunset.

— The Patrol That Left

■ *STAFF NOTE: Have Ward or a trusted staff member place documents at campsites before 07:30 Saturday. Do not reference the document at any briefing. If a Scout asks a staff member about it: 'I don't know what you're talking about.'*

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Late-Night Operations Safety Framework

--- LATE-NIGHT OPERATIONS SAFETY FRAMEWORK (Staff Reference) ---

Night Safety Officer: [NAME] — radio channel [X] at all times after 18:50

FATIGUE MONITORING

- Station staff conduct a silent 'eyes on' check at each patrol rotation
- Any Scout showing disorientation, stumbling, or unresponsiveness → remove immediately
- Unit leader notified within 5 minutes — no exceptions

BUDDY ACCOUNTABILITY

- Patrols must maintain visual contact within their group at all times
- Any patrol reduced to 3 or fewer Scouts must pause at next station until resolved
- No Scout moves between stations without their patrol

UNIT LEADER ESCALATION PATH

Level 1 (fatigue / minor): Unit leader handles at campsite

Level 2 (injury / illness): Radio Night Safety Officer immediately

Level 3 (missing Scout): Radio Night Safety Officer + Camp Director simultaneously

ALL levels: Document incident on provided form by Sunday morning

LIGHTS OUT PROTOCOL

22:00 Night stations complete — all groups muster at the ARENA; packets issued; patrols move out on their bearings

00:00 Quiet time — no movement between campsites; 00:30 lights out

Staff conduct final perimeter walk before clearing for sleep

2. Distribute to adult unit leaders at the SPL meeting (not to Scouts)
3. Designate one staff member as 'Night Safety Officer' — name them in this section

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