

2025 Grand Canyon Council
Fall Camporee

West-o-Ree

October 17th - 19th
Camp Geronimo



Presented by the members of the Black Mountain Chapter - Order of the Arrow

v20220910



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9-11am Cup O Joe, Cookies & Fellowship

Tried and True Troop Stories

1-2pm Corn Hole Tournament

2-3pm Disc Golf Tournament

3-4pm Horseshoes with SPL's

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Event Summary

The Black Mountain Chapter Camporee Committee is proud to present the next iteration of this annual event, **West-O-Ree 2025!** Just like every camporee, your scouts will have the opportunity to learn in the outdoor setting, grow as a patrol, and earn honor for their unit through challenges. The day will be broken into 8 one-hour blocks, with 4 activities scheduled before lunch and 4 activities after lunch.

Combining the successes of the past several years and the feedback from you at the 2024 Prehistoric-ree, we've made a handful of improvements to make this stellar event even better.

- The activities for the scouts will again include the target sports they love; Rifle shooting and Axe throwing
- Some crowd favorites from last year will return including the Obstacle Course and Escape room reimagined with a Western theme and made more challenging and more expansive.
- Of course there will be new events as well to capture the scout's imagination, including Tales from the Trail, I & an AOL program.
- The schedule has been refined for additional time when requested and activities are starting/ending on the hour.
- The gems we added for our adult leaders last year are all coming back for 2025: the Cookies and Coffee Fellowship and the Cornhole Tournament, as well as the new Tried and True Troop Camping Troops; designed to give troops new ideas of places to camp.

We look forward to seeing you October 17th - 19th, 2025, at beautiful Camp Geronimo.

Sincerely,

2025 Pinnacle Peak Camporee Committee

Brooks Motter, Camporee Chief

Amy Barlow, Camporee Advisor



Staff Contacts

Camporee Chair	Amy Barlow	Acbarlow5@gmail.com	703-457-0307
Chapter Chief (Youth)	Emily Barlow	Ecb4810@gmail.com	n/a
Camporee Chief (Youth)	Brooks Motter	motterbrooks@gmail.com	n/a
Outdoor Program Chair	Blake Kite	blakekiteaz@gmail.com	480-510-0323
Council Support	Carsen Wisniewski	Carsen.wisniewski@scoutingaz.org	n/a
Range and Target Activities	John Kwilosz		n/a



Prior to Camporee

- Campsite selection - If there are any special considerations needed to be made regarding your unit's placement - please inform the camporee chair ASAP (acbarlow5@gmail.com). We may inquire if we can separate your unit or split with other units to accommodate special needs.
- We are providing Saturday Lunch as part of the event, menu found in **Appendix A**. If there are any considerations needed by any of your Scouts/Scouters please let us know - GF diet, etc. (blakekiteaz@gmail.com).
- All participant parts should have Health Form Parts A & B on file with their respective units as with any outing less than 72 hours. Health forms will not be collected by the Camporee staff as part of the check-in process
- The Buddy System for all scouts during Camporee is to be practiced. Safety is our number one priority.
- All participants directly prior to leaving for Camporee should perform a self-assessment to minimize potential exposure. Are you experiencing a cough? Fever? Sore throat? Fatigue? or Shortness of breath? If you don't feel well - please stay home.
- Register on the Grand Canyon Council Website including payment. Payment schedule can be found in **Appendix D**.



Check-in Process for Camporee

- Check-in will run from 6 pm to 9 pm on Friday night of the camporee at the entrance gate to the East side of camp. If arriving after 9 pm, proceed directly to the dining hall for late check in. This is a youth-run event and scouts will need time to arrive at camp after leaving school. No check-ins will occur after 10 pm. If you are unable to check in before 10 pm, please plan on checking in after 7 am on Saturday morning.

- Please plan on minimizing your gear as erosion is a challenge – if you can fill one vehicle with items to drive up and have your scouts be prepared to carry other items to the campsite on foot.
- Check-in will be on a rolling basis, you do not need to wait until your entire unit is present, but only 1 car will be allowed per unit at a time.
- Each unit will have a registration check-in sheet (Appendix B), camporee staff will be collecting the leader name, address, and total youth and adults present.
- Camporee staff will escort your unit to their assigned campsite as soon as they are checked in
- To minimize traffic in Camp - each unit will be allowed a single vehicle travel pass for the express purpose of dropping off gear. Trailers are permitted to remain at the campsite (site permitting) as long as egress is clear.
- **No vehicles will be allowed to remain in campsites overnight without prior approval.**
All drivers will give their license plate numbers to the registration team with their troop numbers. Cars must be parked in the parking lot no later than 10 PM Friday night backed in. Any units with cars left in campsites will be penalized 40 points to their troops score.

During Camporee

- Score Cards (Appendix C - Example) will be distributed at the SPL/Leaders upon check-in. Those arriving late will receive their score cards after opening Flags.
- Have Fun! Encourage your scouts, but let them work as a Patrol. Adults, please participate in the adult fun provided by the Camporee Team – you deserve a vacation and time to have fun!
- Dress Code
 - Field Uniform for Opening Flags
 - Activity Uniform for the remainder of the day
 - Bonus points available for dressing in an old west manner.

Checkout process from Camporee

- A Camporee Staff member will help your unit checkout - this is to ensure that all of our scouts are accounted for and off of the property at the end of the Camporee.
- Leave No Trace principles are to be followed upon check-out. Our duty as always is to leave the camp better than we found it.
- If a unit desires to leave before 8:00 AM, please arrange it with Camp staff upon arrival
- As soon as the walk-through is complete, and transportation for all participants in the unit is confirmed - the unit is free to depart.
- **DO NOT LEAVE WITHOUT CHECKING OUT!**



Overview of Activities

The camporee activities have been selected to provide the most complete scouting experience possible in the Old West. From cultural activities to scout skills the scouts will be challenged to work together in the building block of every troop, the Patrol. The Cohorts will rotate through all stations in a round-robin fashion. The Black Mountain Chapter have tried to ensure there is something fun for every 49er!

Station 1: Rifle Shooting

- **Location: Rifle Range**
- Rifle Shooting – Best shot Competition (2 Targets - 5 Rounds each Target, 10 Rounds Total)
 - Only Scouts BSA, Venturing, and Sea Scouts can shoot at this range. Cub Scouts (AOL Scouts) if in attendance they are not permitted to shoot and will be guided to the AOL station.

Station 2: Axe Throwing

- **Location: Archery Pitch**
- Tomahawk throwing – Best shot Competition (2 Targets - 5 Rounds each Target, 10 Rounds Total)
 - Only Scouts BSA, Venturing, and Sea Scouts can shoot at this range. Cub Scouts (AOL Scouts) if in attendance they are not permitted to throw and will be guided to the AOL station and will be guided to the AOL station.

Station 3: Tales from the Trails

- **Location: Manny's**
 - Gather around to share your best stories and scouting traditions. The best tale will be told at campfire Saturday night.

Station 4: Wild West Wrangler

- **Location: Parade Field**
 - Scouts will help the Sheriff retain the Mustache Bandit from the rickety town jail with lashings and knots, then help lasso some of the town's steer that have slipped out of their pen.



Station 5: Hidden Gold Escape Room

- **Location:** Masak

The town of Dry Gulch won't recognize your claim unless you present the claim deed before the noon whistle. A friendly prospector hid them behind a trail of puzzles "for honest hands." Work fast, work together.

Station 6: Jumping Jackalopes Obstacle Course

- **Location:** COPE Course (behind amphitheatre)

- Saddle up for a fast-paced Western obstacle course! Scouts jump through hay bale hurdles, Army crawl under the chuckwagon tunnel, search for Gold Nuggets, and roll the barrel across the finish line—all while working safely and cheering each other on.

Station 7: Cowboy Cooking

- **Location:** Amphitheater

- Saddle up to the chuck wagon! Teams build and light their own campfire, then mix, flip, and plate pancakes with the provided mix-ins. Our trail judges will score flavor, doneness, presentation, teamwork, and fire building skills to crown the Best Flapjack in Town.

Station 8: The Oregon Trail

- **Location:** Outdoor Skills

- Grab your compass and load the wagon—your patrol is traveling the **Oregon Trail**! Teams follow bearings between frontier "landmarks," while tackling quick first-aid scenarios inspired by the classic game: **dysentery/dehydration hygiene, heat illness, blisters/sprains, minor cuts**, and a **snakebite myth-buster**. Make the right calls, keep your party healthy, and navigate to the final fort before time runs out

Bonus Station: The Arrow Outpost (AOL)

- Location: Behind the Commissioner's Shack
- Rotate through exciting, hands-on stations that align with Outdoor Adventurer, Estimations (Elective), and Into the Woods (Elective). They'll set up a model campsite, practice fire lays and run quick estimation challenges (pace count, height/distance, volume), and learn tree/wood ID and conservation—all while planning, leading, and working as a team. It's energetic, outdoorsy, and built to show exactly what it feels like to be a Scouting America Scout.

Snack Bar

- **Location: Dining Hall Porch**
- The Black Mountain Chapter will have for sale treats and beverages available. Cash will be the best tender of payment.

Medical Services

- The Camp Health Lodge is staffed 24 hours a day by qualified medical personnel. For insurance purposes and for the health and safety of all participants, all accidents and illnesses, no matter how minor, must be reported to the Health Lodge and recorded. Arrangements have been made with the local rescue squads and hospitals to handle any medical emergencies.
- The nearest hospital is Banner Payson Medical Center 807 South Ponderosa Street Payson, AZ 85541. The telephone number is (928) 471-3222.

Order of the Arrow Callout Ceremony



For the Adults:

Cup O' Joe and Cookies Fellowship Hour

- **Location: Dining Hall**
- **9-11am** Fellowship is an important tradition in scouting. We will provide Coffee and Cookies for the adults in the Dining Hall. Come hear from council leaders and volunteers on the current state of Arizona Scouting and please bring with questions and ideas to share.

Tried & True Troop Camping Trips

- **Location: Dining Hall**
- We will be asking each troop to come with their signature outing plan to share with other leaders – helping each other bring your troop to the next level.

Cornhole Tournament

After lunch on the parade ground – single elimination tournament for adults!

Frisbee Golf Tournament

After being eliminated in Cornhole, come and try your skills at Disc Golf checkout from the snack shop.

Appendix A: Menu

We're happy to try to accommodate your needs, but we need to know in advance to plan for anything but the Standard menu listed below. The GF and VG options will only be provided if requested in advance.

	Standard	GF Option	VG Option
Entree	Hot Dogs		Veggie Dogs
	Buns	Udi's Buns	
	Mustard		
	Ketchup		
	Relish		
	Onion		
Side	Asst. Chips	Pop Chips	
Fruit	Apples		
	Oranges		
Dessert	Oreos	GF Oreos	
Beverage	Lemonade		

Appendix B: Check-in Sheet

Unit #: _____ Site: _____

Registered: Youth ___ Adults ___ IOLS ___

Unit Leader: _____

Email: _____ Phone: _____

Shipping Address: _____

Requested Checkout Time:

[illegible]

Appendix C: Score Card (Example)

Patrol Name: _____ Unit #: _____			
Patrol Leader: _____ Campsite: _____			
Castle Siege	Wild Haggis!		
Bard Game	C.O.P.E		
Pancake Xtreme	Mystery Event		
Wish Robert a Happy Birthday!	Patrol Yell at a Staffer	Photo with a Kilted Scout	Epic Patrol Photo
Meet Kerry! Signature	Tell the snack bar Staff a JOKE	Find an OA Chief Signature	Fortnight Dance with Joshua
Shooting Sports: Shotgun	Shooting Sports: Rifle	Scotch Oven Group:	Scotch Oven Score
Logic Puzzle	Disc Golf Tournament (Leaders)	Coffee Break (Leaders)	Suggestion for Future Camporee (Leaders)

Appendix D: Payment Schedule and Refund Process

2025 Camporee Payment Schedule:

Up until August 18th cost is \$25

From August 19th to September 17th cost is \$30

From September 18th to October 10th the cost is \$40

Same day registration will cost \$80

Refunds are not available for this event.