

SOUTHERN DISTRICTS

2025 CAMPOREE

LEADERS HANDBOOK

MISSION: IMPOSSIBLE

Alvin Hogan Sr, Youth Outdoor Complex

6271 Bombay School Road, Denton, NC 27239

November 7-9th, 2025



Welcome to the “Mission Impossible” Camporee

Inside this guide you will find all the rules, registration materials, weekend information, and events for the Camporee. I would like to invite all Boy Scouts and Venture Units to join us at the **2025 Mission Impossible Camporee**. This weekend promises to be full of fun and challenging events that all can enjoy.

This event does expose several of the requirements for the Signs, Signals, Codes Merit badge. However, the Merit Badge will not be completed over the weekend. The merit badge requirements are included at the end of this document.

This book is given out to the units so all of you can “Be Prepared” for what is to come. We expect a huge turnout for this event, so please plan to register on time. Please make sure each Scout has seen or heard the rules for this campout and abides by them.

To register your troop for the camporee weekend, please register your unit at

<https://scoutingevent.com/070-ONSCCamporeeSouth>

Event Cost:

- **\$15 early bird**
- **\$20 after October 10th**
- **\$15 per leader**

Yours in Scouting Spirit,

Jeff Willett

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Important Camporee Contacts

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General Rules and Information

These rules are the general framework around which this Camporee will be operated. The Scout Oath, Law, and Outdoor Code are the guides for ALL behavior at this Camporee. Troops or individuals who do not conform to this spirit may be asked to leave the Camporee.

1. A registration fee will be charged to cover the cost of Camporee supplies, patches, and prizes. All fees due must be paid in full by the deadline of **Friday October 31st**.
2. Scouts should arrive and depart in Full Class A uniform. The uniform is required to be worn for Flag, the Saturday Campfire, and Sunday Church Service.
3. Scouts should dress appropriately for Saturday activities and dress accordingly to the weather and activity.
4. Campsites will be assigned in advance based on unit registration.
5. Each Troop will be required to use the minimal space for its campsite. All troops are required to exercise "low impact" camping techniques. Administrative and Program Staff will dismiss troops from campsites upon check out. **NO HAMMOCK CAMPING** is available unless you bring stands. There are no trees available for use - as this is an open field.
6. Trailers may be dropped along the road or at a camp site. NO vehicles are allowed to remain in camp area or on road after Taps. There is a designated parking area for all vehicles - Use It! For exceptions to this rule the scoutmaster MUST speak with the Administrators at check in. We will establish an area in the parking lot for people that need to leave early on Saturday morning for work or other activities.
7. Upon arriving the Scoutmaster of each troop will need to report to the Check-In location. A list of attendees will need to be presented on the form that is provided with this packet, along with medical forms. (Check in is at headquarters), See check in info sheet page listed in appendix.
8. Troops must plan on removing all trash from the Camporee area. Again, all trash must be hauled away by the Troops. There are no dumpsters available.
9. **All buildings except for bathrooms are off-limits during the camporee.** The Boy Scouts should not be in any building - other than the bathrooms in the campsite areas.

10. Safety and fire prevention are the responsibility of everyone at Camporee. Have all necessary fire buckets and firefighting tools available. All fires should have a 5-foot radius safety zone cleared around the fire. **You will need to bring your own firewood and firepans.** All firewood must be removed from site upon leaving. No green (live) wood (for camp craft projects or other) may be cut from the Camporee facility.
11. Taps will be at 11:00 p.m. each evening at Camporee. Reveille will be at 7:00 a.m. Quiet hours and dim lights are between those hours. Units should plan to arrive at Camporee in enough time to have their campsites established by Taps. Points may be deducted for failure to observe this rule.
12. Patrols flags may be carried to flag raising and lowering
13. Visitors (other than registered participants) are welcome at Camporee. Visitors to a campsite must have permission from the unit leader and the Committee.
14. All campfire skits, songs, etc., must conform to Scouting standards, and must be submitted to the Administrative Chief by lunch on Saturday.
15. Unit leaders are responsible for the supervision of their units at all times. Remember two deep leadership is always required. Please ensure safety and discipline among your unit.
16. Fires are allowed, **Units will need to bring your own firewood and firepans.**
17. Open flame lanterns of any kind are not permitted in tents. Battery powered lanterns are recommended for use inside tents.
18. Pressurized fuel lanterns and stoves are allowed but they must be operated by Scouts who have had pressurized fuel training. Adult supervision is required, and the adult must also have pressurized fuel training. All fuel must be properly stored and away from tents.
19. All trash must be removed by your unit. There are no trash receptacles at the Camporee.
20. Alcohol and drugs are not allowed at any time during the Camporee. Tobacco product usage is not permitted in the presence of Scouts.

Check-In:

Units should not plan to arrive at the Camporee site before 4:00 p.m. on Friday. Please have the following information available at check-in:

- A unit roster of scouts and adults with addresses and phone numbers.
- Name and number of patrols participating.
- Health Forms Parts A&B for troop members and participating adults including staff.
- Health History Forms should remain with your Troop.
- Release form for each person attending

First Aid:

First Aid should be administered at the Troop level. Units should have adequate first-aid supplies as part of their unit's equipment. All injuries, even if treated at the unit level, are to be reported to the Headquarters Building in a timely manner.

Sunday Service:

There will be a nondenominational Religious Service (Vespers) on Sunday morning. All Scouts and Scouters are invited to attend. Please wear full uniform. To be eligible for the Best Overall Unit award, the units must be present at the Sunday Service.

Equipment:

TROOP

- Flag (Troop and American)
- Shelters
- First-Aid Kit
- And any other items that your troop would bring while camping

Personal (Campers)

- Full Class A uniform
- Class B Uniform and clothes appropriate for the weather
- Tent (or share)
- Toilet Articles (Toothbrush, etc. **NO SHOWERS AT FACILITY**)
- Sleeping Gear (appropriate for the weather)
- Compass
- Poncho
- Water Bottle (STAY HYDRATED)
- Boy Scout Handbook
- Bandana
- Watch

- Ten Essentials
- Hiking pole
- Extra batteries for flashlights
- And any other items that you would bring and need while camping

If there are any questions about Camporee, please feel free to contact the Camporee Staff:

(336) 328-6490 - for Jeff Willett

Please call between the hours of 3:30 p.m. and 9:00 p.m.

Camporee Schedule

Friday

Nov. 7, 2025

4:00 - 9:00 p.m.	Check-in
9:00 – 10:00 p.m.	SPL / SM Meeting /Cracker-barrel (HQ Shelter)
11:00 p.m.	Taps - All Quiet in Camp

Saturday

Nov. 8, 2025

6:30 am	Sunrise
6:45 – 7:45am	Reveille, Breakfast, & Cleanup
7:50 am	Flag Raising (Flagpole)
8:00 am – 8:50 am	Station Rotation 1
9:00 am – 9:50 pm	Station Rotation 2
10:00 am – 10:50 pm	Station Rotation 3
11:00 am – 11:50 pm	Station Rotation 4
12:00 pm - 1:15 pm	Lunch
1:30 pm – 2:20 pm	Station Rotation 5
2:30 pm – 3:20 pm	Station Rotation 6
3:30 pm – 4:20 pm	Station Rotation 7
4:45 pm	Flag Lowering
4:45-7:30	Dinner
8:00 pm	Campfire Program
9:00 pm	Cracker Barrell / Dutch Oven Competition
10:00 pm	SPL / SM Meeting (HQ Shelter)
11:00 pm	Taps - All Quiet in Camp

Sunday

Nov. 9, 2025

7:00 a.m.	Reveille, Breakfast, & Cleanup
8:30 a.m.	Flag Raising Ceremony (Flagpole)
9:00 a.m.	Vespers Church Service (HQ)
10:00 a.m.	Campsite Inspection, Check-out
11:00 a.m.	All Troops packed up and going home

The Impossible Mission:

Solo Agent - Crash Site Rescuer

The night air hung heavy and silent over Camp Whispering Woods, but a distant, unsettling crackle on the radio shattered the peace. Inside the dimly lit mess hall, a single Boy Scout, Agent "Lone Wolf" Leo, sat at a picnic table, his face illuminated by the glow of a lantern. Before him lay a sealed manila envelope marked: "URGENT - DISASTER RESPONSE."

Scoutmaster Thompson, a man whose serious demeanor always masked a twinkle in his eye, cleared his throat. "Agent Leo," he began, his voice a low rumble, "a simulated crisis has just occurred. A small aircraft, carrying vital medical supplies and a specialist agent, has gone down in a remote section of the camp, our 'Impact Zone.' We've lost contact, and time is critical. Your mission, should you choose to accept it, is to locate and rescue the survivor, secure dangerous cargo, recover the plane's black box, and gather crucial information to understand the incident."

His first task was to find their specialist agent, 'Pathfinder' Pete. He was somewhere in the 'wreckage' – the old obstacle course, now scattered with mock debris. He could only be reached by navigating the perilous terrain and solving survival challenges. Leo sprinted towards the designated crash site. He meticulously deciphered distress signals hidden on simulated debris, then carefully navigated through a maze of overturned benches and scattered ropes. Using his practiced knot-tying skills, he created a makeshift bridge to cross a gap, and his first-aid knowledge allowed him to interpret coded messages indicating Pete's condition. Finally, with a determined push, he located Agent Pete (Assistant Scoutmaster Dave in disguise), "injured" and signaling for help. **Agent Rescue:** Mission Accomplished!

"Excellent work, agent," Agent Pete said, once safely "evacuated." "The plane was carrying a small, experimental power cell – essentially a 'Hot Radioactive Isotope.' It's highly unstable if mishandled and must be transported carefully to the safe zone without direct contact. It's glowing green, indicating its volatility." A new challenge awaited Leo: a series of ropes stretched between trees, forming a hazardous web representing exposed wires and unstable ground. Using two long sticks and remarkable dexterity, Leo had to maneuver the "isotope" (a glow stick inside a tennis ball) through the web without letting it touch the ground or his hands. He moved slowly, meticulously, guiding the glowing ball inch by agonizing inch. Sweat beaded on his forehead, but his focus was unwavering. **Hot Radioactive Isotope:** Secured!

As Leo secured the black box, a sudden, simulated "aftershock" sound pierced the air. "Alert! Unstable ground! And be warned, Agent Leo, intel suggests enemy agent 'Jackal' has booby-trapped the escape route! You need to make a Blind

Escape from the immediate area before it collapses and before 'Jackal's' traps are sprung!" Scoutmaster Thompson's voice boomed, now with an extra note of urgency. Leo quickly donned a blindfold, his senses heightening. He had to navigate a short, winding path through a thicket of bushes and uneven terrain, relying solely on verbal instructions from Scoutmaster Thompson, whose voice guided him through the "unstable" zone. "Three steps forward! Now, a big step to the left! Watch out – tripwire at knee height!" came the commands. He felt the tension in the air, imagining Jackal's hidden snares. Trusting his ears and his training implicitly, he stumbled, chuckled nervously, and eventually emerged into a safer clearing, having avoided all of Jackal's devious booby traps. **Blind Escape: Successfully Executed!**

His next hurdle was the approach to the command center – the old storage shed. Its entrance was protected by a "Laser Maze," strung across the doorway. Red strings, representing deadly laser beams from the plane's security system, crisscrossed the doorway at various heights and angles. "Touch a laser, and the alarm sounds, compromising our position!" Agent Pete warned. Leo transformed into an acrobat, contorting his body, slithering, and leaping over the 'beams' with impressive agility. He moved like a ninja, his movements precise and coordinated, carefully navigating the security grid. **Laser Maze: Bypassed!**

Inside the shed, a makeshift Crime Lab awaited. "The debris field left traces," said a voice from the shadows – it was Scoutmaster Thompson, now in a lab coat. "You must analyze the fragments and flight manifest to understand the cause of the crash." On a table lay various items: a shredded piece of fabric, a bent piece of aluminum, a partially burned logbook, and a passenger manifest. Leo meticulously examined the fabric under a magnifying glass, compared the metal fragment to diagrams of aircraft parts, dusted for fingerprints on scattered items, analyzed the logbook for any anomalies, and cross-referenced the manifest. He deduced that a minor equipment malfunction combined with strong wind shear likely caused the incident, and confirmed all personnel were accounted for. **Crime Lab: Incident Understood!**

"One final piece of the puzzle, agent," Scoutmaster Thompson revealed, pointing to a large whiteboard with a series of seemingly random letters and numbers. "The black box contained a partial, encrypted emergency message from the pilot. You need to use Cryptography to decode it to ensure no further threats exist." With a Caesar cipher wheel and a few hints, Leo huddled over the coded message, his brow furrowed in concentration. He painstakingly shifted letters, deciphered patterns, and after several minutes of intense focus, the message slowly revealed itself.

Finally, it was time to locate the black box. "The crash damaged the plane's GPS. You'll need to use old-school radio wave detection – Fox and Hound. The black box is emitting a faint beacon signal. Track it!" Scoutmaster Thompson's voice crackled over the walkie-talkie. Armed with a homemade directional antenna and

a walkie-talkie tuned to a specific frequency, Leo fanned out. He listened intently, turning his antenna slowly until the signal was strongest. "It's coming from the dense thicket near the creek!" he muttered to himself. He converged on the signal, painstakingly narrowing down its origin until he found a small, disguised container buried beneath some brush – his simulated black box. **Fox and Hound: Black Box Located!**

A wave of relief and pride washed over Leo. The "crash" was a complex exercise, and he handled every challenge with skill and precision, even outsmarting the infamous Jackal, proving his capabilities as a lone agent. "Agent Leo," Scoutmaster Thompson announced, a wide smile finally breaking through his serious facade, "Mission Accomplished! You have proven yourself resourceful, resilient, and utterly capable under pressure. You're a true credit to the Boy Scouts!"

As Leo emerged from the shed, ready for a well-deserved rest, he knew one thing for sure: no disaster was truly overwhelming when he faced it with determination and his well-honed scout skills.

Camporee Events

Patrol Competitions

Leading up to the event, leaders should prepare their scouts by reviewing:

- 10 essentials, including extra batteries.
- Basic first aid
- Building a stretcher/litter
- Basic map/compass
- Knots – two half hitches, bowline
- Preparing for the weather.

“Mission Impossible” Activities

During all Competitions Scouts will work as a Patrol. Individual scouts are welcome to participate, however only patrol scores will be considered for awards.

- Watch Mission Brief
- Each patrol will be provided with a dossier to aid in mission
- Rescue the pilot and provide aid
- Secure a radioactive device
- Navigate a laser maze
- Lead team through an obstacle course
- Visit the cryptography department to decipher messages
- Visit the Crime lab to recover fingerprints from evidence
- Gather intelligence throughout the day to uncover on the mole agent
- Unlock the safe at end of the day based on intelligence gathered

Station 1: Agent Rescue

This is a quick search & rescue event. The situation is that an aircraft has gone down. The pilot is a high-level intelligence officer who has knowledge of covert operations that are currently underway. The patrol must act as a search & rescue team to find the pilot and treat them for injuries if necessary. After stabilizing the pilot, transport to a secure area and collect intelligence from the pilot.

You must find the pilot quickly before someone else does.

Topics:

- Basic knots: Clove hitch & bowline
- Emergency Stretcher
- Securing patient in a litter (external only)

Interactive:

- Everything

Competition: Timed Event

- Run to downed pilot
- Treat for broken leg
- Make an emergency stretcher
- Move patient to a secure area
- Move patient to Stokes Basket
- Tie patient into basket
- Move basket to another safe area

Required:

- 2 poles 5 feet long
- 1 blanket
- 6 feet of rope
- 1 Stokes litter basket if available
- Straps for Stokes basket

Station 2: Hot Radioactive Isotope

The situation is that aircraft dropped a radioactive device during the emergency landing. Your team must recover the radioactive isotope device and move it to a disposal unit.

Keep at least 6 feet away from the isotope to avoid radiation exposure. Do not touch it.

Once the isotope has been safely secured; gather intelligence in the area.

Required:

- Big tin can 3/4 full of water
- 8 ropes - 12 feet long.
- 2-inch-wide rubber band cut from old inner tube.
- Spray paint mark danger areas

Preparation:

1. Tie the ropes to the rubber band.
2. Set the log (or can) in the center of the area.
3. Mark a disposal area about 20 or 30 feet from the log.

Notes:

Gets scouts working together to complete a challenge.

Goal: Transport the radioactive container to a safe disposal site without spilling it or touching it.

Instructions:

- Each ties a rope on band using 2 half hitch.
- Each scout grabs the end of a rope.
- They maneuver the rubber band over the container.
- Stretch the rubber band by pulling on the ropes, set it over the container, and let it tighten around the container.
- Lift the ropes to carry the container to the disposal area.

Station 3: Blind Escape

Your team must navigate a challenging terrain to recover additional intelligence that was dropped by the aircraft during the crash.

Your team is entering an area that has been booby trapped by the infamous enemy agent, the “Jackal”. Your patrol leader hits a tripwire that creates an explosion. The PL is injured but he still has sight. The rest of the patrol was temporarily blinded by the blast. There is only a brief window of time to evacuate the area before it is fully engulfed by fire.

The Patrol Leader can see - but must be carried or assisted in walking. The PL must verbally direct the entire patrol to safety. The PL can see the obstacles, but the patrol can't see. He can describe the obstacles, what they need to do, and coach them through the course. Time is limited.

Once the escape has been completed, gather intelligence in the area.

Required:

- 8 blindfolds
- Items for obstacle course (logs, rocks, chairs, tables, stream crossing, etc...)
- Spray paint - mark danger areas and path to follow

Preparation:

1. Build obstacle course
2. Mark out required paths and danger areas

Notes:

Gets scouts working together to complete a challenge.

Goal:

The Patrol Leader (PL) must direct the blindfolded patrol through an obstacle course. This mission stresses teamwork and communications. The Patrol Leader will be evaluated on their ability to communicate instructions clearly and effectively, as well as on their skill in maintaining group cohesion and providing guidance throughout a given situation. The patrol members will be tested on how well they can understand directions, carry out instructions, support each other, and work together as a team.

Station 4: Laser Maze

Your team enters an area to gather more intel.

Your team must safely get all members through the laser maze without setting off any alarms. Time is limited.

Once the escape has been completed, gather intelligence in the area.

Required:

- Ropes
- Bells

Preparation:

1. Build maze with ropes
2. Hang bells on maze

Notes:

Gets scouts working together to complete a challenge.

Goal:

The Patrol Leader (PL) must direct the patrol through laser maze without setting off any bells.

Station 5: Crime Lab

To gain additional knowledge about the undercover mole agent, visit the Crime lab to review intelligence gathered for further review.

Learn about fingerprints and how to lift one and compare them against the evidence you have found to identify the undercover mole agent.

Once the escape has been completed, gather intelligence in the area.

Required:

No Prerequisites

Preparation:

Notes:

Learning about fingerprinting

Goal:

Station 6: Cryptography

To gain additional knowledge about the undercover mole agent, visit the Cryptography department to review intelligence gathered for further review.

Learn about encoding and decoding messages

- Book Ciphers
- Reverse Writing
- Cryptograms

Required:

No Prerequisites

Preparation:

Notes:

Learning about fingerprinting

Goal:

Station 7: Fox and Hound

Your patrol is looking for the source of the radio signal from the airplane that crashed (the Fox). It is suspected the pilot was sending an encoded message right before the crash occurred. Find the airplane and retrieve the message using radio direction finding (RDF) to locate a hidden transmitter.

Required:

No prerequisites

Preparation:

Overlaps with some of the requirements from the radio merit badge.

Notes:

Learn about radio waves, directional antenna, and **Amateur Radio Direction Finding (ARDF)**

Goal:

Find the transmitter (the Fox).

Station Scoring

Event Points

Activity	Point Breakdown		Max Points
Agent Rescue	Point Item	Points	50
	"Ready Bag Item"	5	
	Technique & Skill	25	
	Complete Event	10	
	Time to Complete	10	
Hot Radioactive Isotope	Point Item	Points	50
	"Ready Bag Item"	5	
	Technique & Skill	25	
	Complete Event	10	
	Time to Complete	10	
Blind Escape	Point Item	Points	50
	"Ready Bag Item"	5	
	Technique & Skill	25	
	Complete Event	10	
	Time to Complete	10	
Laser Maze	Point Item	Points	50
	"Ready Bag Item"	5	
	Technique & Skill	25	
	Complete Event	10	
	Time to Complete	10	
Crime Lab	Point Item	Points	50
	"Ready Bag Item"	5	
	Technique & Skill	25	
	Complete Event	10	
	Time to Complete	10	
Cryptography	Point Item	Points	50
	"Ready Bag Item"	5	
	Technique & Skill	25	
	Complete Event	10	
	Time to Complete	10	
Fox & Hound	Point Item	Points	50
	"Ready Bag Item"	5	
	Technique & Skill	25	
	Complete Event	10	
	Time to Complete	10	

Bonus Points

Description	Max Points
Canned food drive – bring a minimum of 1 can for each scout/leader.	25
Each troop that provides a leader to help run an event will receive bonus points.	25
Performing a skit at the Saturday Night campfire – mission impossible themed skits get even more points.	25

Maximum Points that can be earned for all events and bonus points is 425.

Awards and Certificates

Patrol awards for 1st, 2nd and 3rd place for overall points scored.

Risk Assessment

For the purpose of this assessment scouts are children, leaders/troop leaders are Boy Scout affiliated adults and staff, or event personnel are adults not affiliated with the Boy Scouts.

Closest Hospital: Randolph Health 364 White Oak St, Asheboro, NC 27203
Poison Control: 800-222-1222

Weather Hazards

- Camping will occur regardless of the weather. Scouts and leaders should be advised of the forecast and prepare themselves. Event staff should be prepared in the morning. In the event of severe weather, overhead covering should be setup for the stations. Training plans will be accommodated by the station leader to reduce the risk of injury from exposure and lightning. Weather checks should be maintained hourly to stay apprised of changes.

Personal Safety

- **Hydration:** Everyone should be reminded to stay hydrated. Given the time of year, it's easy to forget to drink water. The reminder should be repeated at each station throughout the day, and into the evening
- **Movement injuries:** Everyone should be reminded to be cautious in moving about the woods. Slips, trips and falls are common injuries and can be avoided by staying aware of the surroundings. In the event of scout injury, notify the boy scout leader immediately and stabilize if possible. Boy Scout leader will determine the next steps based on advice from trained personnel on scene.
- **Environmental injuries:** Weather will impact on the types of injuries to look for. Heat and cold injuries can be mitigated with hydration and appropriate clothing. Staff/troop leaders will pay attention to scouts and recommend those measures where necessary. In the event of heat injury, the patient will be moved to shade immediately and cooled as necessary. Cold injuries will be treated by getting the patient into a warm environment, such as a vehicle.
- **Buddy System:** No scout should be alone at any time. No adult should be alone outside the improved camp space, without a method of communication (radio) or a method of tracking (SAR Topo)
- **Individual medical needs.** Scouts should convey any medical concerns to their scout leaders, including allergies, or any routine medications that need to be administered and at the appropriate time. Scouts/ Scout leaders should advise the staff if there are any considerations needed to execute the training, including any time limitations needed when scouts leave the improved camp area.

Wildlife

- Primary concerns are the indigenous venomous snake population. Care should be taken when operating near the water, brush piles, and downed logs. Snake bites should be reported immediately. Do not touch the snake. Scouts should notify their leadership.
- **Ticks:** Appropriate tick prevention should include long sleeves and pants, bug spray, and buddy checks upon completion of the evening
- **Stinging insects:** Use bug spray to ward off mosquitoes. Be observant of roof lines, doorways, and small spaces to avoid antagonizing wasps. In the event of a sting, notify the leadership immediately. Scouts with severe allergies, who carry an epi-pen, should notify their buddy and/or scout leader of its location.
- **Small animals:** Avoid wildlife wherever possible.

Patrol Information and Roster
PLEASE HAVE READY TO TURN IN UPON ARRIVAL

Troop# _____

Patrol Name: _____

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Patrol Name: _____

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Patrol Name: _____

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Signs, Signals, and Codes

Merit Badge Requirements

1. Discuss with your counselor the importance of signs, signals, and codes, and why people need these different methods of communication. Briefly discuss the history and development of signs, signals, and codes.
2. Explain the importance of signaling in emergency communications. Discuss with your counselor the types of emergency or distress signals one might use to attract airborne search-and-rescue personnel if lost in the outdoors or trying to summon assistance during a disaster. Illustrate these signaling examples by the use of photos or drawings.
3. Do the following:
 - (a) Describe what Morse code is and the various means by which it can be sent. Spell your first name using Morse code. Send or receive a message of six to 10 words using Morse code.
 - (b) Describe what American Sign Language (ASL) is and how it is used today. Spell your first name using American Sign Language. Send or receive a message of six to 10 words using ASL.
4. Give your counselor a brief explanation about semaphore, why it is used, how it is used, and where it is used. Explain the difference between semaphore flags and nautical flags. Then do the following:
 - (a) Spell your first name using semaphore. Send or receive a message of six to 10 words using a semaphore.
 - (b) Using illustrations or photographs, identify 10 examples of nautical flags and discuss their importance.
5. Explain the braille reading technique and how it helps individuals with sight impairment to communicate. Then do the following:
 - (a) Either by sight or by touch, identify the letters of the braille alphabet that spell your name. By sight or touch, decode a braille message at least six words long.
 - (b) Create a message in braille at least six words long and share this with your counselor.
6. Do the following:
 - (a) Describe to your counselor six sound-only signals that are in use today. Discuss the pros and cons of using sound signals versus other types of signals.
 - (b) Demonstrate to your counselor six different silent Scout signals. Use these Scout signals to direct the movements and actions to direct the movements and actions of your patrol or troop.

6. On a Scout outing, lay out a trail for your patrol or troop to follow. Cover at least one mile in distance and use at least six different trail signs and markers. After the Scouts have completed the trail, follow the Leave No Trace Seven Principles and the Outdoor Code by replacing or returning trail markers to their original locations.
7. For THREE of the following activities, demonstrate five signals each. Tell what the signals mean and why they are used:
 - (a) Sports official's hand signs/signals
 - (b) Heavy-equipment operator's hand signals
 - (c) Aircraft carrier catapult crew signals
 - (d) Cyclist's hand signals
 - (e) An activity selected by you and your counselor.
8. Share with your counselor 10 examples of symbols used in everyday life. Design your own symbol. Share it with your counselor and explain what it means. Then do the following:
 - (a) Show examples of 10 traffic signs and explain their meaning.
 - (b) Using a topographical map, explain what a map legend is and discuss its importance. Point out 10 map symbols and explain the meaning of each.
 - (c) Discuss text-message symbols and why they are commonly used. Give examples of your favorite 10 text symbols or emoticons. Then see if your parent, guardian, or counselor can identify the meaning or usage of each symbol.
9. Briefly discuss the history of secret code writing (cryptography). Make up your own secret code and write a message of up to 25 words using this code. Share the message with a friend or fellow Scout. Then share the message and code key with your counselor and discuss the effectiveness of your code.
10. [How to Build a Secret-Code Wheel](#)

Camporee Evaluation

We hope you and your Scouts had a great time this weekend. We are asking each pack or troop to fill out one of these evaluations and turn it in at checkout. Filling out this form should be a pack or troop wide affair and should not be based upon just one person's opinion.

Please use this grading scale: 1 = poor to 5 = excellent

Troop # _____ District: _____

1. Did your pack or troop enjoy the camporee / fall family campout? _____
What did you like best and least? Why?

2. Were the events well planned? _____
What was your favorite and least favorite? Why?

3. How would you rate the campfire? _____
What did you like best and least? Why?

4. How would you rate the overall camporee? _____
What would you change? Why?

What would you like to see done again? Why?

5. Feel free to write additional comments and suggestions on the back.

Thank you for your time and consideration

Ten Essentials for Camping

'Be prepared'! Just like every Scout every camper should be equipped with these ten essentials on any camping trip:

Contingency & First Aid Kit 1

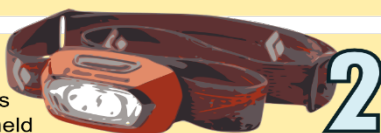
"Contingencies" (someone forgot a flashlight, wet weather makes fire building difficult, etc.) are more common than emergencies. A first-aid kit supplemented with a spare flashlight, spare whistle, trail food, matches, and fire starters is your 'air bag' – essential but you hope, (like the air bag in your car), you'll never need it.



First Aid Kit Bag
+
Spare Whistle
+
Spare Flashlight
+
Trail Food
+
Matches and Fire Starters

Flashlight 2

A sturdy headlamp is better than a hand-held flashlight. LED lights (one with a brightness of 35 lumens is more than adequate) use less power and batteries last longer.



Trail Food 3

Carry a few granola bars, protein bars, trail mix, or other compact, high-energy, high nutrition food (avoid sugar-based snacks). Carry a couple of additional nutrition bars in the Contingency & First Aid Kit.



Matches & Fire Starters 4

There are any number of fire starter alternatives; many can be made at home. If you need to get a fire going in difficult circumstances, you want a proved fire starter and matches in a waterproof container.



Sun Protection 5

In direct sun in hot weather sunburn and some level of heat exhaustion are common. Staying hydrated, using sunscreen and wearing a broad-brimmed hat are important.



Whistle 6

If you become lost or separated stay put and use a whistle. Signal by blowing three blasts (a well-known emergency signal).

Spend a little more on one designed to signal over distances; cheap insurance should you need it.



Rain Gear 7

Staying warm is crucial, and it's hard to stay warm if you are wet.

Rain pants and a rain jacket are essential. Ponchos restrict movement and don't trap warmth near your body.



Water 8

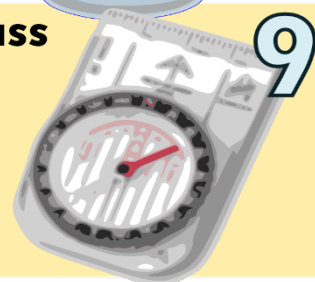
An adequately sized (32 ounces), wide-mouthed rugged water bottle. In dry or hot climates carry two. Include some simple way to purify water, tablets or other chemical treatments don't take up much space.



Map & Compass 9

A simple base-plate compass is best.

Buy a reliable brand rather than a cheap knock-off, it's worth spending a bit more for an accurate compass.



Pocket Knife 10

A sturdy, well-made simple combination knife is ideal for camping.



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