

CUB RUN DISTRICT FALL CAMPOREE

“Agent 2025”



**Camp Snyder
Haymarket, VA
10-12 October 2025**

Registration link: <https://scoutingevent.com/082-CubRunCamporee2025>

EVENT INFORMATION and REGISTRATION

WHO: All Scouts BSA Troops and Crews, and AOL Cub Scouts are welcome to attend and to camp.

- Recent Scouting America program updates allow Arrow of Light Cub Scouts to participate in Troop level Camporees including camping both nights. This becomes an opportunity for AOL scouts to check-out a Troop they are considering joining. They need to abide by Arrow of Light camping rules, including having a BALOO-trained leader.
- Under the new rules, no other Cub ranks, including Webelos are allowed to attend a Scouts BSA Camporee.

WHERE: Camp William B. Snyder, 6100 Antioch Rd, Haymarket, VA 20169

WHEN: October 10-12, 2025

COSTS: \$25 per BSA Scout, Arrow of Light Cub, or Adult
Cost includes the facility fees, porta-jons, a Camporee patch, and award materials.

REGISTRATION: <https://scoutingevent.com/082-CubRunCamporee2025>

CONTACT: Michael Hanson mjh40@cornell.edu; 703-587-1991

Camporee Schedule

Friday:

5:30-8:00 p.m.	Arrival and Check-in, Camp Set-up
5:30-10:00 p.m.	Unit time
8:00-9:00 p.m.	Q Branch Presentations
9:00-9:30 p.m.	Troop SM/SPL Meeting and Cracker Barrel
9:00-10 p.m.	Moonraker Game
10:00 p.m.	Quiet Time (10:00pm to 6:30am)

Saturday

6:30 a.m.	Reveille / Breakfast as Troops
8:30 – 9:00 a.m.	Opening Ceremony/Flag Raising
9:00 a.m. – Noon	Morning Activity Time
Noon – 1:30 p.m.	Lunch as Troops
1:30 – 4:30 p.m.	Afternoon Activity Time
5:00 p.m.	Camp Assembly/Flag Lowering
5:30 – 7:30 p.m.	Dinner as Troops
7:30 p.m.	Depart for Campfire at Amphitheater
8:00 p.m.	Campfire and Awards Presentation
10:00 p.m.	Quiet Time
11:00 p.m.	Taps/Lights Out

A Saturday night campfire will be held in the Amphitheater. Each unit should participate with skits and songs. Prepare several in case another unit does yours first. Skits and songs must follow the Scouting America Ceremonies and Campfire Guidance attached to the end of this guidebook. Skits and songs must be approved by the Troop's senior adult leader and the Order of the Arrow campfire masters of ceremony.

Sunday:

6:30 a.m.	Reveille / Breakfast as Troops
8:00 a.m.	Check-Out Inspection/Departures begin
10:00 a.m.	All Troops have departed

Camporee Competitions

Competitions are designed to be individual, pair, small group, or patrol competitions. Any group games must have all players from the same unit. The following games are being planned but may be subject to cancellation, substitution, or rescheduling for safety, weather, or lack of supervision.

- Diamonds are Forever – Shapes
- Dr. K'No't – Knot tying
- For Your Eyes Only – Signals and codes
- From Russia with Lunch – Cooking
- GoldenEye – Navigation
- Hatchet an Escape Plan – Knife and axe throwing
- Live and (Don't) Let Die – First Aid
- Living Daylights – Campsite inspection
- Moonraker – Stargazing
- Property of a Lady – Observation
- Q Branch – Spy gadgets
- The Scout with the Golden Pun – Showmanship
- Shaken, Not Stirred – Matching
- Shelter from Spectre – Survival skills
- Skyfall – Fire skills
- A View to a Kill – Navigation
- You Only Live Twice – Laser maze

ARRIVAL and CHECK-IN

- CHECK- IN:** Friday night October 10th starting at 5:30 p.m.:
- One person checks-in the unit at the Registrar's table at camporee field entrance
 - You must turn in your patrol/attendance roster so we can develop ID tags for game play (to be handed out at SM/SPL meeting). SPL, QM, and Cooks must be identified.
 - Your Troop will be advised of your assigned camping site.
 - If you plan to arrive on Saturday morning to participate in Saturday's events/campfire only, then check-in on the camporee field, HQ.
 - Please remember to bring a check to pay balance of fees due, if you missed the registration deadline.
- PARKING:** Each Troop is allowed to have **ONE vehicle** to drive on the camporee field to drop off equipment or to park a Troop Trailer. After drop-off or trailer parking, the ONE vehicle must return to the parking lot. No other vehicles will be allowed to drive on the camporee field. Plan accordingly.

ADMINISTRATIVE GUIDE

1. ARRIVAL, CHECK-IN, CHECK-OUT, and CAMPOREE PATCHES

A. Camping

- Camp Snyder Office Phone (Day): (571) 248-4904
- When signing in at the Registration Table at the entrance to the camporee field, units will be given their Campsite assignment.
- Elevated fire bowls that do not touch the ground are allowed. Ground fires are not allowed.

B. Check-Out Procedures – Leave no trace

Your unit is responsible for clearing your campsite of all unit and personal gear, policing the area and thoroughly extinguished any fires. After this is done, send someone to notify Camporee Headquarters. Someone from the Camporee Staff will inspect your campsite. All units should be out of camp by 10:00 AM on Sunday.

C. Camporee Patches

- The Camporee patches will be distributed to the units at the registration table. The number of patches per unit will be based on final check in unit registration numbers.

2. GENERAL INFORMATION, GUIDELINES and RULES

A. SAFETY:

- Leaders are responsible for the safety of the Scouts in their units at all times. Scouts are not allowed out of camp except during planned activities while under adult supervision of the unit.
- Youth Protection - National policy requires that, "Two registered adult leaders 21 years of age or over are required at all Scouting activities, including all meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth or female adult program participants. All adults staying overnight in connection with a Scouting activity must be currently registered as an adult volunteer or an adult program participant. Adult volunteers must register in the position(s) they are serving in. Registration as a merit badge counselor position does not meet this requirement."
- It is the unit leader's responsibility to see that these policies are enforced within his/her unit.
- Questions or concerns should be directed to the Camporee Director or to the District Executive.

B. FIRST AID:

- First aid will be handled by each respective Unit attending. Report any injuries to the Camporee HQ.
- **Parental Authorization** - In case of serious injury or illness requiring emergency medical services or hospital treatment, a health history record and permission form (Troop form) signed by a parent or guardian is required. This form must always be accessible to the adult leader/leaders in the Scouts unit. If a Scout is brought to the Camporee HQ for any type of treatment, the parental authorization form and medical form should be available for review by the Camporee staff.
- **Fire & Ambulance Service** - In the unlikely event that fire or ambulance services are needed, send a runner to the Camporee Headquarters, so that an emergency call can be placed, and the Camporee Director can be notified immediately. If the emergency call is placed from a

cellular phone within your area, you still must send a runner to the Camporee Headquarters to notify the Camporee Director of the emergency and to arrange for the emergency equipment to be directed to the correct location.

C. HEALTH AND SANITATION

- **Latrines** - Port-o-Johns will serve as latrines. They will be at the entrance to the Camporee area. Please keep them clean! One will be designated as a handicapped and women's latrine.
- **Water** – Please bring your initial water jugs already full for morning water requirements. A jug refill service will be available as needed (Jugs driven to Dining Facility, refilled and returned).
- **Proper clothing** - It is the responsibility of the parents and unit leaders to ensure that the Scout's clothing and footwear is proper for the weather of the day and field conditions at Camp Snyder. We highly encourage all Scouts to wear a good pair of hiking boots.

D. PROPER UNIFORM – Class A for flag ceremonies and campfire, Class B for camporee activities.

E. LOST AND FOUND - Located at the Camporee Headquarters. Please have your Scouts label all personal gear with name and unit number.

F. CHANGES AND SCHEDULE UPDATES - The Camporee Director is the only individual authorized to change or cancel a scheduled activity or event. Any necessary changes will be made at the earliest possible time and posted in writing at Camporee Headquarters.

3. CAMPING GUIDELINES

A. Ground Conditions - The camping will be in relatively flat grassy areas with limited tree cover. There are low spots, so rains may make many of the sites muddy. Protect your tents by bringing sturdy ground cloths and protect your body by bringing foam pads or air mattresses for a good night's rest.

B. Natural Habitat and FIREWOOD - No trees, shrubs, or bushes will be cut within the campground or neighboring areas. Wood that has fallen from trees may be burned. Do not interfere with the area's wildlife. **Absolutely no cutting of live trees.**

C. Off Limits - ALL Camp Snyder Program Theme areas are off limits. (e.g., Fort, Ship, etc.)

D. Campfires are only permitted in an **elevated fire bowl**. Fires must not be left unattended and must be extinguished before retiring for the night.

E. Trash - Every unit should bring a supply of plastic trash bags to securely bag their own trash. We ask that you carry your trash out. Please keep the campground clean and do not leave bags of garbage unattended; wild animals and birds love unattended garbage. Dumpsters are located by the Dining Hall.

4. CAMPOREE RULES

A. Law of the Camporee - As in all Scouting activities, the Scout Oath and Law will be the law of the

Camporee. Unit Leaders are reminded that their **Scouts should always have adult supervision.** Units that do not comply with these rules may be asked to leave.

- Troop campsites will be in relatively close quarters. Ask permission before entering another troop's campsite. **Remember a Scout is Courteous.**
- Discipline - Leaders are responsible for the behavior and discipline of their unit members.

B. Quiet Hours – All units will be subject to quiet hours and lights out from **10:00 PM to 6:30 AM**. Leaders in each Troop and Pack are responsible for enforcing quiet hours and lights out.

C. Knives - Only folding knives with blades 3" or less are allowed. Sheath knives and knives with blades longer than 3 inches, except cooking knives, are not allowed at the Camporee. Please keep them in your pocket, in a case, or on your belt. Totin' Chip / Whittlin' Chip required!

D. Alcoholic Beverages - No alcoholic beverages of any kind are allowed at the Camporee.

E. Pets - No pets or other animals are permitted.

Scouting America Ceremonies and Campfire Guidance

(National Camping School)

Ceremonies and campfires are fun and exciting parts of any camping experience! They give youth the ability to perform, but run-ons, stories, skits and songs must also fit within the program guidelines of Scouting America. There are numerous things that are inappropriate and unacceptable. While the following is not an exhaustive list, it will help you begin the discussion about ensuring only appropriate material is portrayed:

- No name calling, put-downs, hazing
- No references to undergarments, nudity or bodily functions
- No cross-gender impersonation at any point in the skit
- No derogatory references to or stereotyping of ethnic or cultural backgrounds, economic situations, or disabilities
- No portrayal of sensitive social issues such as alcohol, drugs, gangs, guns, suicide, etc. – *be mindful of this in song lyrics as well.*
- Wasteful, ill-mannered, or improper use of food or water including wasting food in ANY way for comedic purpose is not allowed. *You may not know the current situation of youth and adults who are in the audience. Many may not have adequate food at home and the wasting of food in any way would further point out this disparity. Additionally, there are parts of the world where water is not potable therefore the wasting of water is not appropriate.*
- No inside jokes that exclude some of those present
- Do not change lyrics to patriotic songs (“America”, “America the Beautiful”, “God Bless America”, “The Star-Spangled Banner”) or hymns and other spiritual songs
- Do not embarrass anyone – including staff or audience members (even if they are “in on it”) - *just because the staff member is in on it, everyone in the audience is not aware of that fact and the appearance is that you are making fun of someone.*
- Do not portray violent behavior or any behavior not in line with the Guide to Safe Scouting (ex. pointing “guns” at each other)
- No bathroom humor or skits/songs where a toilet is the punchline or a part of the skit or song.
- No water skits – NO ONE gets wet in any way (includes staff, and even if they are “in on it”)
- No material with sexual overtones
- **Do not include anything that is not in keeping with the ideals of Scouting America.**

Best motto to have is, “If in doubt, take it out!”

All material should be vetted by the camp leadership team. Be sure you understand all aspects of the performance and what will happen. For example, a unit may have the same name for a skit and have a different interpretation of it than you expected.

Each of us has a role to help ensure our ceremonies and campfires represent the Scouting America ideals and brand. Help us all represent the best in Scouting.

PROGRAM GUIDE

In 1953, writer Ian Fleming created a fictional British Secret Service agent and featured him in twelve novels and two short-story collections. The *James Bond* franchise is one of the highest-grossing media franchises of all time. This camporee is (very loosely) inspired by spies, spy craft, and adventure so please read this mission brief and prepare.

This brief has self-destructed. An update will be posted shortly.