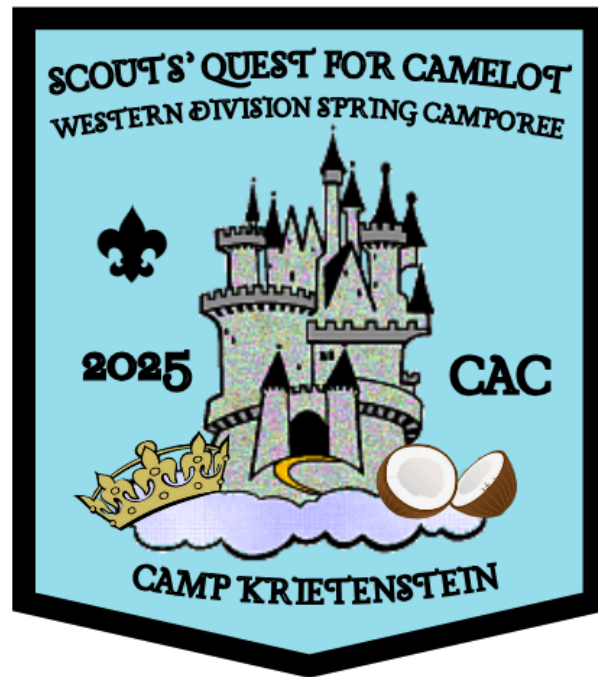


SCOUTS' QUEST FOR CAMELOT
WESTERN DIVISION
SPRING CAMPOREE
HOSTED BY 5 CREEKS DISTRICT



CAMP KRIETENSTEIN
April 11-13, 2025

Welcome to the holy grail of camporees!

Legendary King Arthur has requested your Troop to join him in his search for Camelot. Only the bravest may join him at the Round Table. You will embark on a quest, encountering many, very silly obstacles. If you succeed, you will get to celebrate at Camelot with a grand feast and merriment.

The theme for this year's spring camporee is based on the legend of King Arthur, Camelot, with little reference to "Monty Python and the Holy Grail", a British comedy released in 1975, a satire of King Arthur and his search for the Holy Grail at Camelot.

If you have not seen the film, please remember this is a British comedy. If you have, we will not be involving Anthrax Castle, and removing religious references.

Themed activities will have various tie-ins to the characters and events that take place throughout the mythology and movie. Troop Patrols will have opportunities to gain extra points in the afternoon by participating in Flag & Yell and Costume Contests.

CAMPOREE DETAILS

What: Western Division 2025 Spring Camporee

Where: Camp Krietenstein, 6445 E County Road 575 N, Center Point, IN 47840

When: April 11-13, 2025

Registration link: <https://scoutingevent.com/160-WestSpringCamporee25>

Registration & Costs

Fees	Scouts	Adults	AOL Scouts	Staff/Station Volunteers/Traders
Scouts & Adults (Until March 30)	\$20	\$10	\$20	\$0**
Scouts & Adults (March 31 - April 6)	\$25	\$15	\$25	\$0**

DEADLINE TO REGISTER: Sunday, April 6th at 11:59pm EST.

Every person attending must be pre-registered on Black Pug event.

***Every adult pays to attend.** If you would like to attend for **FREE**, volunteer at a station.

****Unit station volunteers** - please text/email Jennifer Western for assignments.

Camporee Staff

The Multi-District Camporee staff are volunteers from throughout the Council. They have donated a great deal of time and effort to make this a successful event. Additionally, the volunteer staff will make every attempt to be fair and reasonable in all activities. Our goal is to make it as much fun as possible for all participants. Your consideration and cooperation is appreciated when it becomes necessary for a staff member to take action or make a command decision.

Camporee Staff Management

Principal Camporee Staff members are listed below. You can reach them during evening hours. Email addresses may be provided upon request. Please remember, when contacting these individuals, that they are all volunteers just like you.

Program / Camp Director: Jennifer Western (317) 417-2975

Asst. Camp Director: Cara Russell

Health Officer: Dr. Dan Voegelé

Rangemaster:

Communication

We have a Facebook group. Please invite your scouting friends. I will post updates, changes, etc. in this group. We also use this group for communication during the event. This is the same group as the Spring Bigfoot and Winter Viking Camporees. All future Western Division camporees will be directed by this group.

<https://www.facebook.com/groups/CACWESTcamporees>

Camporee Patches

Each registered Scout and Adult Leader will receive a Scouts' Quest for Camelot Camporee Patch during check-in. Additional patches may be available while supplies last at the Scout Shop.

Camporee Apparel

Camporee shirts are available to purchase through the event registration link. Shirts are available in Adult Small to 4XL. They are \$20 each. The cost of the apparel is not a part of the camporee cost. They will be available to pick up at check-in.

DEADLINE TO ORDER IS 3/24/25!



CHECK-IN

Friday Evening

5:00pm – 8:00pm
Parking Lot

Saturday Morning

7:00am – 9:00am
Dining Hall

ARRIVAL & CHECK-IN:

Scouting units may arrive between 5:00 PM and 8:00 PM on Friday, April 11th. After 8:00pm, please sign-in at the Health Lodge.

Each unit's two-deep leadership needs to come to the check-in table. This is required or your unit will not be allowed to stay for the camporee.

As you come into Camp Krietenstein, you will be met near the entrance by members of the Camp Staff. They will advise which campsite your unit has been assigned to.

Units will be able to stage a Troop trailer in the camping site. All vehicles must be parked in the parking lot. Units must set their camps up within their assigned area.

Each unit will receive an envelope with the final schedule, map of the knights' journey with schedule, wristbands, patches. Apparel will be picked up by the unit to distribute at the campsite. Each Patrol will receive 1, just 1, not 2, but 1 coconut Friday. They will need to utilize as their journey begins to create horse gallup noises as they embark on their travels.

MUST READ

Per NCAP requirements - at check-in, all units must:

- All registrations and payments should be complete before coming to the camporee, please make your Camporee payments at the Council Service Center's online registration.
- Provide **copies** of Annual Medical Forms Parts A & B for **every** adult and scout in attendance. Please place them in a **3-ring binder** with unit number on spine. Have each set of forms either stapled together or in protective sleeves. No folders please.
 - Please **only** include those in attendance; not your complete roster
 - Camp staff is not responsible for any misplaced health forms.
 - Binders are kept in the Health Lodge. They will be returned at check-out.
- Provide contact information for the primary adult leader in camp for the duration of the camporee.

Medical Forms & Medications

Every scout and adult attending Camporee must be covered by Parts A & B of the BSA Annual Medical Forms. All unit leaders must have a completed, unexpired Part A and B of the BSA Annual Medical Forms for the participants in their unit. Unit leaders should have their own **copies** of the BSA Annual Medical forms at their campsite.

Medications **MUST** be kept with unit leadership in a safe location. Also any medications requiring refrigeration (i.e. insulin) may be stored at the Health Lodge.

Arrow of Lights Scouts/Den

ONLY Arrow of Light Scouts may participate at a Scouts BSA “camporee” (council coordinated, short-term camp, see NCAP SA-001) during the day and/or overnight in one of two ways:

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

AOL Units need to provide their own two-deep leadership and must register for the event as their own unit. Requests may be submitted so that the AOL Den is camping near their desired Troop.

Source: [https://www.scouting.org/health-and-safety/gss/gss03/America \(scouting.org\)](https://www.scouting.org/health-and-safety/gss/gss03/America (scouting.org))

Scheduling Note

All competition events are held on Saturday, concluding with a Campfire and Cracker Barrel. Check-out will be Sunday morning following interfaith services inside the Dining Hall. All units are requested to attend Interfaith Services, but it is not mandatory. No units may depart until after their campsite has been inspected and cleared to leave by a staff member. If a unit needs to leave prior to Sunday morning, they will need to have their campsite ready for inspection immediately following dinner. Health binders will be returned when checking out in the Health Lodge.

CHECK-OUT

Sunday Morning
8:00 am - 10:30 am
Health Lodge in Dining Room

No units may depart until after their campsite has been inspected and cleared to leave. If a unit needs to leave prior to Sunday morning, they will need to have their campsite ready for inspection immediately following dinner.

Health binders will be returned as checking out in the Health Lodge.

SPL/ADULT LEADER MEETING

After check-in, each unit will be expected to set up their campsite. At 9:00 PM, there will be a mandatory leader meeting for SM and their designated Assistant Leaders in the dining hall.

At this time, units will receive pertinent information for the weekend’s events. Special bulletins regarding changes to the program or schedule will be provided if need be. Staff will answer any and all questions and resolve any issues. If additional staffing assistance is required, units may be asked to volunteer.

Celebration at Camelot (Campfire Program)

Knight/King Arthur/mythology themed skits and songs are encouraged. Please discuss with patrols a skit or song they would like to perform. SPLs will sign-up their patrols during their station “**Are your Knights Worthy?**”.

All are encouraged to display their Knight/King Arthur spirit during the whole event, but especially during the campfire. No real weapons; only plastic, foam, cardboard, or 3D printed will be allowed. No sharp edges.

A cracker barrel will be held in the dining hall following the campfire program. Please bring a snack or dessert to the dining hall at evening flags.

PREPARE YOUR KNIGHTS FOR THEIR QUEST

Each Troop will need to create a Troop Royal Crest banner. This will carry with them along their journey. They may include their Patrol name and unit number. Any inappropriate names or images will not be allowed and points will not be given.



SCHEDULE

Friday, April 11, 2025

5:00pm – Registration Opens

8:00pm – Check-In Station Closes

9:00pm - SPL/Adult Leader Meeting/Adult station volunteers (in dining hall)

10:00pm – Quiet Hours Begin

11:00pm – Lights Out

Saturday, April 12, 2025

8:00am - 8:30am Morning Flags

9:00am - 12:00pm Station Rotation

12:00pm - 1:30pm Lunch

1:40pm - 4:50pm Station Rotation

5:00pm - 6:50pm Dinner

7:00pm - 7:20pm Evening Flags - Bring Cracker Barrel to Dining Hall

7:30pm - 8:15pm Campfire Celebration at Camelot (Council Fire)

8:15pm - 9:00pm Order of the Arrow Call-out

9:00pm - 10:00pm Cracker Barrel - in Dining Hall

10:00pm - 11:00pm Quiet Hours

11:00pm Lights Out

Sunday, April 13, 2025

8:30am – Scouts' Own Service (in Dining Hall)

9:00am – Camp Clean Up Begins

9:30am – Check-Out Opens

11:00am – All Units have Departed

*Any updates to the schedule will be shared at check-in, in the facebook group and at flags.

KNIGHTS' QUESTS

Points Breakdown

** The Top 3 scoring Patrols will receive award plaques in recognition of their performance at the closing ceremony. **

Traders (free adults)

Traders will be wandering around camp in the morning. They may have something that will help the knights in one of your quests. They will have "shrubbery coins" to buy items that you use. Look for traders and strike your best deal.



Station 1: Imprisoning the Killer Rabbit

Imprison the Killer Rabbit before it eats you! Patrols will have 10 minutes to pick up a bucket with 4 sections of 20-foot rope and then transport it along the 30-foot course, while staying 6 feet from the bucket at all times. Patrols will be given points based on how far they can transport the bucket along the 30 feet of the course, with a bonus for flipping the bucket over the rabbit's head. If the bucket touches the ground while being transported, Scouts must remove all ropes and go back to the start of the course, time still ticking. You will be allowed 1 hint.



Station 2: The Black Knights Recovery

The Black Knight has been mutilated by King Arthur in several different ways! He has entrusted you to put him back together and take care of his 6 wounds. You will have to analyze the situation presented and treat him quickly.



Station 3: WHERE'D MY CASTLE GO!!!

How much do you really know about King Arthur, Merlin, and the Scouting Grail? We will have a series of questions about the characters and the movie itself that you will have to answer correctly. Bonus points for knowing where the castle went.



Station 4: The Enchanters Test

The Enchanter wants to join your party! But first he must determine if you are worthy. The Enchanter has set up 3 strings at different heights that you have to burn through in 15 minutes. With each string you burn through, the enchanter will grow more interested in your party! Bonus points if you can start the fire in under 5 minutes and more if still lit at 15 minutes.



Station 5: Sir Robin's Bridge Repair

Sir Robin was stopped at the 3-Headed Giant's bridge. The Black Knights Bridge has collapsed! Everyone in your patrol will pair up into groups of two. Each pair will use one hand per person to tie an assigned knot. Only one pair can tie a knot at a time. There will be 4 knots total per patrol and 2 minutes allowed per knot. These will be basic knots such as the square knot, clove hitch, etc. If you do not have enough people, each pair may have to tie multiple knots. Extra Points for completing the bonus knot which will be significantly more challenging and will not be a basic knot.



Station 6: Sir Lancelot Must Rescue the Princess

Sir Lancelot received a message from a princess trapped in a tower. He needs knights to help rescue her. He is looking for the most accurate knights. Demonstrate your skills to Sir Lancelot and be chosen to help in his side quest.



Station 7: Are your Knights Worthy?

Here you and your patrol will show off your Patrol Kingdom Flag, costumes, and yell. For the highest possible points, keep it theme related and Scout appropriate.

Patrol will also sign-up for evening skits, songs, run-ons for the evening's celebration at Camelot.



LOGISTICS

Campsites

Units attending the event will be assigned a campsite. Campsite assignment will be relayed at the time of check-in. To help with logistics, please pre-register as accurate a count of scouts and adults expected from your unit as possible.

To submit a medical accommodation or campsite, please contact Jennifer Western directly. Please do not drop off any trailers at camp until contact has been made so the trailer is parked in your campsite and not assigned to a different unit.

One vehicle per unit will be allowed to drive to the campsite upon arriving at the camporee, and then again when the unit is departing. Usually this is the vehicle transporting the unit trailer, but in the absence of a trailer, one truck/van may transport gear to the campsite. Once the trailer/gear has been dropped off, the vehicle must be returned to the parking lot for the duration of the camporee.

Water

Water will be available at every campsite via freshwater pumps. No dishwashing, bathing, or hand washing will be allowed at these pumps. Water should be taken back to your campsite for proper cleaning. Please do not waste water.

Latrines, Shower House restrooms, and dining hall restrooms nearby. Showers will NOT be in use as they have been winterized, but the restrooms will remain available.

Be sure to keep your site well organized and clean. Remember that other units will be camping next to or near your site, so please be sure to respect their space and please keep in mind the designated quiet hours. Scouts BSA units may camp together if the units are linked by the same Charter Organization. YPT guidelines must be followed for boy and girl units.

Unit campsites should be maintained in good taste and in accordance with BSA guidelines. Individual units are responsible for all of their camping equipment and supplies. Generators will not be allowed in campsites.

Trash

Leave No Trace! There are some trash cans around camp and dumpsters near the Shower House.
Please leave the area cleaner than you found it.

Personal Vehicles in Camp

Outside of transporting the unit trailer to/from the campsite, no personal vehicles may be used in camp.

Food and Cooking Equipment

All units will be responsible for providing their own food and cooking equipment for the participants in their unit. The camporee staff is not responsible for providing meals, nor will they have access to food preparation supplies.

All units should be prepared to clean and sanitize their dishes and food preparation supplies at the conclusion of every meal. There will be trash cans available to properly dispose of full trash bags. Please plan accordingly.

Campfires and Firewood

Fires are only to be built in established fire pits. Firewood is provided near campsites for use.

Buddy System

As with everything in scouting, safety is paramount. The use of the buddy system must be utilized while in camp. Any scout leaving their campsite should have a buddy, regardless of destination.

Buddy System Guidelines per Guide to Safe Scouting:

- The buddy system should be used at all times. Horseback riding, cycling, canvassing the neighborhood during a fundraiser...you name it, you need a buddy.
- It's recommended that buddies know and be comfortable with each other. No youth should be forced into or made to feel uncomfortable by a buddy assignment.
- It is strongly encouraged to pair Scouts of similar abilities, ages and maturity. **Buddy pairs should be no more than two years apart in age and should be single gender.** There are no boy-girl buddy pairs in any programs, including Venturing and Sea Scouts.
- A buddy team may consist of three Scouts when necessary, like an odd number in a group.

RESPONSIBILITY

Leaders must ensure that all participating in Scouting activities abide by the Scout Oath and Scout Law. Adult leaders and youth members share the responsibility for the safety of all participants in the program, including adherence to Youth Protection and health and safety policies.

- Adult leaders are responsible for monitoring behavior and intervening when necessary.
- Physical violence, sexual activity, emotional abuse, spiritual abuse, unauthorized weapons, hazing, discrimination, harassment, initiation rites, bullying, cyberbullying, theft, verbal insults, drugs, alcohol, and pornography have no place in the Scouting program and may result in revocation of membership.

All leaders are required to adhere to the **Scouter Code of Conduct**.

ADDITIONAL ITEMS

Personal Gear

Field (Class A) uniform is requested for arrival, for the Saturday evening campfire program (if not wearing Halloween apparel or costumes) and for the Sunday morning Scouts' Own service. Activity (Class B) uniform or Halloween apparel or costumes is suitable for other activities at camp.

Scouts should be prepared for the weather. Please plan ahead and prepare by bringing the appropriate clothes and footwear. No special gear is required for the camporee outside of the normal Scout Essentials found in the Scout Handbook.

Outdoor Ethics

Units are to adhere to the Leave No Trace principles while in camp. Units are encouraged to review the principles with all campers/participants prior to arrival at the camporee.

- Fires are only to be built in established fire pits
- Be respectful to wildlife and fellow campers by minimizing campsite noise.
- Do not cut down live vegetation unless directed by Camp Ranger at the service station.
- Travel on established paths and durable surfaces
- Dispose of waste in the proper receptacles

Interfaith Scouts' Own Service

A brief Scouts' Own worship service will be held on Sunday morning in the dining hall. We will reflect on nature, coming together, and reflection. All units are requested to attend. Field (Class A) uniform is appropriate attire. The service will be followed by final instructions for check-out and departure.

If you have a scout that need to lead an interfaith service for their rank, please reach out to the Camp Director.

Lost and Found

During the camporee, Lost and Found will be located on a table just outside the main doors of the dining hall. Electronics, credit cards, cash, or keys turned in will be at the health lodge inside the dining hall. Gear and clothing items not claimed prior to the closing of the event will be disposed of or donated 1 week after the event.

Emergency Procedures and Security

SPLs and Scoutmasters will be briefed on camp-specific emergency procedures at the Friday night meeting. An overview of emergency procedures will be shared with all participants after the flag raising on Saturday morning. Camp will provide appropriate 911 or EMS coverage. Report any and all injuries to a Camporee Staff member. In the event of a medical issue please DO NOT call 911, Contact a staff member.

HEALTH AND SAFETY

Campers should not participate if they are experiencing any symptoms of infectious disease, including fever, vomiting, diarrhea, or cough. Unit leaders are asked to screen their participants prior to departure for camp. For more information about pre-event medical screening, see the checklist available at <https://www.scouting.org/health-and-safety/safetymoments/pre-event-medical-screening/>.

Unit Roster

On arrival, each unit MUST submit a roster with which names youth and adult participants, notes that a complete health form is provided for each participant, and highlights any medial alerts.

All adults in attendance must have up-to-date Youth Protection Training (YPT), regardless of their registration status with BSA.

Medical Alerts

The unit must, through direct familiarity with a participant's medical history, or by reviewing health forms submitted by participants, identify any medical alerts that the Camporee Health Officer should be aware of. These include participants with mobility issues requiring assistance, rescue medications such as epi pens or inhalers, acute environmental or food allergies, seizure disorders, or other conditions which might reasonably require monitoring or result in a medical emergency during the camporee.

Health Forms

Each participant – youth and adult – must have a current (i.e., dated with the past year) BSA health form parts A&B. All areas of the form must be complete. This includes either listing vaccination dates in section B2 or attaching a list of vaccination dates. An insurance card (or note indicating there is no applicable insurance) should be attached. Youth forms must be signed by a parent or guardian.

Prior to arrival, the customer must assemble a paper copy of health forms for all participants, and place them in a 3-ring binder. The spine of the binder must be labeled with the unit number.

Forms will be checked against the unit roster at check-in. Any youth or adult without a current health form will not be permitted to remain at the event.

Health forms will be held by the Camporee Health Officer in a secure location throughout the event, and returned to the unit leader at check-out.

Any health forms not claimed by the unit at check-out will be shredded promptly after the event.

Medications

Unit adults are responsible for collection and distribution of youth medication in their unit.

The unit must have and use its own process to track the frequency and dosage of medications to be taken, and log that they have been administered to the youth. The unit should be prepared to share this information with the Camporee Health Officer if requested on a spot check basis.

If your unit has medications that require special handling, such as refrigeration, please inform the Camporee Medical Officer at check-in. These may be kept at the Health Lodge.

Emergency-use medications (Epi-pen, inhalers, etc.) should be kept on the person to whom they are prescribed.

Accidents, Incidents, and Illnesses

Each unit must have a stocked first aid kit available and accessible to unit participants. It is expected that minor first aid treatment is rendered by unit adults in the unit campsite.

Leaders and participants are required to report to the Camporee Health Officer any accidents, incidents, or illnesses occurring during the camporee which require treatment beyond minor first aid.

The Camporee Health Officer is required to document each accident, incident, or illness on the BSA first aid form. The form will be submitted to the council following the event.

Restricted Items

Alcoholic beverages and illegal drugs are not permitted in camp. Possession or use of them on camp property will be cause for removal from camp.

Vehicles are not permitted in campsites. Vehicles should be parked only in the main parking lot. One vehicle is allowed to make a single trip to the campsite for troop and personal gear at check-in and check-out. Only camp service vehicles are allowed on camp roads during the activity portion of the camporee.

Smoking is prohibited in camp (per state law and BSA policy). This includes electronic nicotine delivery systems. All buildings are smoke-free environments. Smoking in campsites or outside the entrance or exit of the building is not permitted.

Changes & Event Cancellation Policy

The Camporee Director & their Staff are the only individuals authorized to change or cancel a scheduled activity. Any necessary changes will be made at the earliest possible time and posted in writing at the Health Office. If you have a question about the program, please feel free to come to HO at any time or ask a staff member.

In the unlikely event Camporee must be canceled ahead of time, an email notification will go out to all persons who made an online reservation as well as to the SM general distribution list. A notification will go out approximately noon on Friday, October 25th if the event is canceled, refunds will be given. Otherwise, individual cancellations will be handled on a case by case basis with a physician's note. Contact the CAC scout office.

CAMPOREE UNIT ROSTER

Complete this form and place it in the front of your unit's health form 3-ring binder that you will turn in at check-in. For each participant:

- ☐ Fill in the roster with first name and last name. Attach additional pages as needed.
- ☐ Indicate if the participant is a youth or adult.
- ☐ Use this form to check (✓) that your unit's BSA health forms are complete. They must include Parts A/B, be dated within the last year, be signed (including by a parent if a youth form), indicate dates for vaccinations, and have an insurance card attached.
- ☐ Indicate (X) if a participant has health alerts, including mobility issue needing assistance, a rescue medication (e.g., epi pen or inhaler), an acute environmental or food allergy, or other condition that the Camporee Health Officer should be aware of.

	LAST NAME	FIRST NAME	Y/A	HEALTH FORM (✓)					ALERTS (X)			
			YOUTH / ADULT	IN UNIT BINDER	PART A/B CURRENT	SIGNED	VACCINATIONS	INSURANCE CARD	MOBILITY	RESCUE EPI / INHALER	ACUTE ALLERGY	OTHER ALERT
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2												
3												
4												
5												
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11												
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