



Crossroads of America Eastern Division 2025 Fall Camporee **CLUED IN**

Where: Camp Kikthawenund in Frankton, IN 46044

When: Friday Oct. 17 @ 5-7PM to Sunday Oct. 19 @ 12PM

What: A weekend of solving mysteries while learning scout skills along the way!

Who: Scouts, Adult Leaders, and 5th Grade AOLs (only with parents).

Information:

- **\$15 per Scout!**
- **All attendees must register and complete Health Forms Part A & B.**
- **All Scouts are encouraged to dress up as a Clue character, or any mystery-related character! An award will be given to the Best Dressed Patrol!**
- **Make sure to show off your Scouting spirit throughout the weekend!**
- **Troops/patrols are encouraged to participate in the closing ceremony! Please prepare a skit or song related to mysteries!**
- **Be prepared! Come ready to show off both your Scouting and Problem-Solving skills.**

Station Locations

(Don't be fooled; though we list the "locations" of each station at the Clue Manor, the real location is listed after the dash!)

Orienteering at the Grounds - Dan Beard Treehouse

First Aid at the Medic Office - Fort Miami

Pool (Gaga) at the Billiard Room - Gaga Ball Pit

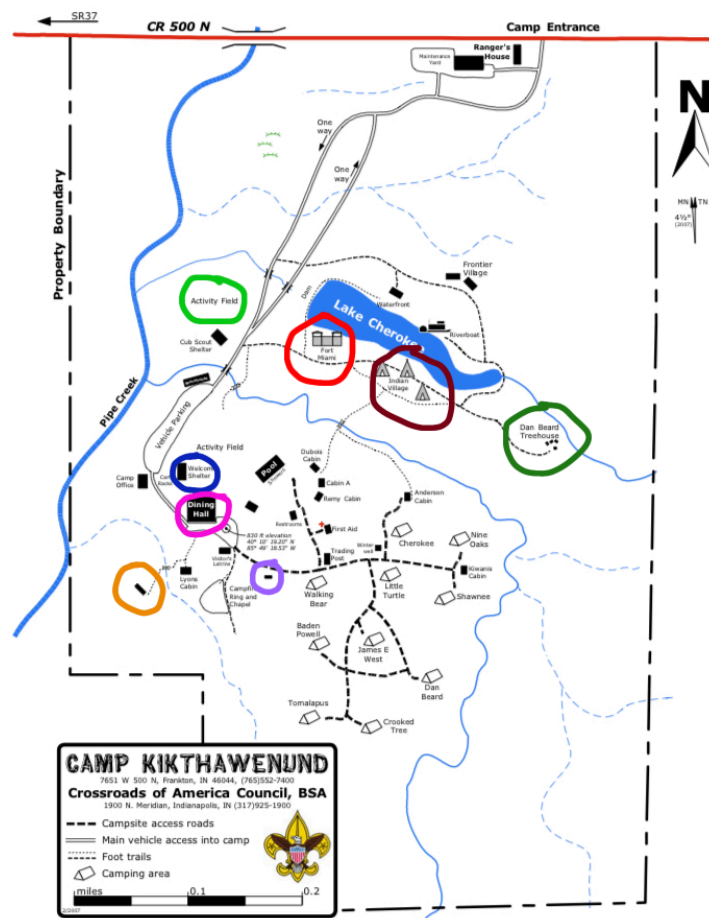
Rifle Shooting at the Range - Range

Fingerprinting at the Laboratory - Welcome Center

Relay Race at the Halls - Activity Field*

Villain Trivia at the Library - Dining Hall

Firebuilding at the Fireplace - Indian Village



*The Activity Field near the Cub Scout Shelter, not the one by main flags

Camporee Schedule

Friday October 17th

5:00-7:00PM - Registration and check-in located in Dining Hall

8:00-8:30PM - SPL and Chaplain's Aide Meeting located in Camporee Headquarters

9:00PM - Adult Leader Meeting located in Camporee Headquarters

11:00PM - Taps (all quiet in camp)

Saturday October 18th

6:00-7:45AM - Reveille and breakfast in campsites

7:45-8:15AM - Patrol Leader Meeting located in Camporee Headquarters

8:15-8:30AM - Morning colors and opening ceremony located at main flags

8:30-12:39PM - Programs (4 stations)

12:30-1:30PM - Lunch at campsites

1:30-5:30PM - Program (last 4 stations). As soon as finished with last station, report to Dining Hall and place your guess for who did it.

5:45-6:00PM - Evening colors located at main flags

6:00-7:45PM - Dinner at campsites

8:00-9:00PM - Evening campfire program (troop participation encouraged!)

9:00-9:30PM - Adult Leader and SPL meeting located in Camporee Headquarters

9:00-10:40PM - Viewing of the *Clue* movie located in Dining Hall

11:00PM - Taps (all quiet in camp)

Sunday October 19th

6:00-7:45AM - Reveille and breakfast in campsites

8:00-8:15AM - Morning colors located at main flags

8:30-9:30AM - Scout's Own and closing award ceremony

10:00AM - Clean campsites and check out

12:00PM - Make sure to have left camp

Stations

Uh oh! We've got a tripper on the loose! It's your patrol's job to identify our suspect. But first, you need to learn about each suspect. Travel around Clue Manor and investigate each suspect (station leader) by completing their station! Once you complete their station, they will give you a clue, and their individual character card. Only once you have all of the suspects' cards can you make your guess as to who did it (you can submit your guess at the Dining Hall)! But watch out; you can never who could trip you up.

The Grounds' Orienteering

Description: Use your orienteering skills to follow Jack the Tripper's path and hunt him down! This will also complete First Class Requirement #4a. Scoring: Based on your time and accuracy in completing the course.

The Medic Office's First Aid

Description: Use your first aid skills to help Jack the Tripper's other victims! Scoring: Based on a specific checklist of proper responses to the first-aid scenarios; accurate assessment and treatment are your priority.

The Billiard Room's Pool

Description: Use your most baller moves to last the longest in a pool-themed Gaga Ball game and get intel on Jack the Tripper! Avoid getting hit below the waist and outlast the other patrols. Scoring: Based on overall patrol success in the games, as well as individual outcomes.

The Range's Rifle Shooting

Description: Use your accuracy to really lock in and defend against Jack the Tripper! Scoring: Based on the average score for all eligible patrol members, based on their accuracy on each shot.

The Laboratory's Fingerprinting

Description: Use your STEM skills to figure out the forensic evidence on Jack the Tripper, and identify the fingerprints found at the crime scene. Depending on time, this will result in either a partial or full Fingerprinting merit badge for patrols who attend. Scoring: Based on specific rubric determining clarity of fingerprints, accurate responses to questions, correct identification of fingerprints, and elapsed time for completion.

The Hall's Relay Race

Description: Use your speed and endurance to race against Jack the Tripper! Scoring: Based on the average times of 4 of your patrol members' laps; adjustments will be made as necessary for smaller patrols.

The Library's Villain Trivia

Description: Use your detective skills to figure out Jack the Tripper's potential motives, and identify facts about fictional villains he could be imitating! **Scoring:** Based on correct responses to trivia questions, with challenging questions weighted more.

The Fireplace's Firebuilding

Description: Use your fire-making skills to help heat up the halls of Clue Manor and find out more about Jack the Tripper! **Scoring:** Based on the length of time it takes patrols to burn through a wooden rod and the amount of matches they use.

Awards

Awards will be given to the 1st, 2nd, and 3rd patrol at each station. Additionally, all patrols' rankings will be averaged across all stations, and an overall 1st, 2nd, and 3rd place patrol will be awarded for the whole camporee. Plus, an award will be given out for the Best-Dressed Patrol, and for the first patrol who successfully identifies Jack the Tripper! (However, remember that you have to complete all stations before submitting your guess.)

Other Information

The evening campfire, which is from 8:00-9:00PM on Saturday, will be open to all patrols to perform a song or skit! Try to keep it on theme, and make sure it is Scouting-appropriate. Please let the SPLs from 1033 and 133 know if your patrol would like to participate in the campfire; some good times for this are during lunch or in between stations. We heavily encourage participation!

Additionally, after the campfire program, we will again be showing a movie in the Dining Hall, from 9:00-10:40PM. This time it's *Clue* (1985), and it is rated PG.