

Enter into the Magical World of Scoutcraft and Wizardry



Leader's Guide 2025

Welcome to the Frontier School of Scoutcraft and Wizardry!

We are pleased to inform you that you have been accepted to the Frontier School of Scoutcraft and Wizardry! This is a Harry Potter inspired camporee where you can grow your scouting skills through themed activities. For this camporee, you will be traveling to Camp Arrowhead, Marshfield, Missouri for scout wizard's training.

*Please find enclosed all of your travel information.
We eagerly await your arrival.*

Yours Sincerely,

Donovan and Ashley Hibbs

Headmasters of Frontier School of Scoutcraft and Wizardry

Registration

Please register on BlackPug to let the professors know that you are attending.

Early Registration Cost is \$15 dollars per Scout before March 1st. Adult early registration price is \$10. After March 1st, registration will increase to \$20 per youth and \$15 per Scout. Price covers camping fees, patch, station supplies.

Deadline to register is Friday, March 14th, 2025.

Troop Schedule of Events:

Friday, March 28th, 2025

Time:	Activity:	Location:
6:00pm - 8:30pm	Registration	King's Cross Station (Foster's Lodge)
9:00pm - 9:30pm	Sorting Ceremony (Wear Field Uniform)	Quidditch Field
10:00pm	Candles Out	House Dorms (Campsites)

Which House will you be part of?

Lions (red)
Ravens (blue)
Badgers (yellow)
Snakes (green)

Your house will be your scout patrol for the program day.

You will work together to earn house points.

Whichever house has the most points at the end of the day will earn the House Cup!

Saturday, March 29th, 2025

Time:	Activity:	Location:
8:30am - 8:50am	Opening Ceremony (Wear Field Uniform)	Quidditch Field

	Lions	Badgers	Snakes	Ravens
9:00 - 9:40	Charms	Herbology	Care of Magical Creatures	Potions
9:50 - 10:30	Herbology	Care of Magical Creatures	Potions	Charms
10:40 - 11:20	Care of Magical Creatures	Potions	Charms	Herbology
11:30 - 12:10	Potions	Charms	Herbology	Care of Magical Creatures

12:20pm - 1:20pm	Lunch	House Dorms (Campsites)
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	Lions	Badgers	Snakes	Ravens
1:30 - 2:10	Transfiguration	Transfiguration	Transfiguration	Transfiguration
2:20 - 3:00	History of Magic	History of Magic	Wizard's Chess	Wizard's Chess
3:10 - 3:50	Wizard's Chess	Wizard's Chess	History of Magic	History of Magic

4:00pm - 4:50pm	Quidditch Tournament	Quidditch Field
5:00pm - 6:20pm	Prepare Your Dish	House Dorms
6:30pm - 7:30pm	Great Feast	Great Hall
8:00pm - 10:30pm	Movie (Optional)	Great Hall
11:00pm	Candles Out	House Dorms (Campsites)

Sunday, March 30th, 2025

9:30am - 11:00am	Wizards pack up and clean dormitories. Don't forget your House Elves!	House Dorms (Campsites)
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Troop Activity Descriptions:

CHARMS (Totin' Chip): Saturday morning activity. One of the most important tools a wizard needs is a wand. Wizards will learn to craft a new wand. **If the wizard already has a current totin' chip card, he should bring a BSA appropriate pocket knife to this event.**

HERBOLOGY (Plants): Saturday morning activity. Wizards should know the plants growing in the forbidden forest. Any wizards that are poisoned or partially eaten by the plants should be taken immediately to the hospital wing. **Each wizard should bring a sketch pad with pencil.**

CARE OF MAGICAL CREATURES (Wild Life): Saturday morning activity. There are many wonderful creatures around Hogwarts. Wizards will learn how to identify and care for the magical creatures. **Each wizard should bring a sketch pad with pencil.**

POTIONS (Cooking): Saturday morning activity. Travel to Hogsmeade and take a break from your studies by brewing your own Butterbeer.

TRANSFIGURATION (Rank Advancement): Saturday afternoon activity. Wizards can prepare to exceed expectations on their OWLS with a little extra help from their professors. Unit professors can reach out to the Headmaster prior to camp and let them know what requirements we can help the young wizards with. Ranks will be sorted into Scout/Tenderfoot, Second Class, First Class and Road to Eagle.

HISTORY OF MAGIC: Saturday afternoon activity. Wizards will have the opportunity to earn points for their house by playing Harry Potter Trivia. Wizards study up about the Boy Who Lived and his adventures!

WIZARDS CHESS (Chess): Saturday afternoon activity. Wizards will learn the proper rules of wizard chess, challenge each other in a short tournament.

QUIDDITCH (Game) at the Quidditch Field: Saturday afternoon activity. Quidditch is a popular wizarding sport played traditionally on broomsticks. It is similar to muggle soccer/football. Since you have not yet learned how to fly on broomsticks, you will have to promise to keep your broomsticks on the ground!

How to play: The object of the game is to score more points than your opponents.

- ★ Each Quaffle (ball) thrown through an opposing gold hoop is worth ten points
- ★ The team that scores 150 points is declared the match winner.
- ★ Multiple matches may occur if time allows.
- ★ The Quaffle (ball) must be passed to a player on the same team at least two times in a row before being thrown towards the opposing team's hoop.
- ★ If the Quaffle is not passed to another player on the same team twice in a row before a goal, then the goal does not count.
- ★ If an opposing member touches a player holding the ball, the player carrying the ball must FREEZE (stop running) and the Quaffle must be thrown immediately at least 20 meters towards an open spot on the field and the Quaffle cannot be recovered by the same player (but it can be recovered by the same or opposing team).
- ★ When not played on broomsticks, a penalty (subtraction of points) might be called by the referee for any type of unnecessary rough play.
- ★ Play begins when the referee blows a whistle and throws the Quaffle into play.

- ★ After a goal is scored, the team that was just scored against will start again by carrying the Quaffle back into play.
- ★ The goal hoops cannot be obstructed by anything other than a single keeper (goalkeeper). If the goal is obstructed by multiple keepers or other objects, the referee may choose to signal the team for poor sportsmanship and may choose to lock the offending players in Azkaban for up to two years.
- ★ If the player is injured, a hoop is accidentally broken or the Quaffle leaves the playing field, then a time-out may be called by any wizard in order to organize a proper safe game.

GREAT FEAST (Saturday Dinner) in the Great Hall: The day of events will conclude with a potluck feast for dinner. This dinner will include pot luck dinner where wizards will be asked to bring sides, fruit or salads. There will be one hour in the evening to give wizards a chance to make their own sides/desserts at their dormitories/campsites.

MOTION PICTURE (optional) in the Great Hall: This activity is optional. After the Great Feast is completed, the Wizards may join us in the Great Hall to watch the movie that was selected by the majority of wizards. Note: Some Harry Potter movie themes are a bit darker and may not be suitable for all Scouts (Adult Leader discretion is advised). Depending on the movie selected, which will be announced at the Great Feast, the movie will be rated either PG or PG-13.

Awards:

PATCH: Each wizard student will receive one patch in recognition of being a new wizard member of the Frontier School of Scoutcraft and Wizardry.

HOUSE CUP: House Points may be added and/or subtracted throughout the weekend – only awarded by an official Frontier professor. The House with the most points will earn the House Cup and it will be awarded at the Grand Feast Saturday evening.

CAMPOREE TROPHY: The Camporee Trophy will be awarded to the Patrol that best demonstrates the Scout Law and Scout Spirit throughout the weekend through friendly competition, best effort and cheerful service.

Cub Scout Schedule of Events:

Friday, March 28th, 2025

Time:	Activity:	Location:
6:00pm - 8:30pm	Registration	
10:00pm	Candles Out	House Dorms (Campsites)

Saturday, March 29th, 2025

Time:	Activity:	Location:
8:30am - 8:50am	Opening Ceremony (Wear Field Uniform)	Quidditch Field

	Lions & Tigers	Wolves & Bears	Webelos & AOLs
9:00 - 9:50am	I Want to Be a Wizard!	Build Your Own Magical Creature	Marauder Map
10:00 - 10:50am	Build Your Own Magical Creature	Marauder Map	I Want to Be a Wizard!
11:00 - 11:50am	Marauder Map	I Want to Be a Wizard!	Build Your Own Magical Creature

12:00pm - 12:50pm	Lunch	House Dorms (Campsites)
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	Lions & Tigers	Wolves & Bears	Webelos & AOLs
1:00 - 1:50pm	Treat from Hogsmeade	Tri-Wizard Tournament	Destroy the Horcruxes
2:00 - 2:50pm	Destroy the Horcruxes	Treat from Hogsmeade	Tri-Wizard Tournament
3:00 - 3:50	Tri-Wizard Tournament	Destroy the Horcruxes	Treat from Hogsmeade

4:00pm - 4:50pm	Watch the Quidditch Tournament (Optional)	Quidditch Field
5:00pm - 6:20pm	Free Time	House Dorms
6:30pm - 7:30pm	Grand Feast (please bring a side/dessert in participating)	Great Hall
8:00pm - 10:30pm	Movie (Optional)	Great Hall
11:00pm	Candles Out	House Dorms (Campsites)

Sunday, March 30th, 2025

9:30am - 11:00am	Wizards pack up and clean dormitories. Don't forget your House Elves!	House Dorms (Campsites)
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Cub Activity Descriptions:

I WANT TO BE A WIZARD: Before getting their acceptance letters on their 11th birthday, young Scouts dream of magical adventures and getting their first wand. Scouts will make their wands to take on their journey.

BUILD YOUR OWN MAGICAL CREATURE: The World of Harry Potter is full of magical creatures: unicorns, dragons, and ARAGOG! Aragog was once a pet of Hagrid, the Hogwarts Groundskeeper, but it now lives in the dark forest. Scouts have heard rumors of this giant creature and will

recreate Aragog using various supplies to see who can build the largest spider.

MARAUDERS MAP: Another rumor is that of a special map that Harry and his friends use to find the Room of Requirement. Scouts will be given a map and compass to practice basic orienteering skills.

TREATS FROM HOGSMEADE: Hogsmeade is the only all wizard village in Britain with many shops. Honeydukes and the Three Broomsticks serve Butterbeer, a favorite beverage of wizards. The recipe and ingredients have been delivered and it is up to you to recreate this famous drink.

TRI-WIZARD TOURNAMENT: Scouts from other wizarding schools come together to compete for the Tri-Wizard Cup. There can only be one champion and all scouts dream of entering their name into the tournament. Our young scouts will compete in three physical challenges to prepare for someday entering the tournament themselves.

DESTROY THE HORCRUXES: Scouts will embark on a scavenger hunt to help Harry Potter destroy the horcruxes in hopes of defeating He Who Must Not Be Named. Find them all to help Harry save the day!

Ministry of Magic Proclamations:

GENERAL: The Scout Executive or his Designee, the Camp Ranger, Camp Directors and On-duty Campmasters are authorized to enforce these rules and procedures. **The Scout Oath and Law will prevail as the code of the camp.** All information within Scouting America's Guide to Safe Scouting will be observed.

CAMPsites: Policy states that packs and troops cannot share a campsite. Packs will be located on the east side of camp and troops will be on the west side of camp.

YOUTH PROTECTION: At least ONE leader within any group must be current in Youth Protection Training. The Ozark Trails Council enforces the Youth Protection Guidelines identified in the Guide to Safe Scouting.

LEADERSHIP: The Ozark Trails Council follows the BSA National Policy requiring at least two (2) adult leaders (one must be 21 years or older) on all trips and outings.

DRUG, ALCOHOL AND TOBACCO USE AND ABUSE: All buildings or facilities under control of the local council are designated as non smoking facilities. Smoking outside entrance/exit doors is not permitted at any location. In addition, all Scouting functions, meetings or activities should be conducted on a smoke free basis with permitted smoking areas away from all participants. Smoking in the presence of youth members is strictly prohibited.

Scouting America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by Scouting America, or at any activity involving participation of youth members.

Resource: Guide to Safe Scouting

FIRES: Fires shall be tended at all times. Ground fires are permitted only in existing fire pits. Liquid fuels may not be used for starting any type of fire. Propane and liquid fuels must be used under direct adult supervision and kept locked when not in use. Please make sure you have a water bucket and shovel/rake. If you need these, they can be obtained from the quartermaster.

FIREWOOD: *Due to the threat of insect infestation and/or disease the use of outside firewood is prohibited.* Downed wood may be gathered as firewood. Cutting live or standing dead trees is prohibited.

WATER: Water will be available at various locations throughout the school grounds.

VEHICLES: Only Troop trailers, broomsticks, and towing vehicles will be allowed to drive to, and remain in the campsites.

EMERGENCIES: Units are encouraged to be prepared to respond to minor injury situations with qualified trained leaders and appropriate first aid equipment. If further assistance is necessary, notify the nurse on duty in the "HOSPITAL WING".

UNIFORM: The uniform for the Camporee is the field uniform, and should be worn to meals and ceremonies. Wizards may wear their robes and other wizard attire when the field uniform is not required.

COURTESY: Please stay out of other dormitories/campsites unless invited. Quiet time is observed from 11pm to 7am. Please remain in campsites after 11pm, except for emergencies such as trolls and werewolves.

EARLY CHECKOUT: PLEASE LET US KNOW AT CHECK-IN IF YOU PLAN TO LEAVE BEFORE THE GRAND FEAST.

REGULAR CHECK OUT: PLEASE BE SURE THE CAMPSITE IS CLEAN, ALL LITTER AND TRASH HAS BEEN DISPOSED OF PROPERLY, NO SOCKS ARE LEFT BEHIND FOR HOUSE ELVES AND BE SURE TO CHECK-OUT WITH A CAMP DIRECTOR BEFORE YOU LEAVE.

DIAGON ALLEY SUPPLY LIST

In addition to your typical camping gear, **EVERY WIZARD (Scout)** should also visit their local Diagon Alley (Scout Store) and be sure to pack the following:

- ★ Field Uniform
- ★ Notepad/Sketch Pad with Pencils
- ★ Small First Aid Kit
- ★ Pocket Knife (if currently has a Totin' Chip Card) & Valid Totin' Chip Card

DUMBLEDORE'S ARMY: We need lots of cheerful service from Adult Leaders and to make this camporee a success. We have several opportunities to assist, including: specific magical tasks, assisting as professors within classes, photographers, prop building, and much more. If you would like to assist and to help make this a fantastic experience for all Scouts, please use your Muggle telephone to **contact Headmaster Donovan Hibbs at 417-718-9377 or Asst. Headmaster Ashley Hibbs at 417-718-9311.**