



Fall Camporee Leader's Guide
October 24 – 26, 2025
Camp Farwesta Community of Christ
Stewartsville, MO

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Welcome

Greetings Scouts and Scouters,

I would like to invite every member of the Pony Express Council to attend the Council-wide Fall Camporee 2025 Hosted by Grand River Trails District. Any registered Scout and Scouter is welcome to attend even though you may be outside our service area.

The Council-wide Fall Camporee 2025 Hosted by Grand River Trails District will take place October 24 through October 26, 2025 at Camp Farwesta, which is located just east of Stewartsville, Missouri on Highway 36.

This is a fun event for Packs, Troops, Crews, and Ships, so be prepared to show Scout Spirit and have a great time. We have planned full and exciting programs for all who attend; it does not matter if this is your first scout camporee or your hundredth scout camporee, it does not matter if you are a Cub Scout or an adult Scouter there will plenty of activities for all who attend.

This Council-wide Fall Camporee 2025 Hosted by Grand River Trails District has been geared towards innovation and technology. This is sure to be an event that you do not want to miss. All the information contained in this manual should allow your unit to be adequately prepared for a weekend full of fun and memorable experiences.

Yours in Scouting,

Eugene Lickenbrock

Points of Contact

Role	Name	Phone Number	Email
Camporee Chair	Cody Terhune	N/A	N/A
Camporee Advisor	Eugene Lickenbrock	816-213-3981	kocchemist@yahoo.com

Registration and Fees

The registration for this event can be found at the following link:

<https://scoutingevent.com/311-fallcamporee2025> . The cost for the event will \$10 for this event. The registration will go towards facility fees, program supplies, a patch, awards and two cracker barrels.

General Information

Disclaimer

The information in this Camporee manual may change before the Fall Camporee occurs. Final instructions will be provided on Friday evening and Saturday morning at the leaders' meeting.

Pre-Camporee Meeting

A new concept for this camporee, will that the Camporee staff will offer a Zoom meeting on Sunday October 5 at 8pm to review the program for the camporee and address any potential questions/concerns that units might have about the camporee.

We would like to see an adult leader for each pack and troop attend along with a Scout from each troop attend this meeting. Attendance will be reward.

The link for the Zoom meeting is <https://us02web.zoom.us/j/89338850681> or can be found at the below QR Code



Attendance Plans

All troops, crews and ships are encouraged to camp the entire weekend.

Cub packs are encouraged to attend the activities during the day on Saturday.

It is up to the discretion of individual troops as to if they would like to invite Webelos Scouts and Arrow of Light Scouts from respective packs to attend and camp for the weekend with their troops.

Meals

All meals except for the cracker barrel on Friday evening and the cracker barrel on Saturday evening are the responsibility of the units.

Camp Code

This is a Scouting event! As such, proper Scout-like behavior is expected of all Scouts and all Scouters. The Scout Oath and Law will always be the camp code during the Fall Camporee. Violations to following the Scout Oath and Law may result in the individual or entire unit being asked to leave the event.

Camporee General Rules

- The Scout Oath and Law will govern the behavior of all participants.
- The Buddy System must be followed by all Scouts at all times.
- Leave No Trace applies as always.
- No one may leave the Camporee site early unless approved by the Unit Leadership. Please have everyone check out at Headquarters before leaving the Camporee area.
- As with any Scout event, there will be no illegal drugs, alcohol, fireworks, firearms or other weapons.
- Sheath knives and fixed blade scabbard knives are prohibited.
- Campfires must be in a raised above ground pit and must be properly extinguished when the campsite is unattended.
- Report all accidents, injuries or other emergencies to a member of the Camporee Staff. Medical personnel will always be on site during the Camporee.
- Lost and found items should be turned into Headquarters.

Quiet Hours

Everyone must be in their campsites between the hours of 10:30 pm and 6:00 am. All are expected to be quiet. Lights out is 11:00 pm.

Parking

Parking is allowed only in parking areas designated by the staff.

Garbage

All trash must be taken with the units when they leave the camporee. There will be no access to dumpsters at Farwesta.

Fires

Campfires must be in a raised above ground pit and must be properly extinguished when the campsite is unattended.

Leader's Meeting

There will be an important Leader's meeting on Friday evening and Saturday morning. These meetings will cover any last-minute changes to information pertaining to the Fall Camporee, as well as any questions you may have about the Fall Camporee.

Religious Services

"A Scout is Reverent." We ask all troop leaders to encourage their Scouts to attend the Scout's Own Service we will conduct on Sunday morning of the camporee. Attendance will be rewarded.

Saturday Night Evening Show

Saturday night the Camporee Staff will put on an evening show including the presentation of some of the camporee awards, skits from the staff, skits from packs and troops and much more entertainment. We encourage everyone to wear their Class A uniforms.

Health Forms

Be sure to have health forms (Parts A & B) for all participants (adults and Scouts) attending the Fall Camporee. These forms should be shown to Headquarters during Check-In and then should be readily accessible at your campsite. All leaders in camp, in case of emergency, should know where these forms are located.

First Aid

Scout leaders are to be prepared to handle all minor situations. Health forms are to be kept with the unit and accessible. Each unit should have their First Aid Kit in their campsites. Serious injuries and emergencies must be immediately reported to the Camporee Headquarters.

Trained Medical Personnel will be present on site for the Camporee. Should any of your Scouts experience an injury or illness requiring treatment beyond Scout-rendered First Aid, please take them to the Camporee Headquarters.

Cracker Barrels

As part of the registration fee for the Spring Camporee, the Camporee Staff will provide cracker barrel to all participants on Friday and Saturday evenings.

Check-In Procedures

All units must have two registered adult leaders 21 years of age or over. Units with female youth or female program participants must have at least one registered female adult leader 21 years of age or over. All adults (age 18 or over) staying overnight must be registered members of the Scouting America.

Please make every attempt to have your Unit arrive together.

Check-in registration will be on Friday evening between the hours of 6:00 pm to 8:00 pm or Saturday morning between the hours of 7:00 am to 8:30 am at Camporee Headquarters. At check-in, all units must submit the following:

- Updated Unit Roster with names of all attendees
- Copy of Scouting America medical forms Parts A & B for all attendees (Note: Units will keep these in their campsites after Check-In is completed)
- Payment of any additional fees owed to council
- Copy of Youth Protection/Safeguarding Youth Certificates for all adults staying at the Camporee (Note: Units will keep these in their campsites after Check-In is completed)

Campsite assignments will be provided at Check-In.

Wristbands will be issued at check in. Anyone (adult or scout) without a wristband is not part of the event and should be reported to staff right away.

Check-Out Procedures

Check-out will begin after the closing ceremony on Sunday morning.

Your campsite **MUST** be inspected by a member of the Camporee Staff before you leave.

Prior to inspection, please complete the following:

- Ensure the campsite is litter free.
- Restore your campsite to better than you found it.
- Pack up your gear and be ready to depart.
- Request a campsite inspection by a Camporee Staff member by sending someone from the unit to Headquarters.
- Complete, and be ready to submit, a Camporee Evaluation Form.

Camporee Schedules

Cub Scouts

Saturday October 25, 2025	
Time	Activity
7:00 am to 8:30 am	Check-In/Registration
8:30 am to 9:00 am	Leader's Meeting
9:15 am to 9:45 am	Opening Ceremony
10:00 am to 12:30 pm	Morning Activity Session
12:30 pm to 1:30 pm	Lunch
1:30 pm to 4:00 pm	Afternoon Activity Session
4:00 pm to 5:00 pm	Master Chef Competition
5:00 pm to 6:00 pm	Egg Drop Challenge
6:00 pm to 7:30	Dinner
7:30pm to 7:45 pm	Assemble for Evening Activities
7:45 pm to 9:00 pm	Evening Show
9:15 pm	Cracker Barrel
9:30 pm	Depart for Home

Mic-O-Say

Saturday October 25, 2025	
Time	Activity
9:00 am to 10:00 am	Arrive and Dress for Dance Competition
10:00 am to 12:00 pm	Dance Competition

Scout Troops

Friday October 24,2025	
Time	Activity
6:00 pm to 8:00 pm	Check-In/Registration/Set Up Campsites
8:15 pm to 8:45 pm	Leader’s Meeting
9:00 pm to 10:30pm	Shark Tank
10:30 pm	Cracker Barrel
11:00 pm	Lights Out

Saturday October 25, 2025	
Time	Activity
7:00 am to 8:30 am	Breakfast/ Check-In/Registration/Set Up Campsites
8:30 am to 9:00 am	Leader’s Meeting
9:15 am to 9:45 am	Opening Ceremony
10:00 am to 12:30 pm	Morning Activity Session
12:30 pm to 1:30 pm	Lunch
1:30 pm to 4:00 pm	Afternoon Activity Session
4:00 pm to 5:00 pm	Master Chef Challenge
5:00 pm to 6:00 pm	Egg Drop Challenge
6:00pm to 7:30 pm	Dinner
7:30 pm to 7:45 pm	Assemble for Evening Show
7:45 pm to 9:00 pm	Evening Show
9:15 pm	Cracker Barrel
11:00 pm	Lights Out

Sunday October 26,2025	
Time	Activity
7:00 am to 9:00 am	Breakfast/ Check-Out/Breakdown Campsites
9:15 to 9:45 am	Scout’s Own Religious Service
10:00 am	Closing Ceremony and Depart for Home

Adult Program

Friday October 24, 2025	
Time	Activity
7:15 pm	Introduction to Outdoor Skills/BALOO

Saturday October 25, 2025	
Time	Activity
9:15 am	Safeguarding Youth Training
11:00 am	Merit Badge Counselor Training
1:30 pm	Adult Coffee Talk
1:30 pm	Scout Master Specific Training
2:30 pm	Religious Emblems Coordinator/ Duty to God
2:30 pm	What is OA?
4:00pm	Master Chef Competition

Activities Overviews

Scout Troops Friday Night Activities

Shark Tank (Competition)

Each troop will be provided a wealth of supplies and 45 minutes to design and create the coolest and most useful camp gadget. Once the design and creation time is completed, each troop will have the opportunity to pitch their ideas to our panel of sharks with the hopes of obtaining an investment from one or more of our sharks. Which unit can create the coolest gadget? Which unit can earn the biggest deal?

Participation in this activity could fulfill First Class Requirement 3d.

Scout Troops Saturday All Day Activities

Service Projects

This program is being offered for scouts in Troops or adults who wish to give back to Camp Farwesta and earn a few service hours. We will have a variety of service projects that scouts and adults can assist with during the day at the Fall Camporee.

Participation in this activity could fulfill Tenderfoot Requirement 7b, Second Class Requirement 8e, First Class Requirement 9d, Star Requirement 4, or Life Requirement 4.

Flux Capacitor Scavenger Hunt (Competition)

Doc and Marty are at it again and need to get back to the future, the only issue is that they have misplaced the Flux Capacitor needed for their time travel machine. Can you find the Flux Capacitor if given a set of GPS coordinates. Knowing Marty and Doc they will misplace the Flux Capacitor multiple times throughout the day on Saturday.

Participation in this activity could fulfill First Class Requirement 4b.

Scout Troops Saturday Morning Activities

Fire Building (Competition)

We all know that a true Scout can build a campfire and burn through some strings. Well, we did to take a chance and put a spin on the old Fire Building Competition. In this activity, troops will build a fire and burn through some strings. However, the catch will be that troops are not allowed to use matches or lighters to start their fire.

Participation in this activity could fulfill Second Class Requirement 2c.

First Aid Relay (Competition)

Each troop will be given an emergency scenario and asked to perform the required first aid to our injured staff member. Any scenario in the requirements up to Star rank are fair game for the competition.

Participation in this activity could fulfill Tenderfoot Requirement 4a, Second Class Requirement 6a and 6b, First Class Requirement 7a and 7b.

Rocket Launch

Have you ever wanted the opportunity to build a rocket and attempt to launch said rocket into space. Well, here is your opportunity. Each troop will have the opportunity to build their own rocket and then launch their rocket. Which troop can build the rocket that flies the highest or travels the farthest or looks the coolest?

Tower Construction

The task for this activity is for each unit to take the supplies provided and to attempt to create the tallest possible structure. How high can your troop build their structure? Which troop will build the most unique structure?

Boat Building (Competition)

Each troop will be given an allotment of aluminum foil and tasked with creating a boat. The competition will be which troop's boat can hold the most change prior to sinking into the abyss.

Scout Troops Saturday Afternoon Activities

Bridge Building (Competition)

One of our staff members was given the responsibility for building a bridge over a ravine. However, we can no longer find this staff member. Can your troop help us take the supplies that were delivered and building the bridge?

Participation in this activity could fulfill First Class Requirement 3d.

Escape Room (Competition)

How well can your troop work together to discover all the clues and succeed at completing our Escape Room Challenge?

Catapult Target Shooting (Competition)

Can you troop successfully build a catapult using the supplies we will provide? Can the catapult your troop builds then be used to help use relocate some objects to different locations via air travel?

Participation in this activity could fulfill First Class Requirement 3d.

Paper Airplanes

We will have a variety of materials. Who can build the coolest airplane? Who can build the airplane that travels the farthest? Knowing our staff, I am sure they have a few challenges and tricks up their sleeves to make this a difficult challenge.

Coin Battery

Can you troop succeed at building a battery using only the coins, washers, paper, salt and water we will provide? Does the type of coin have an impact on battery strength? Come put your hypothesis to the test.

Cub Scout Packs-All Day

Flux Capacitor Scavenger Hunt (Competition)

Doc and Marty are at it again and try to get back to the future, the only issue is that they have misplaced the Flux Capacitor needed for their time travel machine. Can you find the Flux Capacitor if given a set of GPS coordinates. Knowing Marty and Doc they will misplace the Flux Capacitor multiple times throughout the day on Saturday.

Escape Room (Competition)

How well can your pack work together to discover all the clues and succeed at completing our Escape Room Challenge?

Fishing (Competition)

Who doesn't like to fish? Well, come take some time and fish at the big pond at Farwesta. We will have some poles and bait. Who can catch the biggest fish? Who can catch the smallest fish? Who can catch the most fish?

Participation in this activity can fulfill Lion Go Fish Belt Loop, Tiger Fish On Belt Loop, A Wolf Goes Fishing Belt Loop, A Bear Goes Fishing Belt Loop, Catch the Big One Belt Loop and Fishing Activity Pin

Slingshots

Can you use our slingshots and dog food to hit our targets? Come use your mind to figure out how to make the adjustments need to succeed at hitting our targets

Participation in this activity could fulfill the Slingshot Belt Loop and Activity pins for the various ranks.

Rocket Launching

Have you ever wanted the opportunity to build a rocket and attempt to launch said rocket into space. Well, here is your opportunity. Each pack will have the opportunity to build their own rocket and then launch their rocket. Which pack can build the rocket that flies the highest or travels the farthest or looks the coolest?

Paper Airplanes

We will have a variety of materials. Who can build the coolest airplane? Who can build the airplane that travels the farthest? Knowing our staff, I am sure they have a few challenges and tricks up their sleeves to make this a difficult challenge.

Participation in this activity could fulfill the Air of the Wolf Belt Loop.

Tower Building

The task for this activity is for each unit to take the supplies provided and to attempt to create the tallest possible structure. How high can your pack build their structure? Which pack will build the most unique structure?

Participation in this activity could fulfill the Tiger Designed by Tiger Belt Loop.

Gizmos and Gadgets

Come learn about the principles of force and motion. Then take the opportunity to build your very own bird feeder.

Participation in this activity could fulfill the Lions Gizmos and Gadget Belt Loop.

Marble Madness

Come learn all about marbles, make your own marble bag and play a game or two or three of marbles. You could even build a marble maze and marble racetrack. I just hope no one loses their marbles.

Participation in this activity could fulfill the Bears Marble Madness Belt Loop.

Modular Design

Come learn about engineering and how to read a blueprint. Then take the opportunity to design and build your own structure. Once you have built your structure, can you make plans for it and have someone else build your structure?

Participation in this activity could fulfill the Webelos Modular Design activity pin and Arrow of Light Engineering Activity Pin.

All Camporee Events (Scouts BSA, Cubs and Adults)

Master Chef Challenge (Competition)

This a competition for troops and adults with all Cub Scouts in attendance serving as the esteemed judges. There will be a division for troops and for adults. Each competition group will be provided with a can of pumpkin pie filling, a bag of bacon bits and a can of pop. The challenge is for each competition to create a dish in 30 minutes using all three of the required ingredients. Each competition may add 7 additional ingredients to make their dish, for a total of no more than 10 ingredients.

During the cooking time, the staff and Cubs will be walking through the campsites to observe the cooking and teamwork. At the end of 30 minutes, each competition will bring their dish to a central location for presentation and judging.

Egg Drop Challenge (Competition)

We will have a divisions Cub Packs and Scout Troops. Using the materials that the Camporee Staff will provide, each competition group will have 30 minutes to design and build their egg containment device. At the end of 30 minutes, we will take each egg containment device and proceed to drop them with an egg inside from various heights until we have a winner. This activity is sure to be lots of fun and probably a messy situation.

Adult Program

Introduction to Outdoor Skills/BALOO

The Introduction to Outdoor Leader Skills (IOLS) course builds and expands on the concepts and themes introduced in Scoutmaster Position-Specific Training and provides Scouters with the confidence to take youth into the outdoors.

Any adult wishes to participate in this training, needs to be in attendance both Friday and Saturday. These adults also need to not be counted as the two deep leadership for the Camporee as they will be involved in training all weekend.

Safeguarding Youth Training

This training is mandatory for all registered adult volunteers and has been developed with insights from leading experts in child safety, law enforcement, and child psychology. This updated training reinforces a culture of active supervision, situational awareness, and safety, ensuring we are all equipped to help keep our Scouts safe. This training also has to completed on an annual basis.

Merit Badge Counselor Training

A well-qualified Merit Badge Counselor can enhance a youth's attention span through effective communication, which leads to better understanding of the subject, productive discussions, and true interest. A bond of mutual respect often develops when a Scout feels confident to offer thoughts and opinions through meaningful conversations with a merit badge counselor. Thus, a Scout grows in social skills and self-reliance as a result of interacting with an adult who is a qualified counselor. The merit badge counselor agrees to follow the requirements of the recognition, making no deletions or additions, ensuring the advancement standards are fair and uniform for all Scouts.

Scoutmaster Specific Training

Scoutmaster-Specific Training introduces you to everything you need to know about running a Scouts BSA Troop, which is different from a Cub Scout Pack. In particular, you and your fellow adult leaders are now in more of a "mentor" position where your job is to help your youth members learn and practice leadership. While this training will not answer every single question you have, it is a great start

Adult Coffee Meeting

Come take the opportunity to meet with the Council Key 3 and hear what they have to say about Scouting in the Pony Express Council. Adults will have the opportunity to ask questions and get answers directly from those in charge of the council.

Religious Emblems Coordinator/Duty to God

A Scout is Reverent. One way that Scouts can show their Duty to God is to earn the religious emblem of their faith. This presentation will give more information about the various religious emblems available for Scouts to earn and give guidance on how Scouts can grow their faith thru the religious emblems program.

What is OA?

Come meet the officers of the O-Ni-Flo Order of the Arrow Lodge to learn how units can be involved in the Order of the Arrow. Order of the Arrow Is Scouting's National Honor Society. We focus on serving others through service projects, creating lifelong bonds through fellowship, and becoming better versions of ourselves. Along the way, we strive to make a difference in our communities. OA gives Scouts many leadership opportunities that will allow them to become better leaders in their scout troop, community, and lodge.

Camporee Awards

Top Scout Troop

To qualify for the Top Troop Award, a unit must complete at least 7 of the Competition events listed in the Leader's Guide for Scouts BSA activities. If a troop completes more than 7 events, the top 7 event scores will be used.

We will be presenting first, second, and third place awards in the category.

Best Skit/Song/Cheer

Due to overwhelming requests from several units, this competition is back. During our evening show on Saturday, our judges will determine the winners for this competition in the Cub Scout Division and the Scout Troop Division.

Old Goat Award

This award will go to the unit (pack or troop) with the most active adult participation during

Scout Spirit Award

We will present awards in the Cub Scout Division and the Scout Troop Division for the pack and troop who display the most Scout Spirit throughout the weekend.

Egg Drop Challenge

We will be presenting first, second, and third place awards in the category for both Cub Packs and Scout Troops.

Master Chef Challenge

We will be presenting first, second, and third place awards in the category for both Scout Troops and adults.

Competition Events

We will be presenting first, second, and third place awards all events that are listed as competitions for both Scout Troops and Cub Packs.

Appendix A- Unit Roster

Unit Number: _____

Unit Type: Pack or Troop

Council: _____

Youth

	Scout Name	Age	Rank
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			

Adult

	Scout Name	Phone	Youth Protection Expiration Date
1.			
2.			
3.			
4.			
5.			

Appendix C- Fall Camporee 2025 Evaluation Form

Unit Number: _____

Unit Type: Pack or Troop

Council: _____

1) On a scale of 1 to 10, how would your unit rate your experience at the Fall Camporee.

1 2 3 4 5 6 7 8 9 10

2) Which activities were your unit’s favorites and your unit would like to see again? Please pick up to three activities.

3) If you could have changed two things about the Fall Camporee (weather does not count, what would those two things be?

4) The Fall Camporee would have been easier for our unit if the Staff.....

5) Any additional comments/ suggestions?

Thank you for your feedback. We hoped you enjoyed the Fall Camporee and hope to see you again soon.