



# The Super Scoutio Bros.

## **Pathfinder 2024 Fall Camporee**

October 18 – 20, 2024

Beaumont Scout Reservation – Shippey Field

Campmaster: Elliot Wheeler

Campmaster Adviser: Michael Wheeler

# Welcome Everyone!

Hello everyone, my name is Eliot Wheeler, I'm from Troop 766, and your Campmaster for the 2024 Pathfinder Fall Camporee.

The theme for the camporee is **The Super Mario Bros**. Throughout the camporee your patrol will embark on a journey to stop the Evil Bowser from keeping the Star and ruining the kingdom.

**\*\*\*New for this camporee, Arrow of Light Dens will participate in the morning activities. They can combine with your patrol, or if they have enough Scouts, they can form their own patrol.\*\*\***

## **Earning Points**

Morning events will consist of normal Scout exercises and team building activities. Patrols will have a chance to earn more points in the afternoon activities, such as flag & yell, skits, and costume judging. The afternoon game will be "Monty Mole's Frisbee Jamboree"

In addition, **Troops can earn points for providing staffers**. This year our staffing leadership has dropped significantly, so we are in dire need of more staffers. By staffing, Scouts get a chance to practice leadership skills, make some new friends, and help make the event better for everyone. You'll hear it from me and many others, but once you join, you'll have an awesome time and won't want to leave.

- A Scout 14 years old or has made it to Star Rank is eligible to be on Staff.

If you or someone you know is interested, contact me or someone on my team (contact info below). Staff Development dates are September 15<sup>th</sup>, 22<sup>nd</sup>, October 6<sup>th</sup> and 13<sup>th</sup>. It's okay if you cannot make every date or miss the first one!

## **Do a Good Turn – Toy Drive**

We will collect **new** toys for kids at St. Louis Children's Hospital. Our donations will be used to celebrate milestones and in playrooms at the hospital. (See the points section for more info.)

Can't wait to see you all there!

### **Eliot Wheeler, Campmaster**

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### **Joel Schwartz, Pathfinder Camping Chairman**

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# Camporee Information

## Registration

Registration for the 2024 Fall Camporee will take place **online only** at

<https://www.scoutingevent.com/312-24PFFallCamporee>

- Registration opens on **Wednesday, August 28** and closes at **11:59 PM on Thursday, October 10**. The cost to attend the Camporee is \$11.00 per person - Youth or Adult.
- **Late registration** will be available from **October 11 from midnight until 11:59 PM Thursday, October 17**. The fee for late registration is \$15.00.
- **On-site registration** will be allowed for any last-minute individual Youth or Adults only. No new unit registration will be allowed.

Be prepared to enter the quantity of Troop Youth and Troop Adults from your unit that are attending Camporee when you register.

### **\*\*NEW THIS FALL – CHANGES FOR CAMPING WITH WEBELOS AND ARROW OF LIGHT SCOUTS\*\***

As a result of the recent Scouts America rule changes regarding Webelos (4<sup>th</sup> grade) camping with Scout BSA Troops, these Council approved changes will be in effect for the Camporee.

- Cub Packs will register independently of their hosting Troop.
- Only Arrow of Light Scouts (5<sup>th</sup> graders) are allowed to camp with a sponsoring Troop.
- Webelos (4<sup>th</sup> graders) will have their own Camporee the same weekend. Their morning program and campsites will be separate from Scouts America, in Nussar Field.
- Arrow of Light (AOL) Scouts will be able to participate with Troop Patrols in the morning activities. We encourage you to include them within existing patrols so they get to know your Scouts. If an AOL den has enough Scouts, they may also choose to form their own patrol.
- Webelos (4<sup>th</sup> graders) will be able to participate in the afternoon activities, dinner and the evening Campfire program as long as there is 2-deep leadership specifically for the den. Coordinate with the Cubmaster of the unit you're hosting regarding meals.
  - Webelos dens also have the option to bring their own meals to Nussar field.
- Use the [Pathfinder Unit Directory](#) to identify and invite a Cub Pack Arrow of Light Den to camp with your Troop. This is a great way to recruit Scouts and future adult leaders for your unit.

## **Rosters**

When registering, please enter all participants (both Troop Scouts and all Adults) who will be attending within the registration site. At check-in we will be looking at that roster to verify attendance.

## **Patrol Registration Form**

Every unit that has patrols competing in the Camporee needs to turn in the patrol registration page when they turn in their rosters. The form is included in this manual.

## **Health Information**

Be sure to have health information forms for all your participants (adults and Scouts). This information should be readily accessible at your campsite. All leaders in the camp, in case of an emergency, should know its location.

## **Participation**

It should be noted that Camporee events are separated into two programs. The Scouts BSA and Webelos each have their own manual. Participation at events is only for the intended group. However, during non-event times the Scouts BSA should spend time with the AOL Scouts and encourage them to participate in all campsite activities (setting up camp, cooking, clean-up, camp games, & etc.)

## **Arrival and Check-In**

Do **not** arrive earlier than 5:00 PM on Friday. After your vehicles are parked and while camp is being set up, please have an adult come to District Headquarters to check in with complete rosters, patrol registration forms, and final payments. Check-in is between 7:00 and 9:00 pm.

## **SPL/Scoutmaster/AOL Leader Meeting**

This meeting is important, so Senior Patrol Leaders, Scoutmasters, and AOL Leaders should attend. It will be held on Friday night at 9:30 PM at District Headquarters. This meeting will cover any last-minute changes to information pertaining to the Camporee program, as well as answer any questions you may have concerning the Camporee.

## **Religious Services**

“A Scout is Reverent”. We ask that all Scoutmasters encourage their Scouts to attend the religious service of their choice in **Field (Class A) uniforms**. The locations of religious services will be discussed at the leader meeting on Friday evening. In addition, during religious services those not attending need to remain in their respective campsites and not be loud.

## **Campfire Program**

Saturday night the staff will put on a campfire with the help of skits from the Scouts BSA, AOL and Webelos Scouts. This is a camp wide activity, and we encourage everyone to attend in **Field (Class A) uniforms**.

# Camp Rules and Guidelines

## **Camp Code**

The Scout Oath and Law is always the camp code. Violations to following the Scout Oath and Law may result in the individual, or their entire Troop, being asked to leave the event.

## **Parking**

Parking is allowed only in parking areas designated by the staff. You are only allowed to park in front of your Troop's camping area. **Please do not park in front of another Troop's campsite.**

We have made it district policy to leave room for a walkway in the grass, between parked cars and each Troop's camping area. This is to allow Scouts to move from campsite to campsite without getting on the road. Please keep this grass easement open after your camp is completely set up.

## **Garbage**

All trash must be put into trash bags and disposed of properly off the Camporee site. **Pack out all trash!** You may only use the dumpsters at the Ranger Maintenance Area if they are not already full.

## **Fires**

Ground fires are allowed, but should be placed in existing fire pits if possible

## **Pressurized Fuel**

Pressurized fuel lanterns and stoves are allowed and must be operated by Scouts with proper training. Adult supervision must be trained. All fuel must be properly stored, and away from tents. Optional adult training will be available during the Camporee. See the schedule.

## **Alcohol**

Alcohol and drugs are simply not allowed. Period.

## **Sheath Knives**

Sheath knives are not permitted on Council property or at any Council activities.

## **Transportation**

When transporting Scouts in vehicles, they must be in proper passenger seats always wearing seat belts. Riding in the back of trucks or on tailgates is prohibited.

## Schedule

| <b>Friday</b>      |   |
|--------------------|---|
| 5:00 PM            | Arrival and setup. Please do not arrive before 5:00 p.m.  |
| 7:00 PM - 9:00 PM  | Check-In @ HQ (turn in roster and den registration form)  |
| 9:30 PM            | Scoutmaster/SPL/AOL Den Leader meeting at HQ  |
| 11:00 PM           | Lights out / all quiet  |
| <b>Saturday</b>    |   |
| 6:30 AM            | Reveille, Breakfast at campsites  |
| 8:30 AM            | Flag Raising/Opening Ceremony at HQ (Uniforms required)   |
| 9:00 AM – 12:00 PM | Morning Event Time  |
| 10:00 AM           | <i>Adult Leader Koffee Klatch<sup>++</sup> Scouts BSA/AOL Leaders Only</i>  |
| 12:00 PM           | Lunch at campsites  |
| 1:00 PM            | Judging of Skit, Costumes, Flag and Yell, The Toy Drive Collection  |
| 1:00 PM            | <i>Optional Leader Activity: Pressurized Fuel Training<sup>++</sup></i>   |
| 2:00 PM            | Monty Mole's Frisbee Jamboree Game  |
| 4:00 PM            | <b>Scorecard &amp; Evaluation Form Turn-In at District HQ</b>   |
| 5:00 PM            | Dinner at campsites<br><i>Adult Leader Cook-Off Turn In<sup>++</sup></i>  |
| 7:00 PM            | Religious Services (Uniforms encouraged)<br><i>- Those not attending services should stay quiet in their campsite</i> |
| 8:30 PM            | Campfire (Uniforms encouraged)<br><i>*After Campfire Order of the Arrow Social (for members only)</i>                 |
| 11:00 PM           | Lights out / quiet time   |
| <b>Sunday</b>      |   |
| 6:30 AM            | Reveille & Breakfast at campsites   |
| 8:30 AM            | Closing and Award Ceremony at HQ (Uniform required)   |
| 9:00 AM            | Break down camp (Your site must be inspected and approved by your hosting Troop prior to leaving Camp.)               |
| 11:00 AM           | <b>All Troops Must Leave the Camping Area</b>   |

<sup>++</sup>Adult Events Only

## Point Breakdown

|                       |                       |
|-----------------------|-----------------------|
| Morning Skills Events | 770 points            |
| Campsite Inspection   | 100 points            |
| Campsite Gateway      | 75 points             |
| Game                  | 50 points             |
| Top 3 Game Winners    | Up to 15 bonus points |
| Toy Drive (Donation)  | 50 points             |
| Costume Competition   | 50 points             |
| Skit Competition      | 50 points             |
| Flag and Yell         | 30 points             |
| Evaluation            | 15 points             |
| Staff Participation   | 20 points             |
| Koffee Klatch         | 15 points             |
| Roundtable Attendance | 30 points             |
| Arow of Light Scouts  | 30 points             |
| <b>Total Points</b>   | <b>1300 points</b>    |

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

# Morning Events

## Super Ball Trick shot

Mario hits a question mark block and gets the Super Ball powerup! Use his new powers and your stylish throws to hit as many Goombas as you can in 5 throws.

Hit all the Goombas within 5 throws: 100pts  
Patrol Flag and Yell: 10pts  
*Total Points: 110pts*

## Bowser's Darkness

Bowser Kingdom is too dark for him to see at night. Create a light source large enough to burn through a string within 20 minutes. Patrols need to be prepared and bring your own supplies. In addition, Patrols can earn bonus points for lighting the fire with flint and steel but will lose 5 points for every 3 matches used. (No lighters allowed)

Complete objective: Up to 90pts  
Bonus Points: 10pts  
Patrol Flag and Yell: 10pts  
*Total Points: 110pts*

## Kamek's Kwizz

While making the rounds on Peach's Birthday Cake, you come across a Kamek space in Bowser's zone. Answer an assortment of Mario and Scout handbook related trivia questions correctly to keep all your stars and points. Answer a harder bonus question to earn extra points.

10 questions @ 10 pts each: 100pts  
Bonus Points: 5pts  
Patrol Flag and Yell: 5pts  
*Total Points: 110pts*



### Lakitu's Repairs

In the middle of his 24/7 work shift, Lakitu suddenly fell ill. Your patrol will fill in for his duties using your first aid knowledge from the first aid merit badge to complete 5 scenarios while he recovers. You can call sick Lakitu for up to 1 hint in each scenario but it will cost you points for disturbing his sleep. Patrols can also attempt 1 harder scenario without hints for bonus points

5 scenarios @ 20 points each: Up to 100pts  
Bonus Points: 5pts  
Patrol Flag and Yell: 5pts  
*Total Points: 110pts*

### Captain Toad Got Lost

While traveling back to the mushroom kingdom you spot Captain Toad lost on the trail. Use the compass you always have with you to help him find a path back to the mushroom kingdom within 20 minutes or you'll lose points.

Complete the objective: 100pts  
Patrol Flag and Yell: 10pts  
*Total Points: 110pts*

### Pull It Together

The flagpole is broken! Help the gang fix the flagpole by re-tying its knots before the timer runs out. Tie 5 basic knots with 5 different Patrol members within 5 minutes to finish. You can also earn bonus points by completing an additional advanced knot within the time.

Complete the Objective: 95pts  
Bonus Points: 10pts  
Patrol Flag and Yell: 5pts  
*Total Points: 110pts*

### Tanooki Flight

Uh oh! It looks like Bowser forgot to lower the drawbridge to his castle. Prove that you can safely get the gang across the lava pit by using your knowledge of how lift is generated to fly a model glider. You have 3 chances to throw the glider at least 30 ft. or else you'll lose points. The Patrol that can fly it the farthest will earn 10 bonus points. Completing this activity will also earn your Patrol members a certificate showing you completed requirements 1B and 3B of the Aviation Merit Badge.

Complete the objective: Up to 95pts  
Bonus Points: 10pts  
Patrol Flag and Yell: 5pts  
*Total Points: 110pts*

# Other Events

## Campsite Inspection

On Saturday a member of staff will go around to each campsite for inspections. Your inspection will factor into your final score and points will be awarded as follows. If your Troop has more than one patrol, each patrol will be graded separately on the patrol evaluation.

### Troop Evaluation:

|  |                 |
|--|-----------------|
| Tents and flies are properly pitched and organized               | Up to 20 points |
| Area is clean and free of trash                                  | Up to 10 points |
| A full, non-expired fire extinguisher is placed in a common area | Up to 10 points |
| A properly equipped first aid kit is kept in a common area       | Up to 10 points |
| Walkway is clear   | Up to 10 points |

### Patrol Evaluation:

|  |                 |
|--|-----------------|
| Menus and duty rosters are posted in cooking area in plain sight | Up to 10 points |
| Patrol box is neat, clean, and organized & stove is clean        | Up to 10 points |
| Food is stored properly  | Up to 10 points |
| Patrol site is clean and free of trash                           | Up to 10 points |

**Total Possible 100 points**

\*\*\*AOL will also be inspected separately and will earn points. Encourage your Scouts to introduce the concept of campsite inspection to the Pack.

## Entrance to the Mushroom Kingdom (Gateway)

The spectacular entrance to the Mushroom Kingdom showed it off as a safe haven from Bowser's koopalings. Now it's your turn to create a gateway into your mushroom kingdom. Each troop will construct a camp gateway that consists of at least 3 lashings. You will be graded on correct tight lashings, usefulness, and complexity of your gateway. It will be judged Saturday afternoon.

|   |                  |
|---|------------------|
| Proper lashings and materials used                | 45 points        |
| Incorporating the Camporee theme into the Gateway | 15 points        |
| Displaying your troop flag on your Gateway        | 15 points        |
| <b>Total:</b>                                     | <b>75 points</b> |

\*\*\*Building a Gateway is also part of the AOL Scouts scoring. Only one gateway is required, however, AOL Scouts must help build your gateway for everyone to earn full points.

# Afternoon Events

## St. Louis Children's Hospital - Toy Collection

The Scout slogan is "do a good turn daily". To earn full points, bring 1 unopened **new** toy for every 3 Scouts attending the Camporee in your patrol. Collection is at 1 PM at HQ. As a general idea, get toys meant for young kids and toddlers, like hot wheels, coloring books, etc. or any other item on <https://www.stlouischildrens.org/giving/give/donate-items-from-our-wish-list>. Please do not bring used items.

- 100% - 50 Points
- 75% to 60% - 40 Points
- 60% to 40% - 30 Points
- 40% to 20% - 20 Points
- 20% to 15% - 10 Points

## Costume contest

Here is your chance to strut your stuff. Show the staff the best Mario Bros. themed costume you have at 1:00 PM at HQ. The top 3 Scouts will get to show off their costumes at the campfire.

**\*\*\*Recommended:** Share costume items/ideas with the AOL unit you are hosting.

To earn the extra points costumes will be judged on the following:

- Creativity – How well does the costume show creativity and personality?
- Originality – Does the costume stand out from the rest?
- Complexity – Did the costume take time and effort?
- Theme/Authenticity – How accurate and thorough is the costume?
- Scout Appropriate – Is the costume appropriate for all ages of Scouts?

**Grand Total: Up to 50 points**

## Flag & Yell

Your Patrol(s) will show off their flags and yells at 1:00 PM at headquarters. For the highest possible points, keep it theme related and Scout appropriate. Both the flag and yell are worth up to 15 points each.

### Flag

|                |               |
|----------------|---------------|
| Patrol Flag    | 0 or 5 points |
| Theme Related  | 1 - 5 points  |
| Overall Design | 1 - 5 points  |

### Yell

|                          |               |
|--------------------------|---------------|
| Patrol Yell              | 0 or 5 points |
| Theme Related            | 1 - 5 points  |
| Enthusiasm & Originality | 1 - 5 points  |

**Grand Total: 30 points**

## Skit

Prepare a skit for the staffers to judge after lunch. Bring your Patrol to HQ at 1:00 PM. Your Patrol will receive up to 50 points for participating in the skit contest. The Top 3 Patrol's skits will perform their skit at the campfire. Make sure that the skit is Scout appropriate, well executed, and is related to the theme.

*(Patrols must present the attached skit application form when performing their skit)*

**Grand Total: Up to 50 points**

## Monty Mole's Frisbee Jamboree (ultimate frisbee)

Our boy Monty wants two patrols of six to face off in a 6-minute game of Ultimate Frisbee. Pass the frisbee down the field until you get it into the endzone for a point. But if you're holding the frisbee, you cannot move but must pass the frisbee within 5 seconds. Drop the frisbee and the opposing patrol gains control of the frisbee. Winners advance in the tournament until we get our ultimate winner.

Participation: 50 points  
Top Patrol: 15 bonus points  
Second place: 10 bonus points  
Third place: 5 bonus points

## Adult Opportunities

### Koffee Klatch

This activity will be held on Saturday at 10:00 AM at Headquarters. This is an open-ended meeting and is for adults in your Troop and AOL Leaders. This is the time to hear any new camping information from the Council, discuss Scouting topics, and ask questions.

Come and enjoy this activity, have some coffee and a light snack. In the process, you will earn each of your Patrols **15 points** towards their final score.

Note this is for Scouts BSA and Arrow of Light leaders only. Webelos Leaders are expected to stay with their pack for the Webelos Program.

### Pressurized Fuel Training

This optional activity will be held on Saturday at 1:00 PM. Come and learn or refresh on Council pressurized fuel policies. After the session, you'll know how to properly operate and maintain pressurized fuel devices. You will become certified so you can train the Scouts in your Troop.

## Adult Leader Cook-Off

Registered Scoutmasters, Cubmasters, and Scouters attending Camporee can earn “bragging' rights” by entering an **entrée** or **dessert** in the Adult Leader Cook-Off. The top entry in each category will receive a special award plaque at the closing ceremony. A unit may enter in both categories, but only one entry per person is allowed.

All entries, whether they are an entrée or a dessert, will be judged on taste, presentation, and Camporee Theme. Entries will be judged by adults who are not associated with participating troops.

## Other Opportunities

### Staff Participation

For this Camporee to run successfully, we need Scouts to help Staff the events and activities. Scouts who are 14 years old or older and have achieved the Star rank are eligible to join Staff. By staffing, Scouts get to know other Scouts within our district and have the opportunity to work in teams with new people. If you ask any Scout who has staffed before, they always say it is a fun experience. Each Troop who sends at least one Scout to staff will get **20 points\***.

*\* If your troop is unable to provide a staff member due to the number of Scouts within the troop, please bring this to Headquarters attention at check-in.*

### Roundtable Attendance

Important information about the Camporee is given in the two Roundtables (September and October) before the Camporee. This is also your opportunity to ask the Campmaster questions about the manual. Your troop will earn **15 points** for each Roundtable a leader from your Troop attends. Remember to sign in to receive up to **30 points**.

## Arrow of Light Scouts

Most Scouts who enter Scouts BSA come from an Arrow of Light den. Camporee is a great opportunity for you to show your troop off to prospective members. This year, we want all units to introduce themselves to the many Packs that participate at the camporee.

### Inviting/Hosting an Arrow of Light Den

If your troop invites and hosts at least one **Arrow of Light den** or invites a **den**, you can **earn 10 bonus points**. In addition to hosting, make sure either a leader or a Scout visits another Pack at the camporee. When you make your visits, please denote the visit on your score card with the Pack number and the name of the Cubmaster/Scouter you visited. Have them initial the card.

Invite/Host Pack: 10 bonus points

Den Participation: 5 points

Den Turn in Score Card: 5 bonus points

Visit One Additional Pack: 10 bonus points

**Total: 30 points**

### Den Visits Only (in lieu of hosting)

We know that not all Troops are able to host Arrow of Light Den. To help you in your recruiting, please take the opportunity to visit a couple of Packs attending the Camporee. One visit must be from a Scout and the other must come from one of your leaders. When you make your visits, please denote the visit on your score card with the Pack number and the name of the Cubmaster/Scouter you visited. Have them initial the card.

Visit One Den by Scouter: 10 bonus points

Visit One Den by Scout: 10 bonus points

**Total: 20 points**









# Skit Application

This Form needs to be brought with you when you perform your Skit.

The Patrol skit judging contest will be at **1:00pm** at Headquarters.  
Each Patrol that performs a skit will earn **points** just for participating.

The scoring that will be used is at the bottom of the page. The top 3 skits will perform their skit at the closing campfire.

Remember the Scout Law – a Scout is clean; clean in mind as well as body, so treat your skit accordingly.

Please print clearly.

Troop Number: \_\_\_\_\_ Patrol Name: \_\_\_\_\_

Name of skit, song, cheer: \_\_\_\_\_

Brief description of skit: \_\_\_\_\_

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## Staff Notes: To decide top 3 skits

|   |         |             |
|---|---------|-------------|
| <u>ENJOYMENT</u> How well did you enjoy the skit?                               | 1 - 10  | Score _____ |
| <u>ORIGINALITY</u> Did the skit look original or put a new spin on an old skit? | 1 - 10  | Score _____ |
| <u>PREPARATION</u> Did the patrol look like they practiced and were prepared?   | 1 - 10  | Score _____ |
| <u>THEME</u> How well did the skit fit the theme?                               | 1 - 10  | Score _____ |
| <u>SCOUT APPROPRIATE</u> Is the skit appropriate for Scouts?                    | 0 or 10 | Score _____ |
| <b>TOTAL</b>  |         | Score _____ |



# Patrol Registration Form

Troop # \_\_\_\_\_

Patrol 1 Name: \_\_\_\_\_

Patrol Leader: \_\_\_\_\_

How Many Patrol Members Competing: \_\_\_\_\_

Patrol 2 Name: \_\_\_\_\_

Patrol Leader: \_\_\_\_\_

How Many Patrol Members Competing: \_\_\_\_\_

Patrol 3 Name: \_\_\_\_\_

Patrol Leader: \_\_\_\_\_

How Many Patrol Members Competing: \_\_\_\_\_



## Troop OA Information

OA Troop Rep: \_\_\_\_\_

Email: \_\_\_\_\_ Phone Number: \_\_\_\_\_

Adult OA Troop Advisor: \_\_\_\_\_

Email: \_\_\_\_\_ Phone Number: \_\_\_\_\_