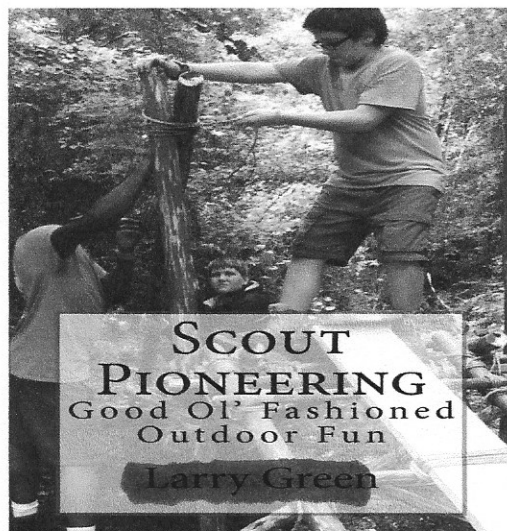


Gravois Trail District

Fall PA-CA-O

October 3-4, 2025

Pioneering Adventure Camporee and Outing



Youth Camp Master – Jordan Kempf

Adult Advisor: Scott DeWeese

Camping Chair: Terry Madden

Email: tmadden72@yahoo.com

Phone 314-229-5489

Location: Beaumont Scout Reservation

Lane Field

Schedule

FRIDAY - Oct 3

5:00 pm	Earliest Arrival
6:30 – 8:30 pm	Check-In @ HQ : Turn in Rosters & Patrol Names
9:00 pm	SPL / SM Meeting
9:30 pm	Adult Cracker Barrel
10:00 pm	Staff Meeting
11:00 pm	Lights Out

SATURDAY - Oct 4

6:30 am	Rise & Shine
7:00 – 8:00 am	Breakfast / Check-In @ HQ : Turn in Rosters & Patrol Names
8:00 am	Opening Flags
8:15 am – 11:30	Morning Stations
11:45 – 1:00 pm	Lunch / Cleanup
1:00 pm – 4:00pm	Afternoon Stations
4:00 pm – 5:00pm	Inspection of Gateways & Patrol Flags
5:00 pm	Skit/Song submission forms due to HQ
5:00 – 6:30 pm	Dinner / Clean up
5:30 pm	Top Chef Cook-off Entry due to HQ
8:00 pm	Scouts Own Service (A SCOUT IS REVERENT)
8:15 pm	Campfire Program
10:00 pm	SPL / SM Meeting @ HQ to go over Check-out details
11:00 pm	Lights Out

SUNDAY - Oct 5

6:30 am	Rise & Shine
7:00 – 9:00 am	Breakfast / Cleanup
9:00 am	Closing Flags & Presentation of Awards
9:00 am	Check-Out begins
11:00 am	All Units departed



GSLAC 2025 Fall PACAO

Pioneering Adventure Camporee and Outing

Theme: Build, learn, and challenge yourself — and have fun doing it!

Dates: October 3-5, 2025

Location: Beaumont Scout Reservation — Lane Field

This PACAO is designed to help Scouts practice pioneering skills, work together as a troop, and complete requirements for the **Pioneering Merit Badge**. Units will participate in activities for points, but this is not a “winner takes all” competition — the goal is to challenge yourself and your troop, and have fun learning!

At the end of the weekend, units will receive recognition based on their point totals:

- **Excellence** – 160 points or above
 - **Merit** – 100 to 159 points
 - **Achievement** – Below 100, for active participation in the event
-

Event Overview

General Guidelines

- All campsite activities will use the **troop's own supplies**.
 - The **Group Build Project** also uses troop-supplied materials, which will be returned after teardown.
 - **Campsite activities** will be scored **Saturday evening** during site visits.
 - **Dutch Oven Cooking samples** must be brought to **HQ during Saturday dinner time** for credit and judging.
 - All other events will be **open throughout Saturday** for participation.
-

Campsite Activities

(Scored Saturday evening)

Activity	Description	Points
Troop Campsite Gateway	Build a gateway displaying your unit number or flag, constructed using lashings.	20
Campsite Gadgets	Build gadgets for troop use (tripod wash station, camp table, 15' flagpole, dishwashing station, etc.). Made on-site. (MB Req. 3 a, b, and/or c) (MB Req. 9 for a Double tripod Chippewa Kitchen)	10 each, 20 if >10 lashings
Campsite Shelters	Build sleeping or functional shelters (lean-to, dining fly, shower shelter, etc.). Made on-site.	10 each
Campsite Cooking	Build and use a campfire or other non-charcoal, non-liquid-fuel cooking device to prepare at least one meal.	10
Dutch Oven Potatoes Competition	Cook a potato dish for your troop in a Dutch oven, bring a sample to HQ for judging.	10 (+ taste award bonus)
Campfire Skit/Song	Participate in the Saturday evening campfire with a song or a skit.	10

Camporee Field Activities

(Open all day Saturday)

Activity	Description	Points
A-Frame Build & Race	Build an A-frame trestle that can support and transport a person. Points for completion, extra for fastest time.	15 (+ time bonus)
First Aid Station	Discuss hazards & first aid relevant to pioneering activities. (MB Req. 1)	5
Basic Knots & Lashings	Practice or learn the fundamental knots and lashings in Scouting. (MB Req. 2 partial)	—

Rope Making	Make rope from twine, whip the ends, and take it home. (MB Req. 6, 4)	5 per Scout
Eight Knot Challenge	Timed event tying eight knots to suspend a log. Two half hitches, square knot, sheet bend, bowline, timber hitch, clove hitch, taut line hitch, sheepshank	10 (+ time bonus)
Red Rope Challenge	Attempt to tie 14 knots in under 1 min. Clove hitch, sheepshank, half hitch, two half hitches, taut line hitch, overhand knot, double overhand knot, surgeon's knot, square knot, sheet bend, slip knot, bowline, timber hitch, figure eight.	5 (<2 min), 15 (<1 min)
Tower Build	Unit builds a freestanding tower. Safely climb on it and get pictures. Then tear it down so the next unit can build. (MB Req. 8, 9)	40
Group Build Project	Unit builds a trestle (2–3 Scouts). Trestles are combined into a large camp structure. (MB Req. 8, possibly 9)	10 per trestle

Special Notes for Troops

- **No entry limits:** Troops may complete as many gadgets and shelters as they wish.
 - **Merit badge credit:** Many activities align with **Pioneering Merit Badge** requirements — Scouts should bring a blue card if they want credit. Merit badge credit will be awarded to the individual scout who does the required work. Larger structures are expected to be group efforts. Please seek prior approval for any gadgets and/or structures that are not explicitly listed in the merit badge requirements.
 - **Safety:** All structures must be safe for use and pass inspection.
 - **Supplies:** Troops bring their own ropes, poles, tarps, and cooking equipment for all campsite builds and the trestle that is added to the Group Build.
-

Patrol Flag

Each patrol should make a flag to carry at troop meetings and on Camporees, summer camps, campouts, Klondikes and PACAO's. A patrol also has yells, too. If your patrol is named for an animal, you can use that animal's sound – the howl or a wolf, for example, or the hoot of an owl. Your patrol might decide on some other shout that identifies it. Members can give the patrol yell whenever they do well in a troop competition or reach an important point, and even when they are ready to chow down on a camp meal. Each patrol flag should be constructed of permanent material (cloth or leather). Design to include patrol emblem, patrol name and troop number.

Camping Friday/Saturday Night

We are asking all units to camp on Friday and Saturday night and attend the closing ceremony on Sunday Morning. On Sunday morning you are being asked to wear your dress scout uniform and bring your patrol flag and troop flag to the flag ceremony. IF THE PATROL HAS A PATROL YELL FEEL FREE TO YELL IT.

GSLAC 2025 Fall PACAO Scoring Sheet

(Units can use this to track progress; staff can mark totals)

Unit Number: _____ | SPL: _____ | Scoutmaster: _____

Event / Activity	Points Possible	Points Earned	Notes / Requirements Completed
Troop Campsite Gateway	20		
Campsite Gadgets	10 ea / 20 complex		
Campsite Shelters	10 ea		
Campsite Cooking	10		
Dutch Oven Potatoes	10 (+ taste bonus)		
Campfire Skit/Song	10		
A-Frame Build & Race	15 (+ time bonus)		
First Aid Station	5		
Basic Knots & Lashings	—		
Rope Making	5 per Scout		
Eight Knot Challenge	10 (+ time bonus)		
Red Rope Challenge	5 (<2 min), 15 (<1 min)		
Tower Build	40		
Group Build Project (Trestle)	10 ea		

Total Points Earned: _____

Award Thresholds: Excellence – 160 points or above; Merit – 100 to 159 points; Achievement – Below 100, for active participation in the event

GSLAC 2025 Fall PACAO

Pioneering Adventure Camporee and Outing

Theme: Build, learn, and challenge yourself — and have fun doing it!

Dates: October 3-5, 2025

Location: Beaumont Scout Reservation — Lane Field

This PACAO is designed to help Scouts practice pioneering skills, work together as a troop, and complete requirements for the **Pioneering Merit Badge**. Units will participate in activities for points, but this is not a “winner takes all” competition — the goal is to challenge yourself and your troop, and have fun learning!

At the end of the weekend, units will receive recognition based on their point totals:

- **Excellence** – 160 points or above
- **Merit** – 100 to 159 points
- **Achievement** – Below 100, for active participation in the event

Event Overview

General Guidelines

- All campsite activities will use the **troop's own supplies**.
 - The **Group Build Project** also uses troop-supplied materials, which will be returned after teardown.
 - **Campsite activities** will be scored **Saturday evening** during site visits.
 - **Dutch Oven Cooking samples** must be brought to **HQ during Saturday dinner time** for credit and judging.
 - All other events will be **open throughout Saturday** for participation.
-

Rope Making	Make rope from twine, whip the ends, and take it home. (MB Req. 6, 4)	5 per Scout
Eight Knot Challenge	Timed event tying eight knots to suspend a log. Two half hitches, square knot, sheet bend, bowline, timber hitch, clove hitch, taut line hitch, sheepshank	10 (+ time bonus)
Red Rope Challenge	Attempt to tie 14 knots in under 1 min. Clove hitch, sheepshank, half hitch, two half hitches, taut line hitch, overhand knot, double overhand knot, surgeon's knot, square knot, sheet bend, slip knot, bowline, timber hitch, figure eight.	5 (<2 min), 15 (<1 min)
Tower Build	Unit builds a freestanding tower. Safely climb on it and get pictures. Then tear it down so the next unit can build. (MB Req. 8, 9)	40
Group Build Project	Unit builds a trestle (2–3 Scouts). Trestles are combined into a large camp structure. (MB Req. 8, possibly 9)	10 per trestle

Special Notes for Troops

- **No entry limits:** Troops may complete as many gadgets, shelters, and other builds as they wish.
 - **Merit badge credit:** Many activities align with **Pioneering Merit Badge** requirements — Scouts should bring a blue card if they want credit. Merit badge credit will be awarded to the individual scout who does the required work. Larger structures are expected to be group efforts. Please seek prior approval for any gadgets and/or structures that are not explicitly listed in the merit badge requirements.
 - **Safety:** All structures must be safe for use and pass inspection.
 - **Supplies:** Troops bring their own ropes, poles, tarps, and cooking equipment for all campsite builds and the trestle that is added to the Group Build.
-

Fall PACAO Scoring Sheet

(Units can use this to track progress; staff can mark totals)

Unit Number: _____ | SPL: _____ | Scoutmaster: _____

Event / Activity	Points Possible	Points Earned	Notes / Requirements Completed
Troop Campsite Gateway	20		
Campsite Gadgets	10 ea / 20 complex		
Campsite Shelters	10 ea		
Campsite Cooking Device	10		
Dutch Oven Potatoes	10 (+ taste bonus)		
Campfire Skit/Song	10		
A-Frame Build & Race	15 (+ time bonus)		
First Aid Station	5		
Basic Knots & Lashings	—		
Rope Making	5 per Scout		
Eight Knot Challenge	10 (+ time bonus)		
Red Rope Challenge	5 (<2 min), 15 (<1 min)		
Tower Build	40		
Group Build Project (Trestle)	10 ea		

Total Points Earned: _____

Award Thresholds: **Excellence** – 160 points or above; **Merit** – 100 to 159 points; **Achievement** – Below 100, for active participation in the event

Camp Rules and Regulations

Camp Code	The Scout Oath, Law, and Outdoor Code
Roster	The troop roster, enclosed with this packet, will be filled out and turned into HQ upon registration. Make additional copies if needed. Patrols should have 5 to 9 scouts.
Generators	Generators will be permitted, but they must be turned off between 10:30 pm and 7:30 am
Cooking Fuels	All flammable liquids must be under adult control and supervision.
Pressurized Fuels	All pressurized fuels must be LOCKED away safely when not in use. Refer to the "Guide to Safe Scouting" and your pressurized fuel training.
Use of Water	Water sources are only for filling containers. They are not to be used for personal hygiene, washing, or rinsing dishes, or washing clothes.
Ground fires	New ground fires will not be permitted. You must use an established pit if you are going to have campfires.
Tent Ditching	Proper pitching avoids 'ditching'. Digging ditches around tents is prohibited.
Garbage	A dumpster is located at Emerson for trash. Do not bury garbage.
Tobacco	No person under the age of 21 is permitted to use or possess tobacco products. Adults are encouraged to refrain from using tobacco products but if they do, use them away from all youth, event areas, and campsites. VIOLATORS WILL BE ASKED TO LEAVE.
Alcohol & Drugs	Alcohol beverages and non-medically prescribed drugs are not allowed on council property or at council activities. VIOLATORS WILL BE ASKED TO LEAVE.
Sheath Knives	Sheath knives are not permitted.
Fireworks & Firearms	Fireworks and firearms are not permitted on council property. VIOLATORS WILL BE ASKED TO LEAVE.
Early Arrivals	Those people who are not on staff who arrive prior to 5:00 p.m. will be asked not to set up.
Troop Leadership	Senior Patrol Leaders, Patrol Leaders, and Scoutmasters have control over their troop.



Adult Supervision

Two registered adult leaders 21 years of age or over are required at all Scouting activities, including all meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth or female adult program participants.

Notwithstanding the minimum leader requirements, age and program-appropriate supervision must always be provided.

All adults staying overnight in connection with a Scouting activity must be currently registered as an adult volunteer or an adult program participant. Adult volunteers must register in the position(s) they are serving in. **Registration as a merit badge counselor position does not meet this requirement.**

More info can be found at the following Youth Protection and Adult Leadership link:

<https://www.scouting.org/health-and-safety/gss/gss01/>

Additional Guidelines Specifically for Cub Scout Unit-Coordinated Camping

Webelos and Arrow of Light Camping Additional Guidelines

<https://www.scouting.org/health-and-safety/gss/gss03/>

- Effective June 1, 2024, Webelos is the designated program for 4th graders and Arrow of Light is the designated program for 5th graders. As such, the Arrow of Light program is no longer combined with the Webelos program and the purpose of Webelos (4th grade) is no longer to prepare Cub Scouts to join Scouts BSA. The purpose of the Arrow of Light program is to prepare for Arrow of Light Scouts to join a Scouts BSA troop.
- Webelos Scouts and Webelos Scout dens may not participate at a Scouts BSA troop unit campout or at a Scouts BSA "camporee" or other events designed for Scouts BSA during the day and/or overnight, even as visitors.
- 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.



In Case Of...

1. SEVERE WEATHER

- a. Camp staff will verify severe weather forecasts by use of the internet, smartphone, or weather radio.
- b. HQ will direct that the siren be activated (two 15-second-long blasts).
- c. At the sound of the siren weather signal, everyone in camp reports to HQ. Leaders account for all campers, and report to the camp advisor.
- d. Once an all-clear signal is communicated (three short blasts), the staff will work to help ensure every camper is dry and warm.
- e. Notify the HQ of any serious injuries or damage.

2. FIRE (RED ALERT)

- a. All fires should be reported immediately to the HQ.
- b. A 30-second-long siren/horn blast will signal a fire emergency.
- c. All campers report to campsite flagpoles. All program areas and campsite fires are to be extinguished thoroughly before leaving any areas.
- d. Adult leaders call roll and the Fire Marshalls reports to the Business Manager at the camp office. Staff members will close their areas and report to the office for further instruction.
- e. The decision to call in outside fire assistance will be made only by the Camp Ranger.
- f. Staff members will notify the Units when all is clear.

3. MEDICAL EMERGENCY

- a. As soon as conditions of emergency are determined, alert the Camp Medical Team. Call St. Claire Health Center 636-496-2000 before leaving camp, if the team determines hospital treatment is required.
- b. Call ahead and inform the Emergency room: who is coming; what the condition is suspected to be, age, and parents' contact information.
- c. If an ambulance is needed for transportation-medical team will arrange.
- d. If an automobile is used to get to the hospital, give the driver written instructions or a map on how to get to the hospital.
- e. Have the unit leader notify parents or nearest relative of the injured camper.



Roster

UNIT #: _____ Troop / Crew / Pack _____

Unit Leader: _____

Patrol Name	Patrol Name
Name	Name

Leader Name	Contact number

Use additional sheets if needed.

Turn in before lights out Friday Evening.



Program Information

Knots

Knots have thousands of uses. On camping trips, they'll hold gear on your pack, secure tents and dining flies and prevent canoes and boats from drifting away. If an accident occurs, knots can be used to keep bandages in place or to aid in rescue attempts on the water or in the mountains.

There are hundreds - even thousands - of useful knots. By mastering seven basic Scouting knots, you'll be ready for just about any situation that calls for tying ropes together, forming loops, and securing ropes to object. Learning even more knots will add to your problem-solving abilities.

Each patrol will be asked to tie 5 knots.

- Square Knot
- Two Half-Hitches
- Taut-Line Hitch
- Timber Hitch
- Clove Hitch

Each Correctly Tied Knot – **10 points**

Patrol Flag

Each patrol should make a flag to carry at troop meetings and on camporees, summer camps, campouts and PACAO's. A patrol also has yells, too. If your patrol is named for an animal, you can use that animal's sound - the howl of a wolf, for example, or the hoot of an owl. Or your patrol might decide on some other shout that identifies it. Members can give the patrol yell whenever they do well in a troop competition or reach an important point, and even when they are ready to chow down on a camp meal. Each patrol flag should be constructed of permanent material (cloth or leather). Design to include patrol emblem, patrol name and troop number

Patrol flag – **20 points**

Flagpole - min. 10' tall, consisting of two sections which are lashed together – **10 points**



Campfire Skit

Each Troop will prepare a skit to act in front of all units on Saturday night's campfire. The Troop should prepare the skit on paper and turn it in when you register Saturday morning.

Skit – 50 points

Camping Friday/Saturday Night

We are asking all units to camp on Friday and Saturday night and attend the closing ceremony on Sunday morning. On Sunday morning you are being asked to wear your dress scout uniform and bring your patrol flag to the flag ceremony AND if the patrol has a patrol yell feel free to yell it.

Camping Friday Night – 20 points

Camping Saturday night – 20 points

Cooking/Desert Challenge

Each Troop is asked to prepare by cooking a desert. Please bring the desert to the Headquarters where you will receive points and a special award for the best desert prepared.

Points for preparing a desert - 20 points

Choosing a Campsite

A good campsite is more than a convenient place to sleep and eat. Its setting offers you safety and comfort and takes advantage of features like great views and natural windbreaks. Please explain to the staff how to choose a good campsite.

Choosing a Campsite – 20 points

Preparing Tarps

A tarp is a large waterproof sheet often used as a dining fly to protect the kitchen from sun and rain. When the weather is fair and the bugs are not bad, tarps also make fine sleeping shelters lighter to carry than tents. Bring a tarp and any other items to construct to be used as a shelter.

Correctly Prepared Tarp Shelter – 20 points



Troop/Crew/Webelos Registration form:

Gravois Trail District

Fall PACAO 2025 Fees

"Pioneering"

If paid by September 26 - \$10.00

Walk-in (all registrations after Sept. 26th) - \$12.00

The fee includes awards, program supplies and patches.

Troop/Crew/Ship/Pack # _____ # of Patrols _____

Attendees

Total Scouts BSA _____ x \$10.00

Total AOL Scouts _____ x \$10.00

Total Adults _____ x \$10.00

Total Late Fee _____ x \$2.00

Total Participants _____

Total Amount Enclosed _____

Please complete all sections. All BSA registered Scouts and adult leaders attending MUST register for the weekend. Each Unit must bring a completed roster of all in attendance to check in. Please use the enclosed roster. DO NOT mail your roster or turn it in at West Pine. Unit leaders are REQUIRED to have current medical forms at their campsite.

The deadline for early registration is September 26.

**If you have any questions, contact District Camping Chair. Terry Madden,
tmadden72@yahoo.com**