



Pathfinder 2026 Fall Camporee Scouts In Space!

October 23rd-25th, 2026

Beaumont Scout Reservation, Lane Field

Campmaster: Carson Lee

Campmaster Adviser: Jason Lee



This is the **ONE Camporee Manual** for
both **Troops and Arrow of Light Scouts**



Briefing

Pathfinder Scout/Scouter,

Welcome to Pathfinder's 2026 Fall Camporee. My name is Carson Lee, and I am an Eagle Scout from Troop 344.

With Captain Reid Weisman becoming the first Eagle Scout to fly around the Moon since 1976 with NASA's Artemis II mission, it only seemed right to honor our organization's legacy of exploration with the Camporee theme *Scouts in Space*.

While the origin of the theme is rooted in real-life events, Scouts are encouraged to think outside of the box in costuming, skits, Patrol names, etc. Scouts can pull ideas from real life and Sci-Fi to show off their spacey creativity to earn points.

Before liftoff, please read through this manual carefully. Each mission (event) will be a difficult test of knowledge and grit. By studying the rules and reviewing certain skills ahead of time, your Unit will have an advantage in the Patrol Competition.

Arrow of Light (AOL) Dens will participate in the activities as their own Patrols and will compete against other AOL Dens alongside Scouts BSA Patrols. AOL patrols may have a Troop Guide from the hosting Scouts BSA Troop to help throughout the day.

Earning Points

Morning mission will consist of Scout exercises and team building activities. Patrols will have a chance to earn more points in the afternoon such as flag & yell, skits, and costume judging. The afternoon will conclude with a game, and rocket launches to test Scout abilities and provide another opportunity to earn points.

Patrols missing required materials for missions throughout the Camporee can expect to be docked up to 10 points for each infraction. This docking may seriously impact the final standings in the Patrol competition. Be prepared!

Staffing Fall Camporee

We are always on the search for new Camporee Staffers. On Camporee Staff, Scouts get a chance to develop their leadership skills, make some new friends from around the area, and tangibly contribute to the success of the event. After years of staffing, I can personally assure you that experience is the perfect mix of fun and excitement and can be life changing. To be on staff, you must:

- Be a Scout who is at least 14 years old.
- OR have earned Star Rank
- OR have been approved by your Scoutmaster and the Camping Chairman

In other words, there are plenty of ways to qualify 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 Sundays, 9/27, 10/4, 10/18 at 5 PM and Saturday, 10/10 (time TBD) at Maplewood United Methodist Church and are required. If you are unsure if you or another Scout meet the requirements to be on staff, or if the Staff Development dates/times are giving you pause, don't hesitate to reach out. We want to give everyone who wants to be on staff the opportunity to do so!

Do a Good Turn – Donations for Vietnam Veterans of America

We will be collecting clothing for Vietnam Veterans of America. This organization accepts donations of clothing for Veterans in need and their families. Bring new or gently used **shirts, shorts, pants, coats, or sweaters** to the clothing drive for your unit to receive bonus points for your Patrol. All sizes are needed for men, women, and children. (See the points section for more info.)

Good luck, and Godspeed!

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Logistics

Registration

Registration for the 2026 Fall Camporee will take place **online only** at

<https://www.scoutingevent.com/312-26PFFallCamporee>

- Registration opens on Tuesday, September 1 and closes at 11:59 PM on Thursday, October 15. The regular cost to attend the Camporee is \$17.00 for Youth and \$15 for Adults.
- Late registration will be available from Friday, October 16 from midnight until 11:59 PM Thursday, October 22. The fee for late registration is \$25.00 for Youth and Adults.
- On-site registration will be allowed for any last-minute individual Youth or Adults, at the late fee level. No new unit registration will be allowed.

Be prepared to enter the quantity of Youth and Adults from your unit that are attending Camporee when you register. Troops and AOL Dens can register together or separately.

- Arrow of Light (AOL) Scouts will be their own Patrol.
- 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 (Troop and Arrow of Light Scouts and all Adults) who will be attending within the registration site. At check-in, our team will look at your unit roster to verify attendance.

Patrol Registration Form

Every unit that has Patrols competing in the Camporee will need to turn in the Patrol registration page when they turn in their rosters. The form is included at the end of 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 of its location.

Participation

Camporee is for Scouts BSA and Arrow of Light Scouts. Arrow of Light Scouts will participate in the same activities as the Scouts. For some events, activities may be modified to meet Arrow of Light Scout requirements. During non-event times, Scouts 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 before 5:00 PM on Friday. Please have an adult come to District Headquarters between 7:00 and 9:00 PM to check in with Patrol registration forms. We will cross-check your roster with the participants entered through the registration site. Any additional participant(s) will be required to pay with a **credit card**. No cash will be accepted.



Check-out – New Process!

Check out will be on Sunday starting at 9:15 AM. All units must check out at the District Headquarters before leaving on Sunday. To complete the checkout process, your site must be inspected and approved by Camporee staff prior to leaving Camp. We ask all units to leave no later than 11 AM on Sunday. Any Scout or unit that needs to leave before the set check-out time Sunday morning must come to District Headquarters before leaving to notify staff of the individual and/or entire unit that is leaving. This is to ensure the safety of all Scouts.

SPL/Scoutmaster/AOL Leader Meeting – IMPORTANT!

Senior Patrol Leaders, Scoutmasters, and AOL Leaders should attend the Leader Meeting on Friday night at 9:30 PM at District Headquarters. This meeting will cover any last-minute changes to the Camporee program, as well as answer any questions you may have about the event.

Religious Services

“A Scout is Reverent”. We ask that all unit leaders 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 Friday evening. 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 featuring the skit and costume contest winners as well as other fun antics. 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 are always the camp code. Violations of the Scout Oath and/or Law may result in the individual, or their entire Unit, being asked to leave the event.

Parking

Parking is allowed only in parking areas designated by the staff. **Please do not park in front of another Unit's campsite.** In the event of excessive rain, be cognizant of your vehicle's ability to park and operate in the mud; some parking areas at Lane field are at a slight incline, further exacerbating any issues in the mud.

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.**

Driving

All campsites at Lane field will be accessible from Beaumont Scout Reservation's main paved road. Limit using vehicles the entirety of Saturday, as Scouts will be moving between program areas throughout the day, possibly on the road. Take special care on Saturday evening before and after the campfire, as there will still be many pedestrians walking in the lower light levels.

Garbage

Pack out all trash! All trash must be put into trash bags and disposed of properly off the Camporee site. Dumpsters at Emerson Center may only be used if they are not already full.

Fires

Ground fires are allowed but should be placed in existing fire pits when possible.

Pressurized Fuel

Pressurized fuel lanterns and stoves are allowed and must be operated by Scouts with proper knowledge. 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 and always wear seat belts. Riding in the back of trucks or on tailgates is prohibited.

Schedule

Friday	
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 patrol registration forms)
9:30 PM	Scoutmaster/SPL/AOL Leader meeting at HQ
11:00 PM	Lights out / all quiet
Saturday	
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 Missions
10:00 AM	Adult Leader Koffee Klatch++
12:00 PM	Lunch at campsites
1:00 PM	Optional Leader Activity: Pressurized Fuel Training++
1:00 PM	Judging of Skit, Costumes, Flag and Yell, Clothing Drive
1:45 PM - 2:00 PM	Scorecard Turn-In at District HQ
2:00 PM	Game: Flyin-Saucer
3:00 PM	Rocket Liftoff
5:00 PM	Dinner at campsites Adult Leader Cook-Off Turn In++
7:00 PM	Religious Services (Uniforms encouraged) <i>* Those not attending services should stay quiet in their campsite</i>
8:30 PM	Campfire (Uniforms encouraged) <i>* After Campfire Order of the Arrow Social (for members only)</i>
11:00 PM	Lights out / quiet time
Sunday – All units must check out at, regardless of when they are leaving	
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 Camporee staff prior to leaving Camp.)
9:15 AM	Check-Out @ HQ Begins
11:00 AM	All Units Must Leave the Camping Area

++Adult Events Only

Mission Checklist (Point Breakdown)

Morning Missions	830 points
Campsite Inspection	100 points
Camp Gateway	75 points
Vietnam Veterans of America Clothing Drive	50 points
Costume Competition	50 points
Flag and Yell	30 points
Skit Competition	50 points
Game: Flyin-Saucer	55 points
Game Placement	Up to 10 points
Liftoff	30 points
- Liftoff: Top Airtime	Up to 45 points
Koffee Klatch - Adults	15 points
Roundtable Attendance	30 points
Hosting an AOL Den (Scouts BSA Only)	30 points
Total Points	1400 points

**** The top 3 scoring Scouts BSA Patrols and top scoring AOL Den/Patrol will receive award plaques in recognition of their performance at the closing ceremony on Sunday morning. ****

Morning Missions

Tether Entanglement

During a routine spacewalk to fix your space station's solar panels, your crewmembers' Extravehicular Activity (EVA) suit tethers get tangled up, turning you and your group into a human knot in lunar orbit. To get back on schedule and repair the solar panels, your crew must untangle themselves quickly. It sounds like your communications are cutting out too...

Within 15 minutes, Patrols must attempt to clear three stages of the human knot game (visit <https://www.scouting.org/cub-scout-fun-games/knots/> for a short description of the game). In Stage 1, each Patrol will untangle its knot without any game modifications. For Stage 2, the Patrol will reset the knot and untangle it again, this time without speaking or making noise. For Stage 3, the Patrol will reset the knot and pick one Patrol member to keep the ability to speak and see. The other Patrol members will be blindfolded and attempt to untangle the knot by only listening to the chosen speaker (no other talking or noise making allowed).

If the Patrol finishes all three stages before the time expires, Patrol members may select a new leader and reset the final stage for bonus points.

Stage One Complete: 20 Points

Stage Two Complete: 30 Points

Stage Three Complete: 50 Points

Patrol Flag and Yell: 10 Points

Bonus: Each Additional Stage Three Complete: 10 Points

Total Points: 120 points

Countdown

In 2014, NASA began its production of the Space Launch System (SLS), the main rocket stage of the Artemis program. In 2026, after over a decade of engineering and innovation, the SLS was used to send four astronauts through Earth's atmosphere and towards the Moon. Now, to navigate even farther reaches of space, NASA needs you and your crew to design and launch a new rocket.

Each Patrol will have 20 minutes to build one, aesthetically pleasing, construction paper rocket for the afternoon launch. Most building and design materials as described below will be supplied, except for the weight which patrols will need to bring. Patrols can also bring additional supplies for their rocket.

- Permitted Building Materials: construction paper, cardstock paper, index cards, masking tape, glue/glue sticks, coins and/or metal washers (weight).
- Permitted Design Materials: markers, pencils, colored pencils, crayons, and scissors. Additional adornments, like stickers, glitter, etc. may be added for thematic purposes. However, be aware of aerodynamic effects if adding bling. (Patrols must bring these additional adornments).

In the morning, the rocket will be judged by a small panel of Camporee staffers based on adherence to material and design guidelines, relationship to the theme, complexity, and inclusion of required elements. In the afternoon, points will be awarded for flight time. (See the Liftoff Activity in the Afternoon Section.)

After judging, the rockets will be collected for the afternoon Liftoff Activity. Patrols that choose not to participate in this activity will lose the associated points.

Constructed Within Time Limit: 10 Points
Meets Design Requirements: 20 Points
True to Theme: 20 Points
Complexity: 20 Points

Patrol Name/Logo: 20 Points
Unit Number: 10 Points
Patrol Flag and Yell: 10 Points

Total Points: 110 Points

All Systems Green

To produce more oxygen and a variety of fresh foods on the Moon, NASA tasked your crew with establishing a lunar greenhouse. Before doing anything, however, you and your crew need to run a final checklist and identify potential biological threats (animals) to make sure the ecosystem can thrive.

Staff will ask each patrol five nature-related trivia questions sourced from the Scout Handbook and merit badges to complete the final checklist. The Patrol must collectively decide on one final answer to each question. Points will be awarded based on Staff evaluation of the quality of the answers.

Then, Patrols will have ten minutes to identify at least five potential biological threats to the lunar greenhouse. Using phones or cameras, Patrols will collect evidence of as many different types of animals or their indicators in the environment as possible. The Patrols will then return to base with their photographic collection, where Staffers will evaluate the findings and award points. To earn full points, the Patrols must make five positive identifications from their photos. Points will be deducted if Patrols do not return before the ten-minute period expires.

Once five animals and/or their indicators have been identified, up to five additional identifications may be counted for bonus points.

Five Questions @ 5 Points: 25 points
Return From Photography On-Time: 20 Points
Three Identifications: 25 Points
Five Identifications: 30 Points
Patrol Flag and Yell: 10 Points

Bonus: Additional Identifications: Up to 5 @ 2 Points Each: 10 points

Total Points: 120 Points

Space Emergency

An emergency transmission was received from another lunar colony, and mission control has dispatched you and your crew to render aid. There isn't much information, but your crew has been told to be prepared for any and all types of injuries.

Scouts BSA Patrols will encounter one hands-on first aid scenario based on Scouting first aid skills (BSA First Aid Merit Badge, Scout Handbook, Red Card certification skills, or other Scout-approved field scenarios). The rubric will be kept secret by event Staffers to test Scouts on their quick-thinking skills and their natural reactions to the situations.

AOL Patrol scenarios will be age appropriate and test skills the Scouts should know from the Cub Scout First Aid Adventure.

Both Scouts BSA and AOL Patrols will be asked one verbal question related to their first aid scenario for bonus points.

First Aid Scenario Completion: Up to 100 Points
Patrol Flag and Yell: 10 Points

Bonus: Verbal Question: 10 Points

Total Points: 120 Points

Moon Cheese Sandwich

While cinema-astronaut Mark Watney stated in *The Martian* that “once you grow crops somewhere, you’ve officially colonized it,” NASA decided that sending cows to the Moon would be much cooler than sending potatoes. Before officially converting the moonbase into a dairy farm, however, mission control needs your crew to test the quality of lunar milk through the best method available: grilled cheese sandwich making.

Scouts BSA Patrols must light a cooking fire and cook a high-quality grilled cheese sandwich within 25 minutes. **AOL Patrols** will be allotted 30 minutes for the same task. Time will begin as soon as fire building materials enter the firepit.

Patrols will be provided with two slices of white bread and two slices of cheese to make their sandwich. **All other materials including cookware, additional food ingredients (including oil), fire fuel materials, and fire lighting supplies must be brought by the Patrol. Patrols that do not bring these materials will be docked points.**

- Patrols may use more food ingredients than the ones provided by the station to enhance their sandwiches. They may also bring their own bread or cheese selections in place of those provided.
- Only sticks, untreated wood, and paper may be used as fuel material for fires.
- Lighters, matches, and flint and steel are all allowed to start fires.

Patrols will present the finished sandwich to event staffers. These staffers will ensure that both sides are browned and that the cheese is sufficiently melted. Quality points will be awarded at their discretion based on taste, temperature, creativity, etc.

If the Patrol finishes the sandwich with additional time left, Patrol members may ask for an additional lot of sandwich making ingredients or use their own grilled cheese sandwich materials to make another sandwich. If the second sandwich meets the quality expectations of the event staffers, the Patrol can earn bonus points.

Fire Lit: 10 Points
Completed On Time: 10 Points
Cheese Melted: 20 Points
Side A Browned: 15 Points
Side B Browned: 15 Points
Staff Quality Points: 30 Points
Patrol Flag and Yell: 10 Points

Bonus: Extra Moon Cheese Sandwich: 10 Points

Total Points: 120 Points

Crater Catastrophe

After a long day of conducting experiments on the Moon, your crew realizes they ventured a little too far from the moonbase and need to get back as fast as possible before nightfall. Unfortunately, the sun went down right before your crew made it back, so now your crew is forced to walk between craters and other perilous lunar features to survive. Mission control will have to guide you back, as your crew navigates in the blackness of space.

Over ten minutes, Patrols will send one member at a time to navigate an obstacle course while blindfolded, in the style of the game "Minefield". They will be verbally guided by a designated mission controller, who will be the only one who can communicate with the blindfolded Scout. To start off, the patrol will select a Scouts who will serve as mission controller. Once the Scout is across, they will remove the blindfold, send it back to the other side of the course, and that Scout will assume the position of mission controller for the next Scout. The first mission controller will join the blindfolded line once their role is complete, thereby allowing every Scout to lead and be led. If a blindfolded Scout touches an obstacle, they must start the course over. Points will be docked for each contact. Additionally, if the Patrol makes contact with an obstacle four times, they must restart the entire line, with the timer still running.

If the Patrol finishes one run through with extra time, it may attempt to go through the challenge again for bonus points. Patrols may attempt to complete the course up to two additional times for bonus points.

Completion of Course: 100 Points
Contact with Obstacle: -5 Points Per
Patrol Flag and Yell: 10 Points

Bonus: Each Additional Course Completion @ 5 Points: 10 points

Total Points: 120 points

Solar Shelter

Your crew has been tasked with building the first human habitat on the lunar South Pole. Unfortunately, upon landing, mission control warned that a recent solar storm is sending deadly radiation towards the Moon, threatening the safety of you and your fellow astronauts. Your crew must build a shelter before the radiation arrives. The shelter must house every crewmember and provide a means of gathering scientific data from the storm.

Within fifteen minutes, **Scouts BSA Patrols** will use ropes, tarps, spars, and a rock to create a temporary shelter with a meteorological data collector. The temporary shelter must be composed of at least five spar poles and be constructed from a minimum of four lashings from the Scout Handbook. The meteorological data collector (a weather rock) must be suspended off the ground, hanging from the temporary shelter, or a separate pioneering structure, by rope. At least half the Patrol members must fit inside the shelter. Troops must bring their own materials. If a Patrol is missing certain materials, limited supplies may be available to borrow at the station, at the penalty of some points.

Similarly, **AOL Patrols** must create a tripod to suspend a weather rock within 20 minutes, using a minimum of two knots/lashings and a minimum of three spar poles. AOL Patrols are not required to create an entire shelter, but Troops are encouraged to teach them how to do so outside of the graded event.

Scouts BSA Points:

Finished Within 15 Minutes: 30 Points

At Least Half of Patrol Members Fit inside Shelter: 15 Points

Weather Rock Suspended: 15 Points

Utilized At Least Five Spars: 15 Points

Utilized At Least Five Lashings: 15 Points

Utilized a Tarp: 10 Points

Patrol Flag & Yell: 10 Points

Bonus: Utilized At Least Seven Spars **OR** Lashings: 10 Points

Total Points: 120 Points

AOL Points:

Finished Within 20 Minutes: 30 Points

Utilized At Least Three Spars: 20 Points

Utilized At Least Two Knots/Lashings: 20 Points

Weather Rock Suspended: 30 Points

Patrol Flag & Yell: 10 Points

Bonus: AOL Scouts Demonstrate Understanding of Knots/Lashings Used: 10 Points

Total Points: 120 Points

Troop Missions

Campsite Inspection

On Saturday, a staff member will inspect each campsite. If your Troop has more than one Patrol, each Patrol will be graded separately on the Patrol Evaluation.

AOL Dens will be inspected separately (points below). **Please encourage your Scouts to introduce the concept of campsite inspection to the Den.**

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 Points: 100 Points

AOL Evaluation:

Tents and flies are properly pitched and organized	Up to 30 Points
Area is clean and free of trash	Up to 30 Points
A properly equipped first aid kit is kept in a common area	Up to 20 Points
Walkway is clear	Up to 20 Points

Total Points: 100 Points

Camp Gateway

Welcome your astronauts back home to your campsite with a Camp Gateway. Each Troop will construct a Camp Gateway that consists of at least three lashings with two or more different types of lashing. Gateways will be graded on correctly tied lashings, usefulness, and complexity. Make sure to work with the AOL Scouts so they can earn points by adding their Pack/Den flag to the Gateway. Include theme related elements to showcase creativity and earn more points. Gateways will be judged on Saturday afternoon.

Troop Scoring:

Proper lashings and materials used	Up to 45 points
Incorporating the Camporee theme along with, Complexity and usefulness	Up to 20 points
Displaying your troop flag on your Gateway	Up to 20 points

Total Points: 75 Points

AOL Scoring:

Display of Pack/Den flag on Gateway	Up to 15 Points
Overall quality of lashings	Up to 30 Points
Scout Spirit (level of enthusiasm, etc.)	Up to 30 Points

Total Points: 75 Points

Afternoon Missions

Vietnam Veterans of America Clothing Drive

The Scout slogan is “Do A Good Turn Daily.” To earn points for your Patrol, bring one new or gently used clothing item (shirt, pants, shorts, coat or sweater) for every two Scouts attending the Camporee. Please only donate clean, wearable clothing (shirts, shorts, pants, sweaters, coats & jackets), no socks or underwear. All sizes for men, women and children are needed. Collection will be at Camporee HQ.

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

Costume Competition

It's time to get creative: show the staff your best Space themed costumes at Camporee HQ. Take inspiration from real space missions or science fiction. The choice is yours! The top three Patrols and top AOL den 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 do the costumes show creativity and personality?
- Originality – Do the costumes stand out from the rest?
- Complexity – Did the costumes take time and effort to put together?
- Theme/Cohesion – Are the costumes related to the theme and cohesive together?
- Scout Appropriate – Are the costumes appropriate for all ages of Scouts?

Total Points: 50 Points

Flag & Yell

Your Patrol will show off its flag and yell at Camporee Headquarters. For the highest possible points, ensure that they are both theme-related and Scout appropriate. Flag and yell are each worth up to 15 points.

Flag

Patrol Flag	0 or 5 Points
Theme Related	1 - 5 Points
Overall Design	1 - 5 Points
Total	15 Points

Yell

Patrol Yell	0 or 5 Points
Theme Related	1 - 5 Points
Enthusiasm & Originality	1 - 5 Points
Total	15 Points

Total Points for Flag & Yell: 30 points

Skit Competition

Prepare a skit for the staff to judge at Camporee HQ. Your Patrol will receive up to 50 points for participating in the skit contest. The top three Patrols and top AOL den will perform their skits at the campfire. Make sure that the skit is Scout appropriate, well executed, and is related to the broad theme (real spaceflight or science fiction skits are accepted).

(Patrols must present the attached Skit Application form when performing their skit. See Skit Application for complete point breakdown.)

Total Points: 50 Points

Afternoon Exercises

Flyin-Saucer

When the first plastic Frisbee was prototyped in 1948, it was called the “Flyin-Saucer” for its UFO-like appearance. In 2006, Swedish astronaut Christer Fuglesang became the first human to throw a Frisbee in space inside of the International Space Station. Now it is your crew’s turn to make history, by playing the first game of Ultimate Frisbee in space.

Each Patrol must send at least four players to play a miniature game of Ultimate Frisbee. Two Patrols will play on any given field, which itself is made up of two endzones separated by a clear area in between. At the start of a point, Scouts will line up with their team at the front of either endzone, at which point one team will throw the Frisbee to the opposite side of the field (like a kickoff in American football). The opposing team will catch the Frisbee or pick it up and begin play, throwing the Frisbee between team members with the goal of reaching the opposite endzone. Scouts with the Frisbee may only pivot off of one foot and not move from their position, while all other Scouts are free to move around the field. Scouts playing defense may intercept or block the Frisbee when it is released from the other team’s hands, at which point the Frisbee is turned over, and the defending team works to move the Frisbee to their opposite endzone.

Once the Frisbee is caught in one Patrol’s endzone, the point goes to the winning Patrol and the field resets, with the winning team of the last point throwing the kickoff of the next point. Substitutions are allowed only when a point ends. The first team to five points, or the team with the highest score after 15 minutes, wins the game and progresses to the next round.

Participation: 55 Points

Bonus: 1st Place Winner: 10 Points

Bonus: 2nd Place Winner: 5 Points

Liftoff

After years of building, preparation, and training, your rocket is finally ready. All systems are a go. It's time to launch!

Patrols, having built and turned in their construction paper rockets from the morning event, will launch their rockets trying to reach the greatest distance possible. The rockets will be launched into the air at a predetermined launch angle from a compressed air launcher. Scouts will apply pressure to the launcher with an air pump. Each Patrol will receive three trials to attempt rocket launches. The longest distance from launcher to landing point across all three trials will be recorded for each Patrol's final score.

The top five distances will earn bonus points.

Participated in Rocket Launch: 15 Points

One Successful Launch: 15 Points

Bonus: 1st Place - Top Distance: 45

Bonus: 2nd & 3rd Place Distance: 30

Bonus: 4th & 5th Place Distance: 15

Total Points: 75 Points

Adult Opportunities

Koffee Klatch

This activity will be held on Saturday morning at Camporee Headquarters. Koffee Klatch is an open-ended meeting for adult leaders in Troops and AOL Dens. This is the time to get updates on new camping information from the Council, discuss Scouting topics, and ask questions.

Come and enjoy some coffee and a light snack. In the process, you will earn 15 points for each of your Patrols.

Pressurized Fuel Training for Any Adult Leader

This optional activity will be held on Saturday at 1:00 PM. Come and learn or refresh on how to properly operate and maintain pressurized fuel devices and hear about pressurized fuel policies. After the session, you'll be able to train Leaders and Scouts in your Troop. (Note: AOL Scouts need to wait until they join a Troop to be trained.)

Adult Leader Cook-Off

Registered Scoutmasters, Cubmasters, and Scouters attending the 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 (*Scouts BSA Only*)

For this Camporee to run successfully, we need Scouts to Staff the events and activities. A Scout who is at least 14 years old, or has earned Star Rank, or has been approved by their Scoutmaster and the Camping Chairman is eligible to be on Staff. On staff, Scouts get to know other Scouts within our district and work in teams with new people. As aforementioned, any Scouts who wish to join Camporee staff should contact the Campmaster, Campmaster Advisor, and/or Pathfinder Camping Chair.

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 and AOL den will earn 15 points for each Roundtable a leader from your Troop/Pack attends. Remember to sign-in to receive up to 30 points.

Connecting Troops & Arrow of Light Scouts

Eighty-five percent of Scouts who join Scouts BSA Troops come from an Arrow of Light den. One of Pathfinder's goals is that every AOL Scout has the opportunity and a plan to Crossover to a Scouts BSA Troop. The Camporee is a great opportunity for leaders and Scouts to connect.

Scouts BSA Troops are asked to invite and host at least one AOL Den, and to encourage their Scouts and Leaders to interact with the AOL participants. Cub Pack Leaders are also encouraged to reach out to Troops to find a hosting unit. Refer to the [Pathfinder Unit Directory](#) to identify units you'd like to connect with.

Points: Inviting/Hosting an Arrow of Light Den

	<u>Points</u>
Invite and host at least one Arrow of Light den, or invite a den*	10 Points
Have a Scouts BSA Leader or Scout visit another Pack at the Camporee**	10 points
Den Turns in Scorecard	10 Points
Total	30 Points

*Note the Pack number and Cubmaster's Name of the Pack(s) you've invited/are hosting on your scorecard.

**Note the Pack number and Cubmaster's Name on your scorecard. Have the Cubmaster initial the card.

Points: In Lieu of Hosting - Den Visits Only

We know that not all Troops are able to host Arrow of Light Den. To help you with your recruiting, please take the opportunity to visit a couple of Packs already attending the Camporee. To earn the maximum possible points, one visit should be from a Scout and the other by one of your leaders. When you make your visits, please denote the visit on your scorecard with the Pack number and the name of the Cubmaster/Scouter you visited. Have them initial the scorecard.

Visit One Den by Scouter: 10 Points
Visit One Den by Scout: 10 Points
Total Points: 20 Points

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Evaluation Form

Unit leaders, we need your feedback for this Camporee so we can continually improve the experience for all attendees. Please take a few minutes to fill out this evaluation form. When filling out the form, please include what you like and what you would like to change. Please print legibly.

Please provide any comments about the registration for the Camporee.

Please provide any comments on check-in on Friday night.

How were the morning activities? Were they well planned? Was there something that the Scouts like or don't want to see again?

How were the afternoon activities? Were they well planned? Was there something that the Scouts like or don't want to see again?

How was the Campfire/evening program?

Is there anything to avoid doing again?

Is there something different you would like to see at the Camporees?

If you would like to discuss any items further, please provide your name, contact information and unit number.

Thank you for your feedback!

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Skit Application

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

The Patrol skit judging contest will start at **1:00 PM** 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: _____

Staff Notes: To decide top 3 skits

ENJOYMENT How well did you enjoy the skit? 1 - 10 Score _____

ORIGINALITY Did the skit look original or put a new spin on an old skit? 1 - 10 Score _____

PREPARATION Did the Patrol look like they practiced and were prepared? 1 - 10 Score _____

THEME How well did the skit fit the theme? 1 - 10 Score _____

SCOUT APPROPRIATE Is the skit appropriate for Scouts? 0 or 10 Score _____

TOTAL Score _____

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Patrol Registration Form

Troop # _____

Pack # _____

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: _____