

# Leader Guide: Sorcerers & Scouts

August 23-25, 2024

at Branched Oak State Recreation Area

## Scoutmaster take-homes

- Thyme is the ingredient for the Dutch oven cookoff
- Otherwise, no advanced preparation is needed by Troops
- Program for everyone begins Friday, 8:00 pm outside the Optimist Cabin
- Participants will form parties of 4-12 people, build D&D style characters, and explore the fantasy world interacting with characters, locations, and receiving objects



Outside of bringing thyme and ingredients for the Dutch oven cookoff and bringing some standard personal items listed below, **no advanced preparation is needed by Troops**. Optionally, individuals can bring fantasy-style costumes; however, please no swords or weapons. All items needed to participate in the event will be provided Friday night during character building or acquired during the event by participants at locations.

**Activities for everyone begin Friday at 8:00 pm** with an opening ceremony followed by participants forming into parties and building their characters. The main activities run Saturday morning, afternoon, and evening. The closing session on Sunday from 8:00 am - 9:00 am will bring the narrative to a close. If a unit misses the Friday evening session, there will be a make-up opportunity for late arriving units on Saturday morning at 9:00 am. Units participating in the make-up session will miss some of the main Saturday morning session. If an individual is going to arrive late, their unit can prepare for them in their absence during the Friday night session. A unit is free to depart prior to the Sunday morning session; they will miss the narrative resolution.

The event has been planned with the intention of being fun for adult scouters as well as youth. On Friday night, participants will form **parties** of 4-12 people and build their characters. It is suggested that parties should be all youth or all adults. The event is designed with adult-only parties in mind because they will enjoy the event and likely choose to experience it differently than parties of youth. Note, If parties mix gender, at least two of each gender need to be in a party per BSA Guide to Safe Scouting rules around buddies. Similarly, if parties mix youth and adults, and at least two adults should be in a party.

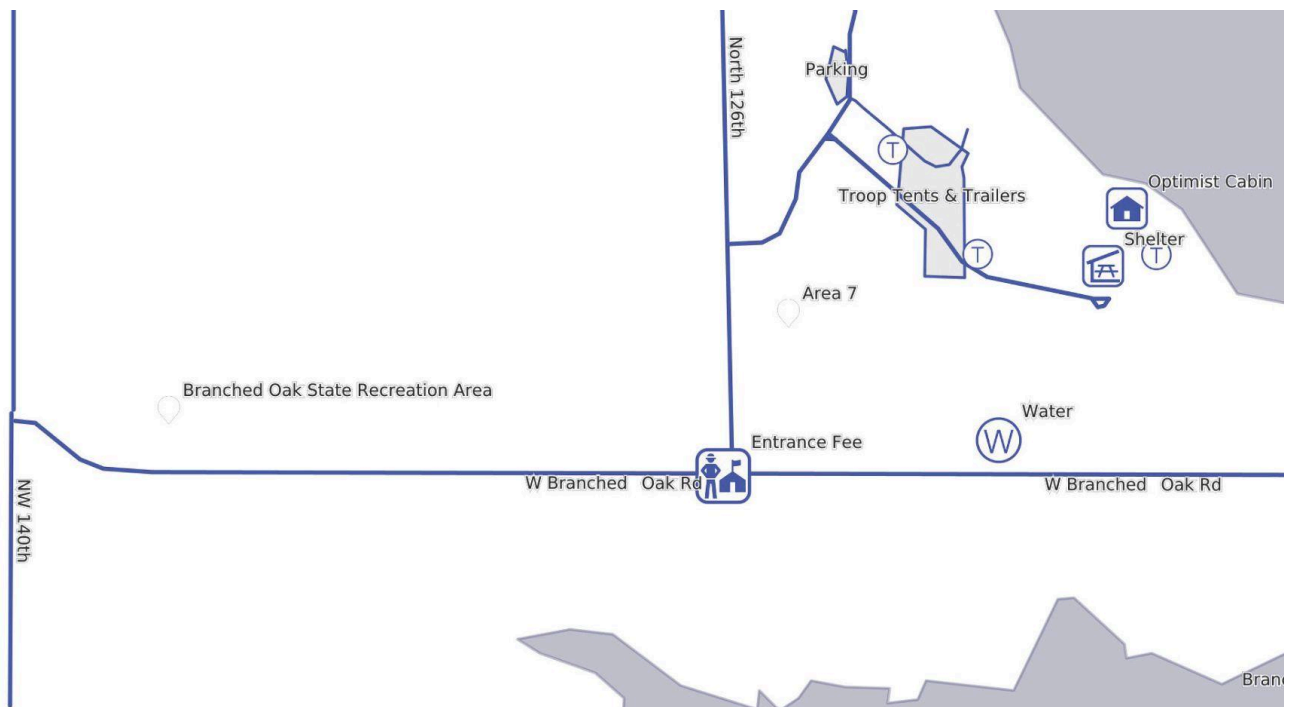
Activity stations do not have defined rotations or even defined activities. It is an **immersive, open-ended role-playing experience**. Participants will have unique experiences, conversations, and activities depending on what they choose to do and how they interact with other characters during the event. There are three main ways participants can experience the event. Participants can focus on acquiring objects by interacting with characters at a sequence

of locations. Participants can focus on understanding the backstory of what happened and what is happening with the characters and locations. Participants can participate in dice-rolling battles. Most parties will choose their own combination of the above, but there is no single way to experience the event and no single objective. Parties should choose an experience that is fun for them. Regardless, participants are encouraged to revisit locations across the different morning, afternoon, and evening times (i.e. three different epochs).

## Location

The camporee is at Branched Oak State Recreation Area in Area 7. **All vehicles require a Nebraska Game & Parks annual or day pass.** Day passes can be purchased for \$7 at the self-serve kiosk just inside the park. Troops will camp in a prairie west just of the Optimist Club lodge for which we have special permission from the State Recreation Area. Check-in is at the gravel road intersection prior to the cabin.

The easiest way to navigate to that location via Google Maps is to follow directions to the [Lincoln West Optimist Club – Dick Van Horn Lodge](#) and you will reach the check-in and tenting area prior to reaching the lodge. The opening ceremony will begin at 8:00 pm Friday night outside the Optimist Club Lodge.



# Timeline

Main role-playing activities are in bold.

## Friday

5:30 pm - 8:00 pm	Check-in
8:00 pm - 9:00 pm	<b>Opening Ceremony</b> outside Optimist Cabin
9:00 pm - 10:00 pm	OA-hosted Cracker Barrel for everyone
10:00 pm	Quiet Hours
10:30 pm	Lights Out

## Saturday

6:30 am - 8:30 am	Breakfast within Troops
*8:00 am - 9:00 am	Day Visitor or Late Arrival Check-in with character building at 9:00 am
8:30 am - 11:30 am	<b>Epoch 1</b> Activities
11:30 am - 1:30 pm	Lunch within Troops
1:30 pm - 4:30 pm	<b>Epoch 2</b> Activities
4:30 pm - 7:00 pm	Dinner within Troops
6:00 pm - 7:00 pm	Dutch oven cook-off (with thyme) delivery to commissioners
7:00 pm - 10:00 pm	<b>Epoch 3</b> Activities
10:00 pm	Quiet Hours
10:30 pm	Lights Out

## Sunday

6:30 am - 8:30 am	Breakfast within Troops
7:45 am - 8:00 am	Scout's Own Service
8:00 am - 9:00 am	<b>Closing Ceremony</b> outside Optimist Cabin
9:00 am	Depart

# Items for Participants to Bring

Scouts should bring a

1. **flashlight** for their individual use in the evenings
2. good **walking shoes** or boots because there will be a significant amount of walking
3. a **daypack**
4. a filled **water bottle**, and
5. **rain gear**
6. Optionally, they may want to bring a compass to aid in navigating the "labyrinth"

Scouts and Scouters have the option to wear a costume with a fantasy role-playing theme, with the exception that we ask no swords or weapons. Similarly, feel free to bring items to decorate your campsite in the theme of fantasy role-playing.

## Cooking and Fires

All Troops and Crews will camp, cook, and eat all meals as a unit in their campsite. We will be camping in a mowed prairie. Any fires must be in raised platforms that will not start a prairie fire. Regardless, please have water available and at the ready in the event a fire needs to be extinguished in an emergency.

## Water

Water will not be available immediately next to our camping area, but there will be water available at the main camp office, about a 1-mile drive from the camping area. Please bring containers. Participants should carry a filled water bottle and stay hydrated because water will not always be available across the event space.

## Weather

Be prepared for the weather. Some activity locations will have rain and sun shelter, but participants will be walking between locations and some locations are exposed to weather conditions.

## District Awards

Traditional district-specific camporee awards will be awarded by commissioners. For the Dutch Oven Cookoff, the required special ingredient is Thyme. Dutch oven dishes can be delivered to commissioners for judging between 6:00 pm and 7:00 pm on Saturday evening.

## Accessibility

The event involves a fair amount of walking between locations. For those in need of assistance moving between locations, there will be a transport vehicle onsite with a BSA trained operator. Please communicate this need during check-in so that assistance can be coordinated. Please reach out if additional accommodations are needed.

## Health and Safety

Lanyards will be issued during check-in. Each person should wear their lanyard during the whole event in order to distinguish registered participants from any public that may be in the area.

All guidelines in the BSA Guide to Safe Scouting need to be followed, including that all overnight adult participants need to be a registered member of BSA.

All day visitors and overnight visitors should have a completed BSA Annual Health and Medical Record parts A & B in the possession of their units and available for reference by the onsite health lead upon request.

## Arrow of Light and Webelos

Per the BSA Guide to Safe Scouting, Webelos/Arrow of Light youth can participate as day visitors with a Troop, but not overnight participants. If the day visiting Cub Scouts will be part of their host-Troop's party, the host Troop can prepare for those individuals in advance during the Friday night session. Alternatively, if a Cub Scout den is participating as a "party", they can do character building on Saturday morning at 9:00 am as a group.

## Organizing Contacts

This event is being hosted and organized by Scouts BSA Troop 16 in celebration of their 110 years of scouting and being chartered by Southview Christian Church in Lincoln, Nebraska. Chairing are Chad Brassil, [cbrassil@unl.edu](mailto:cbrassil@unl.edu), 402-419-0076 and Clay Cressler, [ccressler2@unl.edu](mailto:ccressler2@unl.edu), 402-890-7300. The professional staff contact is Lee Peterson, [lee.peterson@scouting.org](mailto:lee.peterson@scouting.org), 402-525-3461. Please reach out with any questions.