

2025 Nebraska Fall Camporee  
**Dungeons and Dragons Fall Camporee**

September 19th-21st 2025

Camp Cedars  
2898 Tom Lee Road  
Cedar Bluffs, NE 68015



# Fall Camporee Agenda 2025

## Friday

- 6:00-8:00 pm Check-In - Admin/HQ - Smith Admin Building
- 6:00-9:00 pm Camp setup
- 8:00-8:30 pm Leader / SPL Meeting – Dining Hall
- 8:30-9:00 pm Range Safety
- 10:30 pm All quiet in camp. Please be considerate of others.

## Saturday

- 7:00 am Reveille
- 7:00 am Breakfast in unit campsites
- 8:45 am Flags – Roitstein Parade Ground
- 9:00 am Events Begin
- 12:00 pm Lunch in unit campsites
- 1:30 pm Events Continue
- 4:30 pm Events end
- 5:20 pm Closing flags – Roitstein Parade Ground
- 5:30 pm Dinner in Campsites
- 7:45 pm Awards – Location TBD
- 11:00 pm All quiet in camp. Please be considerate of others.

## Sunday

- 7:00 am Reveille
- 7:00 am Breakfast in camp
- 10:00 am Departure

# Fall Camporee 2025 Leaders' Guide

## Dungeons and Dragons

Friday night, each youth will choose a Dungeons and Dragons class and write it on their wristband. Certain classes may receive buffs or nerfs at certain events. Available classes will be listed at the Friday night leader meeting.

## Awards

Prizes will be awarded to at least the top three performing patrols, and to the best dressed patrol.

## Camp Headquarters

The headquarters will be the Dining Hall. All administrative, program, and health needs will be handled at the headquarters, with the exception of check in, which will take place in the Administration building. Headquarters will be staffed 24 hours a day and during events in case of an emergency. All camp staff can be contacted through the camp headquarters.

## Check-in Procedures

Please plan to arrive between 5-8pm. Please send one unit member to registrations at Admin/HQ with health forms and completed unit roster upon arrival at camp. A printout from the scout event registration page is sufficient. Note any changes to the roster when checking in to keep account of people at the camporee during the event. Camporee staff will direct your unit to your campsite at check-in. Notify camporee hosts at Admin/HQ of any unit member departing early from camp for any reason to maintain complete accountability of campers.

## Health forms and medical staff

Every Scout and Adult attending Camporee must provide a copy of Parts A & B of the BSA health history form. **Medical Staff will be available at the Health Lodge under the Trading Post during the camporee.** ALL injuries during the camp must be reported to the camporee medical staff. The camporee staff will keep the forms at the Admin/HQ building during the camporee. Prescription medications must be kept in a secure locked box or in a unit leader's care. All medications requiring refrigeration are the responsibility of the individual units. Medical staff will return health history forms during check-out.

## Adult Leadership

A minimum of two registered adult leaders are required for all trips and outings. All adults camping overnight must be currently registered as an adult volunteer or as an adult program participant in the position(s) they are serving in and be approved by their charter partner where applicable. If your unit has only one registered adult leader in attendance, contact any of the camp hosts and we will combine troop campsites to provide the required supervision.

## Campsites

Each unit will set up patrol camps in designated areas. The areas are not marked. Please be courteous to neighboring units when setting up your sites and use only the space you need.

## Water and Restrooms

Drinking water will be available at hydrants around camp. Units should bring containers to carry water to their campsites. Every camper should come to Camporee with a personal water bottle.

The restrooms are Central Shower House and Dining Hall. Also, latrines around Camp Cedars may be used. Do not use hydrants or latrines for dish washing.

No **CELLPHONES** are allowed restrooms at any time.

### **Meals**

All meals are unit functions and menus, shopping, transportation, and food storage should be performed by each troop or crew in preparation for the camporee. Units will cook and serve meals and clean up at troop campsites.

### **Campfires in campsites**

Campfires are allowed in troop campsites only within metal fire rings. Contained charcoal fires are allowed for cooking.

### **Vehicle Parking**

Park vehicles and trailers in designated areas. Do not park on the road to allow emergency and service vehicles access. Parking on the grass next to the road is permissible while loading or unloading. For safety reasons, do not move vehicles during the camporee to minimize vehicle traffic while scouts are about.

### **Check-out Procedures**

You will be able to retrieve your health history forms at the Admin/HQ building when checking out. Remember a scout is clean and units are on their honors to police campsite and leave them ready for the next campout. Move any firewood in your campsite to the tree line to allow lawn mowing.

### **Uniform**

The uniform for flag ceremonies and the campfire shows is Units Field Uniform ("Class A"). While at Camporee events, Scouts and Scouters are expected to wear the official Scout uniform or other attire Scout appropriate.

### **Patrol Awards**

Patrols completing events will earn recognition. Winners will be announced during the District Campfire Show. In addition, the award for the cooking competitions

### **Patrol Events** (locations will be shared at leader's meeting)

- Archery at archery range
- (SBSA Only) Tomahawks at rifle range
- (SBSA Only) Knife Throwing at rifle range
- (AOL Only) Foam Throwing sports
- First Aid at \_\_\_\_\_

- Scavenger Hunt at \_\_\_\_\_
- Fire Building at \_\_\_\_\_
- Catapult Construction at \_\_\_\_\_

**Other things to do:**

- Fishing at Cedars lake
- Hiking
- Disc golf

**What to Bring to Camporee**

- Health Form Parts A and B
- Face Mask (optional)
- Water Bottle
- Tent or tarp, poles, and stakes
- Waterproof ground cloth or plastic sheet
- Sleeping bag, pillow, air mattress or pad
- Scout uniform
- OA sash (for OA members)
- Poncho or raincoat, warm jacket, or coat
- Clothes for sleeping and appropriate for the weather
- Compass
- Durable shoes, shoelaces
- Hat or cap, gloves
- Extra socks, shoes, other extra clothes
- Toothbrush, comb, soap in container
- First aid kit, sunscreen, insect repellent
- Flashlight, headlamp, batteries
- Bring a skit to perform at Saturday night campfire
- Fire Starting kit