

# *Wizards in the Woods*

April 24-26, 2026

Lake Anita State Park, Anita Iowa



## Leader Guide

### **Important Information**

All Policies in this packet should be read thoroughly. They are intended to ensure a safe, fun, and informed weekend.

### **Camp Hosts**

Curtis Frazier 712-571-0696 [CampingChairOWH@yahoo.com](mailto:CampingChairOWH@yahoo.com) Logistics / Camp Director

Sherry Frazier 712-216-1215 [sherryfrazier2@yahoo.com](mailto:sherryfrazier2@yahoo.com) Administration /Program

# Table of Contents

## Pre-Camp Information

❖ Camp Dates & Fee Structure .....	2
❖ Refunds .....	2
❖ AOL Guidelines .....	2
❖ BSA Annual Health Forms.....	3
❖ What to Bring .....	4

## What to Expect at Camp

❖ Arrival & Check-in Procedures .....	5
❖ Parking .....	5
❖ Camp Headquarters .....	5
❖ Health & Safety .....	5
❖ Campsites .....	6
❖ Showers & Restrooms.....	6
❖ Food & Water .....	6
❖ Photos .....	6
❖ Valuables & Gear .....	6
❖ Code of Conduct .....	8

Emergency Procedures .....	9
----------------------------	---

## Program Information

❖ Camp Schedule .....	9
❖ Camp Map .....	10
❖ Camp Activities .....	11
❖ House Gateway.....	12
❖ House Flag Design .....	15
❖ Campsite inspection .....	16
❖ Wizard Events .....	19

## Camp Policies

❖ Adult Leadership & Youth Protection .....	38
❖ Insurance .....	38
❖ Special Needs .....	38
❖ Behavior Expectations and Rules.....	39
❖ Unauthorized Intruders.....	40

## Departure from camp

❖ Campsite Clean-up .....	41
❖ Camp Departure and Check Out .....	41
❖ Evaluations .....	41

# *Pre-Camp Information*

## **Camp Date & Location**

The Spring Camporee will be held on April 24-26, 2026- at Lake Anita State Park , 55111 750th St, Anita Iowa 50020

## **Registration & Fees**

Registration is open to all Scouts, BSA and Venturers for the entire weekend.

Registration includes the cracker barrel for Leader and SPL, access to all events, program supplies, camp fees, and a patch. The cost is \$20.00 per Scouts & AOL's and adults are \$5.00. Registration closes on April 22th 2026 .

**NO WALK INS** allowed. You must pre-register to reserve a spot.

## **Guidelines for Arrow of Light Scouts Camping Overnight with Scouts BSA**

- Arrow of Light Scouts can participate and camp at a unit coordinated campout with a Scouts BSA troop they are eligible to join. They must attend as an Arrow of Light den/patrol under the supervision of two deep leadership from their Arrow of Light den/patrol or pack. All Cub Scout camping requirements still apply, including the Arrow of Light den/patrol must have a BALOO trained adult leader in attendance and all of Scouting's Youth Protection policies apply.
- 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:
  1. **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
  2. **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.

**Source:** <https://www.scouting.org/health-and-safety/gss/gss03/> under "Webelos and AOL Camping Additional Guidelines"

## Refunds

Part of a Scout or Leader's fee will be refunded only under one of the following circumstances:

- ❖ Individual illness or injury
- ❖ Death or serious illness in the immediate family
- ❖ Relocation of the family outside of Mid-America Council
- ❖ Leadership decision to cancel camp

The Unit Leader must make such requests by submitting a completed [Activities Refund Request form](#). Refunds may be requested up to **two weeks** prior to camp. Pre-registration fees for a Scout or Scouter may be transferred to another Scout or Scouter. Refunds will not be considered for requests made more than two weeks from the conclusion of the activity/event/camp. There will be no refunds under \$10.00.

## BSA Annual Health Forms

**All campers, including adults, MUST bring a copy** of their BSA Annual Health & Medical Record with parts A & B completed within the past 12 months. ***School physical forms cannot be accepted.*** Please have these filled out for all attendees prior to arrival. You can download a copy of the BSA health form here. [https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001\\_AB.pdf](https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf). **There are no waivers or exemptions.**

# *What to Bring to Camp*

- Health Form Parts A and B. You can download form here. Adults also need a health form [https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001\\_AB.pdf](https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf)
- Water Bottle**
- Medications must be in the original container, clearly marked with name; all medications placed in a baggie with name clearly written on the outside. Given to Scoutmaster to turn into Medic
- Tent or tarp, poles, and stakes
- Waterproof ground cloth or plastic sheet
- Sleeping bag, pillow, air mattress or pad
- Scout uniform and Class B (t-shirt)
- Day pack for carrying gear during the day
- Poncho or raincoat, warm jacket or coat
- Clothes for sleeping and appropriate for the weather
- Durable shoes, shoelaces
- Hat or cap, gloves
- Extra socks, shoes, other extra clothes
- Bring clothes and closed-toed shoes that can get wet
- Toothbrush, comb, toiletries as needed
- Personal first aid kit, sunscreen, insect repellent
- Flashlight, headlamp, batteries
- If coming as a Troop, please bring an American flag, Troop flags and/or Patrol flags (if you have them)
- Bring a skit to perform at Saturday night campfire turn in at lunch
- Be Prepared for Mud ( it is Spring )
- House Flag (Troop flag) / Gateway design
- Excitement for camp!**

# ***What to Expect at Camp***

## **Arrival & Check In Procedures**—Subject to change

Please plan to arrive between 5:00 - 9:00 pm on Friday. Please stop at Headquarters Green Tent by restrooms to check in before proceeding to the camping area. Medications and Health Forms will be verified. Identification wristbands will be provided upon arrival. Wristbands must be worn the entire time at camp. **ASPL or SPL mention to the checkin Team “I solemnly swear I am up to no good” and in turn you will receive a response of “ Mischief Manage” this will be your “key” to receiving the Marauders ‘s map (aka Patrol book of instructions for the camp)**

Campsites will be assigned upon check in. Watch for signs for directions around camping areas. When pulling into State Park stay to the right and follow it around to the tent camping area.

*\*Campers who plan to depart early must have a signed permission slip and notify their unit leader and the camp director. For those adults who are not registered campers, the individual's name must be included on the BSA Health Form as an approved adult. Any non-registered individual planning to pick up a scout from camp will need to provide a photo id at the time of pick up.*

## **Parking**

Due to the high volume at the camp, only one vehicle will be allowed in at a time to unload gear at the campsite. After unloading, please park in the designated areas until the end of camp. Please back your vehicles in when parking, if you are able. In case of emergency, this will allow for easy evacuation.

## **Camp Headquarters**

Camp Headquarters will be at the Green Tent by Restrooms Administrative, program, and medical needs will be handled at the headquarters. Headquarters will be staffed 24 hours a day during the event in case of an emergency. All camp staff can be contacted through the camp headquarters. More details at registration.

## **Health & Safety**

Our health station is maintained and staffed with qualified personnel for the health and safety of all campers, at all times. The health officer must check all medications, prescription and non-prescription drugs brought to camp, in accordance with BSA policy. All medications must be brought in the original container and clearly marked with a name to be kept with Scoutmaster in a locked container or vehicle. If a controlled substance, the medication must be kept in a double locked container. All injuries occurring at camp must be reported to the health officer and registered in the camp's first aid log. Upon departure from camp, health forms must be checked out with the medical personnel on site. Emergency shelter is at the Community Center in the city of Anita. Park Ranger will direct us in the Emergency situation.

## **Campsites**

There will be no early campsite setup. Campsite assignments will be made at check in. Campfires are only allowed in the fire rings. Campfires may never be left unattended. Make sure you put out fire when leaving the area and before going to bed. There will be no roping off of your campsite area due to safety issues. Police your area for any trash, lost items or other materials before checking out of camp.

## **Showers and Restrooms**

Separate restroom facilities will be provided for male and female adults as well as for male and female youth. Please watch for signage. The buddy system should be used. There are no shower facilities available at this camp. Youth Restrooms are located in the middle of our camping area, and Adult Restroom Public restrooms to the east of the Camp area. ( go towards playground)

## **Food**

All meals will be provided by the troops and eaten in campsites **.NO MEALS PROVIDED.** There will be a leader and SPL meeting on Friday night cracker barrel. This is a time-honored tradition where we gather near the end of the day to share snacks, review the day's activities, and make our plans for the coming day. Saturday night meal will be a Potluck/ cookoff competition for Iron Scout Award theme foods. Saturday night Cracker barrels for the whole camp. Troops are asked to bring snacks to share for the whole camp. After Campfire.

## **Event Materials**

If your troop is sponsoring an event, please bring the required materials to run the event. Your troop is responsible for the entire event set up! Plan for event materials/supplies, boundaries, signs, The Official Score Sheet for each event will be provided on the day of the event. These Score Sheets **MUST** be used for judging all events and turned into Headquarters at 3:00pm.

## **Garbage**

Please help to keep our camp clean. Please pick up all trash and take it to the designated containers. In some instances, trash may need to be packed out of camp. Take all your trash with you and... "Leave this world a little better than you found it." Lord Baden- Powell

## **Water**

Hydrants are available throughout camp. Troops can bring additional water as needed.

## **Photos**

Many photos are often taken throughout the event. If you or any members of your unit have objections or privacy concerns, please make sure to indicate this on the Medical forms consent page (Part A) and notify the Camp Director so we can honor those wishes. Also, if your unit is willing to share any pictures, please share them on Facebook. To tag our

district page, type your description of the event and type **@Ohwahnasee District, Mid-America Council, @Trailblazer District**. We're always looking for photos that capture Scouts and staff in action!

## **Valuables and Gear**

Leaders should ask Scouts to bring as few valuables as possible to camp. **All Scout electronic devices should be left at home.** Each unit is advised, if possible, to have a leader responsible for their Scout's valuables. **Adult supervision is a MUST.** Scouts should be encouraged to respect their own gear as well as that of all others. Please oversee the behavior of your Scouts to guard against theft or vandalism of camp property.

# ***Code of Conduct***

**It is mandatory that all Camporee participants (both adult and youth) adopt and maintain the attitude of this Code of Conduct throughout the weekend.**

I recognize that my personal conduct and that of all participants attending Camporee will do much to enhance this experience. I therefore accept the following Code of Conduct:

1. The Scout Oath and Law will be my guide throughout the Camporee weekend.
  
2. I will set a good example by keeping myself neat and presentable. The complete official Scout Activity (Class A) uniform is to be worn at all designated times, including arrival on Friday, Saturday morning assembly, Campfire and Sunday Closing Ceremony. During the other events on Saturday, the troop Field Uniform (Class B) should be worn. The wearing or use of any modern military or camouflaged clothing or equipment is prohibited.
  
3. I will attend and participate in all scheduled activities to the best of my ability.
  
4. In consideration of the other participants at Camporee, I agree to remain quiet from lights out until morning wake up.
  
5. I will adhere to all camp policies and regulations.
  
6. I will adhere to the buddy system to ensure safety and accountability looking out for one another.
  
7. I pledge myself to live by the Outdoor Code and to do my share to prevent littering and defacing of property.
  
8. I agree to refrain from the use of any abusive or foul language, swearing, fighting, hazing, or any other disruptive behavior. I understand that all of these are not a part of Scouting and have no place at Camporee.
  
9. I understand that the possession of fireworks is strictly prohibited. The same applies to sheath knives and all electric devices (radios, music players, games, and cellular phones (other than for emergencies)).
  
10. I will not be part of or allow damage or theft of any property.
11. I will follow all personal health and safety recommendations by ensuring safe food handling and washing hands regularly, especially when around food and before leaving the restroom.
  
12. I will stay out of the opposite sex tents and restrooms. I will not loiter or play around restrooms.

Name: \_\_\_\_\_ Unit Number: \_\_\_\_\_

Signed: \_\_\_\_\_ Date: \_\_\_\_\_

# ***Emergency Procedures***

While camp is in session, the camp will always have someone on duty to help handle any emergency that may arise; including those that may involve the Camp Health Officer. In the event a scout needs off-site treatment, a staff member (along with the scouts' parent, guardian or leader) will take the scout to Cass County Memorial Hospital 1501 E 10th St Atlantic Iowa, which is 12 miles from camp. Should a scout or leader need emergency services on site, the Anita Volunteer Fire and Rescue Department, with ambulance service, is located in Anita Iowa, 1.0 miles from camp.

## **Severe Weather/ Storm**

- Check the daily weather report at Headquarters or ask the Camp Director as needed.
- The Camp Director will alert unit leaders of impending weather conditions and procedures to follow.
- Whenever a severe storm occurs, everyone in camp should move into the closest secure building.
- Avoid wide open areas (parking lots, open fields, etc) in an electrical or windstorm and avoid ground contact (assume a lightning position if needed).

## **Other Hazardous Weather Conditions**

Special consideration must be given to atmospheric conditions that may affect campers' staff. You will be alerted to any changes in schedule and program when the following conditions exist:

- Extreme temperatures or extreme cold— Headquarters will be available to come in and get warm.
- Severe Weather Warnings—Camp Director will monitor weather warnings and notify as needed.

## **Personal Accident**

- Administer first aid immediately.
- Report the accident to the Headquarters.
- The Camp Health Officer will administer further first aid and/or make contacts for needed assistance.

## **Lost Person**

- Report the situation to the Camp Director at once who will spearhead operations.

## **Fire or Flood**

- Mobilize Scouts to a safe area. Send someone to Headquarters and report the location of the fire or flood.
- In the event of fire, no units are to fight the fire. In the event of a flood, move to higher ground, stay safe and in a group.
- Emergency Management Personnel and Camp Directors will spearhead operations, Evacuation, if required, will be led by local authorities.

## **Active Shooter or Threat to Safety**

- Notify Headquarters immediately (use the radios or phone, as needed). Give all known facts clearly and carefully. If in the vicinity of the threat, RUN-HIDE-FIGHT. Review BSA and DHS training aids for more information. Law Enforcement and Camp Directors will spearhead operations. Be patient; the event could last a while.

<b>Wizard Camp Schedule 2026</b>		
<b>Fri, April 24, 2026</b>		
5:00- 9:00pm	Check in	HQ area
9:00 PM	Scoutmaster and SPL meeting / Cracker Barrell	HQ area
10:30 PM	All Quiet in camp	Campsites
<b>Sat, April 25, 2026</b>		
6:00 AM	Reveille	Campsites
7:00 AM	Breakfast - Check for Camp site inspections	Campsites
7:45 AM	Opening Ceremony / Gathering of the Patrol flags	HQ area
8:00 AM	Judging Gateways	Campsites
8:15am - 11:30am	Event Rotation Houses A & D Station 1-7 House B & D Station 8-15	Event Area
9:15- noon	Campsite Inspection	Campsites
9:30- 11:00am	Skit turn in	HQ area
11:30-1:30pm	Lunch	Campsites
1:30-4:15pm	Event Rotation Houses A & C Stations 8-15 Houses B & D Station 1-7	Event Areas
2:15- 3:45pm	Iron Scout potluck prep	Campsites
4:15- 5:00 pm	Events end / Tear down and clean up events	Events Area
5:00- 6:45pm	Pot Luck near the HQ - Iron Scout competition	HQ area
7:30 PM	Retire the Flags	HQ area
8:00 PM	Camp fire	South of HQ
9:00 PM	All Camp Cracker Barrel /Troops bring snacks to share	HQ area
10:30 PM	All Quiet in Camp / Scouts in campsite and tents	Campsites
<b>Sun, April 26, 2026</b>		
7:30 AM	Clean up and Strike Camp	Camp Sites
8:00 PM	Breakfast in camp or on the way home	Campsites
8:30 AM	Scouts Own Interfaith Service ( If Chaplain is available )	HQ
9:30-10:30am	Checkout with Camp Staff / all Troops have Vacated Camp	HQ

# Lake Anita State Park LAKE ANITA CAMPGROUND

- |                                      |                               |
|--------------------------------------|-------------------------------|
| △ Reservable                         | ⊗ Non Reservable              |
| △ Non-electric                       | ⊗ Full Hook-up (20/30/50-amp) |
| △ Electric (20/30/50-amp)            | ⊗ Registration                |
| △ Full Hook-up (20/30-amp)           | ⊗ Water Hydrant               |
| △ Full Hook-up (20/30/50-amp)        | ⊗ Dumpster                    |
| △ Electric with Water (20/30/50-amp) | ⊗ Dump Station                |
|                                      | ⊗ Playground                  |
|                                      | ⊗ Restrooms/Showers           |
|                                      | ⊗ ADA Campsite                |
|                                      | H = Host site                 |

# Camp Map



9/2025

# Wizard Events

All events for the weekend will be based on basic Scouting skills. A scorecard will be given to each patrol listing the order of activities to visit. The score for each event will be recorded on the scorecard. Each patrol must turn in their scorecard to the Camp Director as they finish to be eligible for any awards. **\*\*NOTE: Nothing is to be made ahead of time for the following activities - all activities will be completed at camp.** Each Troop or Patrol doing the activities around the park will need an Adult with them, this adult not from the same troop. Score cards will be given to that adult to track.

**Patrol Flags** Patrol Flags should be themed to tie into the Camporee theme “Wizards Scout Camp”. Each Flag should be hand crafted using the Patrol method, ingenuity, creativity, and originality. There should be nothing offensive or poor taste represented on the flag. The flag should be constructed of safe materials and of no harm to any spectators that might come in contact with the flag as it is being transported from event to event. The flag should identify the patrol name and the troop number. Please read the detailed instructions and guidelines for Patrol Flags found in this handbook. Patrol Flags should be turned in on Friday Night by Cracker barrel (near Headquarters) for judging and picked up before the Saturday Morning Assembly.

## Culinary Events -

**Iron Scout award** , The Iron Scout event is judged on the meal itself. The meal must be prepared at your camp site . The flavor, smell, taste and creativity of the food prepared will be judged. This is for the Evening meal on Saturday. Registration for this event will be on Friday Night at the Cracker Barrel. To let staff know what you are entering in the competition.

Your entry will be judged on the following merits:

- Does it smell good?
- Does it look good?
- Does it taste good?
- Is it too salty?
- Is it creative?
- Was safe food handling observed?
- Is it burnt?
- Is it undercooked?

## Ten Essentials

As with any Scout activity, the ten essentials are just that. Be prepared at any time to demonstrate that you have yours with you!

Remember, some events may require the use of your 10 Essentials. Make sure you have them with you (Yes, this is a Hint!)

## Interfaith Worship Service and Closing Assembly

The Interfaith Worship Service will be on Sunday Morning before the Closing Assembly. Come wearing your Field (Class A) Uniform for this multi-denominational service. Remember that “A Scout Is Reverent”. ( If we have a Chaplain available)

# *House Gateway*

When you come into the Wizarding Camp there is a distinction that you will see between the varying houses. Though we are all one camp, we are divided into houses. This years' Southwest Iowa District's Wizarding Camp has each troop divided into one of four houses. It is your job to create a gateway that will rally the troops of that house and bring those houses' strengths to life.

Gateways must be completed by Lights Out (11PM) on Friday Night. Gateway judging will begin on Friday Night during set-up and continue Saturday at 8:00am. The House Cup (i.e.: winners) will be announced during the Saturday evening campfire.

## **Judging will be based on the following guidelines:**

1. There will be no height or width limitations, but gateways must be erected within the boundaries of your unit's campsite. Campsite frontage will be at least 25 feet. Review the Guide to Safe Scouting for height guidelines.
2. Gateways must be erected at the unit's campsite. No pre-assembled structures allowed. Remember a Scout is Trustworthy!
3. No adult Help. This means no adult interaction, no coaching, no demonstrating, and no guiding. Any adult, whether a unit leader or a parent, working on gateways will cost his/her troop a 20 Point Deduction. However, adults must be present during gateway set-up and removal to supervise and make sure that Scouts follow safety precautions.
4. Gateways must be constructed of primarily natural materials. No dimensional lumber or processed wood products. Lodge poles (landscaping) are acceptable. No Bolts, Nails or Screws can be used. Only rope and wood. Only metal stakes/spikes to anchor guy lines are approved.
5. Cardboard is allowed to form a decorative façade on the front of the gateway only, it is not to be used as a supportive surface or to cover the entire gateway. The cardboard cannot wrap around the structure and cannot hide knots on lashed poles. If used, cardboard must be attached with natural fiber rope lashings, not zip ties or tape. If cardboard is blocking the lashing and judges cannot see the lashing those knots will not be counted.
6. Gateways must include a sign, banner or flag displaying the troop number.
7. Campsite frontage areas must have a fence using a combination of rope and wood. The fence must be erected and not merely lying on the ground. The fence will be considered as part of a unit's gateway for judging purposes.
8. Gateways may be erected immediately upon arrival at the Camporee site.
9. No chain saws or power saws of any type are allowed on the Camporee site. Usage of chainsaws or power saws will disqualify the unit from the Gateway competition.
10. American and Unit flags may be incorporated into the gateway but will be judged with Campsite Inspection.
11. The gateway may incorporate aspects of your unit's favorite high adventure activity.

12. Gateway judging by the Camporee Staff will include, but not be limited to, sturdiness of construction, a working gate or bridge, types, quality and appropriateness of knots and lashings, skill in building, creativity, safety, overall appearance, and incorporating the Camporee Theme.
13. Climbing on the gateways will not be permitted during or after construction. Step ladders (less than 3 ft) may be used where elevated work must take place. Tall structures must be assembled on the ground and then erected. All gateways must have guide or anchoring ropes to anchor the entire structure and must be adorned with multiple visible flags or ribbons. Gateways and flagpoles must be constructed to withstand high winds. The Guide to Safe Climbing (within the Guide to Safe Scouting) must be observed and adhered to at all times during construction of gateways taller than 6 feet.
14. Effectiveness of incorporating the Camporee theme into the Gateway.

# Gateway Scoring Sheet

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

Adult assisting, coaching, demonstrating, or guiding in construction  
(Deduct 20 points) \_\_\_\_\_

Gateway has screws, nails, or bolts (Disqualified) \_\_\_\_\_

Guide to Safe Scouting climbing Section in particular no climbing over 3 feet  
(Disqualified) \_\_\_\_\_

Power tool used in construction (Disqualified) \_\_\_\_\_

Gateway sturdiness (0-3 points) \_\_\_\_\_

Appearance (0-3 points) \_\_\_\_\_

Incorporated Camporee Theme (0-4 points) \_\_\_\_\_

Constructed of natural material(0-5 points) \_\_\_\_\_

Rope is of natural material (0-5 points) \_\_\_\_\_

Gateway identifies Troop (0-5 points) \_\_\_\_\_

Gateway includes frontage fence (1-5 points) \_\_\_\_\_

Number of different appropriate knots and lashings  
(1 to 10 points. 2 points per type of knot or lashing used) \_\_\_\_\_

Quality of appropriate knots and lashings (0-5 points) \_\_\_\_\_

Guide or anchoring ropes are visibly and clearly marked (0-5 points) \_\_\_\_\_

TOTAL SCORE \_\_\_\_\_

Note: Gateway judging will begin on Friday Night during set-up and continue Saturday at 9:15am

# House Flag Design

(aka Camporee Themed Patrol Flag)

**OBJECTIVES:** To identify each Patrol present at the 2026 Camporee.

**PROCEDURE:** Each Patrol should make a flag that identifies their Patrol Name, Troop Number and incorporates the 2026 Camporee Theme, "Wizarding Scout Camp". Patrol flags should in some way represent Scouting America.

**RULES:** Each Flag should be hand crafted using the Patrol method, ingenuity, creativity, and originality. There should be nothing offensive or of poor taste represented on the flag. The flag should be constructed of safe materials and so that no harm can come to any spectators who might come in contact with the flag as it is being transported from event to event.

**FLAG TURN IN:** Flag entries will be accepted near Headquarters on Friday night until 9:00pm. Flags may be collected before the morning assembly to be displayed with the patrols throughout the day.

**MISSION:** To promote Scout / Patrol spirit and the Patrol method.

**POINTS:** Each Flag entered will be judged on creativity, overall look, originality, construction, and its promotional value of the Patrol and Scouting America.

**MATERIALS:** Any materials may be used provided it is Scouting America acceptable.

These points will go towards Scout Spirit. Placement will be based on score first and then judges will break ties based on their favorite.

## House flag design Scoring

<u>Judging Criteria</u>	<u>Possible Points</u>	<u>Score</u>
Creativity (incorporates 2026 Camporee Theme)	1	Score
Originality (incorporating the 2026 Camporee Theme)	1	
Patrol Name on Flag (incorporates the 2026 Camp Theme)	2	
Represents Scouting America	2	
Safe Material	1	
Materials are Scouting America Acceptable	2	
Participation (all flags received for judging)	<u>2</u>	
	10 points	

# ***Campsite Inspection***

**OBJECTIVES:** Each Troop's campsite shall demonstrate appropriate camp etiquette, safety and cleanliness.

**PROCEDURE:** During the Saturday morning breakfast, a team of judges will be visiting the campsites to ensure a healthy breakfast is being cooked by the Scouts

**RULES:** Troop campsites shall adhere to the standards set in the Scout Handbook and the Official SCOUTING AMERICA guide. Scouts should not be in the campsite during judging. No open fires or charcoal cooking. Adults are part of the Troop and will be judged.

**MISSION:** To promote the Methods of Scouting and the importance of appearance, camp etiquette, safety and cleanliness.

**POINTS:** Judging will begin on Saturday at 6:30am – 7:30am for breakfast content and continue on the campsite inspections at 9:15am for Group A Troops and 1:45pm for Group B Troops. The judges will have a score sheet with a list of items to measure:

1. Patrol area defined by open space or safely marked limits: Patrol areas either are clearly separated from each other or have a marker of some sort to separate the patrol areas. (ropes with safety markings, canopies, even spacing between patrols) Patrols areas defined as cooking and tent areas. By looking at areas it should be clear what one area from another is. Judges will keep in mind the size of the campsite given, in the case that a site is too small for your needs.

2. Campsite information board: A bulletin board neatly set up displaying important information such as schedules, maps, Camporee Handbook and other information.

3. Tents set-up taut and neat: Tents are set up correctly and in a neat and orderly manner. No loose rain flies or loose ropes. The use of tent stakes. If ground cloths are used, they should be tucked under the tent, and not be seen.

4. Sleeping under the stars: If your Troop sleeps under the Stars, you still need to set up at least one Patrol of tents. For Scouts sleeping under the stars 2 sleeping bags per tarp and neatly laid out. Tent interiors clean, gear stowed, sleeping bags are neat: The Scouts' tents must be open in two different manners, either doors open or door window screens open. If a door is closed and the window is closed it will be considered "a messy tent" and will be graded as such. Personal gear put away in bags or packs. No trash or food in the tent. Uniforms can be displayed on sleeping bags or hung neatly in tents. Sleeping bags can be folded or laid out neatly. Adult areas will also be judged. Adult tents will not be opened, but if one is open, then it will be inspected the same as the Scouts

5. Fire buckets of water and sand are present and filled: 2 containers: 1 water and 1 sand per two tents or four sleep bags if sleeping under the stars. Should be present in cooking areas as well. No fire extinguishers. Dirt cannot be a substitute for sand.

6. Patrol equipment is neatly stored: tent bags, poles, etc in tents: Any unused troop or patrol equipment should be stored in an unused area separate from patrol areas and stored neatly and out of the way. Tent bags should be stored in tents.

7. First Aid kit prominently placed for fast access. First Aid Kit(s) displayed within the campsite clearly seen from any part of the campsite. First Aid Kits located inside patrol boxes are not considered “clearly seen”.

8. Troop identification and/or flags are displayed (MANDATORY): A Troop flag or Troop banner displayed within camp that would have information like Troop number, city, or charter name. Can be displayed on the gateway, or flag stand, etc. American flags must be displayed using proper flag etiquette and appropriately anchored.

9. Patrol Duty Roster posted: Patrol duty roster displayed in plain view either on a patrol box or on a central information board. One per patrol. Adults are not required to post a duty roster.

10. Cooking area safely located away from tents and traffic: Tents should be set up away from the cooking area. If preventable, do not have main walkways going through cooking areas.

11. Gas cooking stoves should be properly disconnected from their fuel source while not in use: (The Saturday morning menu as posted should require a cooking stove). Gas lanterns should be connected to their fuel source, but must be secure on a base or stand, ready to be used. Extra fuel must be stored properly.

12. Suitable cooking equipment on-hand: The stove must be set up but not connected except for use during meals. Suitable supply of utensils including pots, pans, spoons, knives, etc.

13. Cooking equipment put away (except if air-drying): Unless cooking equipment (pots, pans, utensils, etc.) is air drying, then all equipment should be properly and neatly stored.

14. Cooking equipment clean: Judges will walk the campsite area Saturday morning to ensure breakfast is cooked. Patrol box, stove, pots, pans, utensils, and tables clean.

15. Provisions for sanitary dishwashing and disinfections: Three wash tubs, towels, sponges present and stored properly. Dishwashing soap and scouring pads available. . Do not use the spigot to wash your dishes, only wash in the campsite.

16. Garbage, dishwater, and trash disposal per Camporee directions: Troop trash cans visible and used, dishwater disposed of properly, Camporee directions are carry in; carry out

17. On-site water supply is safe and protected: Water supply containers are present for each patrol and are not leaking or open.

18. Food is properly stored: No open food stored in the patrol box. Non-perishable foods stored properly, and perishable foods stored properly in a cooler with enough ice to properly cool the perishable food items to maintain temperature to safe food guidelines. No open food on tables. No food in tents.

19. Patrol menu posted: Patrol menu displayed in plain view either on or in a patrol box, or on a central information board. One per patrol. Adults are not required to post a menu.

20. Menu indicates good planning, healthy food: If the menu is posted, then meals posted must be based on the food groups and be good, healthy food. Saturday morning breakfast must be cooked (Judges will be out early to observe). Equipment used is cleaned and stored appropriately.

## **Deductions**

21. Litter on ground, loose clothing and personal items out of tents: For each piece of litter on the ground within the campsite, including the adult area, one point will be deducted per piece of trash. Clothes or jackets not within the tents are also deducted by one point for each piece. Chairs are okay as long as they are in a safe place.

22. Staff catches a troop using a water spigot: Keeping our campsite and common areas free from puddling water is our goal. One point deduction for using the water spigot for anything other than getting water, not doing your dishes.

### **Bonus points**

23. Straining Dishwater. Use of a strainer to remove food particles and debris from the dishwater before disposing of it.

24. Water jugs in use for refill instead of water bottles: Water containers used for refill of water bottles, canteens, and Nalgene bottles. No loose small water bottles in food storage areas.

25. Recycle bin in use: A recycle bin(s) used within the campsite for the use of recyclables only.

26. Use of rechargeable items instead of propane or liquid gas: The use of rechargeable items within the camp instead of propane or liquid gas-powered items.

27. Reduction of paper, plastic and cardboard items: The use of personal eating gear. Air drying rather than using paper towels.

# ***Wizard Events***

## **Scoring**

Scoring Sheets, with all of the patrols listed along with a scoring rubric that details how to fill out the score sheet, will be provided to the judges for each of the events on Saturday morning. For each event, you will have the chance to earn up to 10 event points and 10 spirit points. Return completed Scoring Sheets to Headquarters on Saturday at the end of each session.

Scout Spirit Scoring: (10 Points Total)

Scout Spirit points will be awarded at each event using the following scoring table:

**Patrol Yell** 2 points

**Patrol Leader** (must be present with patrol) 1 points

**Uniformly Dressed** (similarly themed Class B Shirt) 1 point

**Neatness** 1 point

**Polite/Attentive to Judges** 1 point

**Teamwork During the Event** 2 points\*

**Group Participation** 2 points

**Bad Language / Inappropriate Attire** (See Code of Conduct) (-1 for each occurrence) \*

For Teamwork during the event and Group Participation, the points possible are either 2 or 0.

**Top Patrol:** For “Top Patrol” awards, placement is based off of the cumulative event score received. The event score is out of 15 points; 10 event points + half of the spirit score (up to 5). There are approximately 20\* events that take place on Saturday. The “Top Patrol” scoring will therefore have a maximum point value of 300 points (20 events x 15 points). There will also be an award for the Top New Patrol. \*Based on events signed up to be hosted by troops.

**Most Scout Spirit:** For “Most Scout Spirit” awards, placement will be based off of the cumulative spirit points awarded at each of the 20 events that take place on Saturday, as well as points received from the Camporee Themed Patrol Flag (10 points), Camp Promo (10 points) and Patrol Spirit/Campfire Skit (10 points). There are 23 opportunities to earn points towards scout spirit and each opportunity is worth a maximum of 10 points (total of 230 points).

**Top Troop:** “Top Troop” scoring will have a maximum point value of 261+ points. For the “Top Troop” award, placement will be based on the cumulative points earned through the following:

<b>Campsite Inspection</b>	100 points
<b>Gateway Competition</b>	50 points
<b>Hosted Camporee Event</b>	2 points

## Event 1

# ***Knot your average Spell***

### **OBJECTIVE:**

Each scout in the patrol must tie a specified knot from the clue given to the patrol as a group.

**PROCEDURE:** Patrol is provided with ropes of various lengths long enough to tie specific knots. Each patrol member ties a different knot around a standing apparatus.

**MISSION:** Scouts should know the purpose and use of basic knots and be able to tie them. We should encourage scouts to excel in every activity.

**RULES:** At the signal, the event coordinator reads a clue describing the purpose and use of a specific scout knot to the entire Patrol. Once the knot has been identified by the Patrol, one member of the Patrol will tie said knot to the post provided. There will be a clue for each of five different knot applications (Example: square, sheet bend, clove hitch, bowline, two half hitches, taut line etc). Patrol members will take turns tying the knots, if unable to successfully do so the Scout may pass to another member of his Patrol. If unable to identify the knot the event coordinator will then reveal the name of the knot and a Patrol member will then attempt to tie said knot. These knots will be timed for speed and checked for accuracy.

**POINTS:** 1 point for identifying the knot based upon its usage clue and  
1 point for successfully tying it.

**Ties will be broken by faster time** Event score is a maximum of 10 event points + half of the spirit score (up to 5). See SCOUT SPIRIT SCORING.

**MATERIALS:** Poles for tying knots to. Pieces of rope about 6'– 8' in length for tying knots. Knowledge of correct knots and their uses. Book of knots and how to tie them correctly. (3) sets of clues, posts, ropes, coordinators and timers/watches for multiple stations. Clue cards would have a phrase describing the application and other such information as is necessary to describe the knot without naming it.

Example: "This knot is used commonly in first aid as it lies flat when bandaging and is easy to untie. It is the official knot of the Boy Scouts." Pen and/or pencils to fill out the score sheet.

## Event 2

# *Field Work Arthimancy*

### **OBJECTIVE:**

The patrol must estimate the correct height of an object and how far away it is from the “observation line”.

**PROCEDURE:** The event coordinator will select an appropriate tree or tall structure and determine its exact height and distance from the “observation line”. Each patrol will attempt to determine these measurements using techniques presented in the Scout Handbook.

**RULES:** Each patrol will estimate the height of a designated object (tree, tower, building, etc.) and how far away it is from the “observation line”. No rules or measuring tapes are allowed.

**POINTS:** The top 3 patrols will be the ones who were closest to the actual height and distance.

Five points maximum for each measurement as shown below.

#### Distance

- 5 = Within two feet
- 4 = Within three feet
- 3 = Within five feet
- 2 = Within ten feet
- 1 = Within twenty feet

#### Height

- 5 = With one foot
- 4 = Within two feet
- 3 = Within three feet
- 2 = Within five feet
- 1 = Within ten feet

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See SCOUT SPIRIT SCORING.

**MATERIALS:** Tape measure, Paper, Pencil, Protractor or Compass

## Event 3     *How to identify Magical Beasts*

**OBJECTIVE:** Identify animal tracks and match the tracks to the animal.

**PROCEDURE:** To test the Scouts' knowledge of animal tracks and their identification.

**MISSION:** To promote scout skills and have fun.

**RULES:** **This is a timed event.** The event leader spreads out two sets of ten (10) cards on a plastic sheet or equivalent. One set of the cards lists the names of animals commonly found in the wild and the other set shows photos of the animals. The patrol is directed to match the animal track cards with the photo cards and identify the animal. No books, electronic devices, or reference materials may be used.

**POINTS:** 1 point scored for each correct match of the animal's name with the animal track or footprint. Total of 10 points possible. **Ties are ranked based on the lowest amount of time to complete the task.** Event score is a maximum of 10 event points + half of the spirit score (up to 5). See SCOUT SPIRIT SCORING.

**MATERIALS:** Cards or sheet with photos of animals, cards or sheet with animal tracks, Scoring sheet with three columns – first column is numbered 1 – 10 to match numbers on photos of animals, second column has blank lines next to first column for the number of corresponding track or footprint, third column has blank lines to fill in the name of the animal, Table, Stopwatch (or other timing device)

## Event 4

# *Defense against the Dark Arts*

**4Rs:** Recognize the issues and prioritize them. Rundown your roster and assign the duties. Remove the obstacles. Rescue the victims.

**OBJECTIVE:** Complete a rescue scenario using methods taught in **First Aid and Emergency Preparedness**.

**PROCEDURE:** Event coordinator reads the scenario of a disaster, which takes place as the scouts arrive on the scene. Patrol leaders will instantly prioritize their actions to be taken and carry them out to the best of their abilities.

**MISSION:** To test the scouts' level of preparedness and unit leadership in the event of a disaster.

**RULES:** This is a timed event. The event coordinator will judge the patrol on teamwork, leadership, communications and most importantly success in recognizing the potential problems and rectifying them in the least amount of time. The individual drama should take no longer than 10 minutes.

**SCENARIO:** Example: The scouts experience a major disaster such as an earthquake, which has just happened. A home nearby is occupied with (2) unconscious adults of modest build. 2 small children are screaming inside. The adults were cooking in the kitchen at the time of the quake and thus they sustained their injuries as a result of a subsequent natural gas line leak explosion. They are both breathing but one has massive bleeding as a result of a glass laceration, which severed the femoral artery in the left leg. There is a small fire in the vicinity of the broken gas line and a large plume of burning gas from the ruptured line. The building will soon be engulfed in fire if no steps are taken. There isn't any water pressure in the pipes or front yard spigots. The building is damaged but standing and appears structurally sound. There is a young girl at the bottom of the pool in the backyard and there appears to be an electrical cable in the pool. The young female victim is blue, unconscious, not breathing, hasn't a heartbeat and is under the water in the deep end of a possibly electrically charged pool. The scout's mission is to do their best to prioritize and delegate the actions necessary to secure the area and stabilize the situation until help arrives. This will involve the following priorities (not in order): Turning off the power and removing the cable from the pool and then the victim. Resuscitation. Putting out the fire with a bucket brigade. Gathering important information about the family and their health. Dealing with the children. All of these steps should be undertaken with recommended practices taught by the SCOUTING AMERICA such as rescue carries, moving in a smoke filled building, reach throw row go, etc.

**POINTS:** Each Patrol will start with 10 points.

1 point deducted for any unnecessary, harmful, missed or out of order action taken.

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See SCOUT SPIRIT SCORING.

**MATERIALS:** Resuscitation dummy or equivalent, props, gas meter shut off valve and wrench, electric breaker panel to simulate shutting down of main breaker, rescue rope, pole, electrical cable, lashing poles, buckets, sacks or bags of sand which can be put inside of a dress and a pair of pants to simulate an adult body weight. (Old clothes sewn together and filled with sand, etc.) Signage or note cards describing the victims and/or structures dilemma. A lot can be done with this event using a little creative energy and teamwork in the setup and administration. Timer or watch with second hand. Pen and/or pencils to fill out the score sheet.

## Event 5

# *Move through Aragog's Web*

**OBJECTIVES:** To move your entire patrol through a rope web without touching the web material.

**PROCEDURE:** The patrol must pass through the web one person at a time through different holes in the web. A person can pass through a web opening only once. If a Patrol has less than 5 members, they may borrow a scout from another patrol or have scouts in their patrol go more than once (may not use the same opening as before).

**MISSION:** Use teamwork and encouragement to successfully complete tasks.

**RULES:** This is a timed event. You may not dive through the web nor go over the top. A person will be considered to have touched the "web" if there is any sound emitted from any of the movement sensors on the web. A body can pass through a web opening only once. The patrol's turn ends when the first person "touches" any part of the web. (Each patrol may only have two attempts at this event).

**POINTS:** This is a timed event. The patrol with the fastest times after points are rewarded will win.

10 pts - Five successful scouts

9 pts - Four successful scouts

8 pts - Three successful scouts

7 pts - Two successful scouts

6 pts - One successful scout

5 pts - For Participation

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See SCOUT SPIRIT SCORING.

**MATERIALS** Two - 50' thin parachute cord, thin string (fish line?) for web cross-pieces, 12-20 noise makers such as small bells (at least one per web strand), 4 - stakes to anchor web bottom off the ground, hammer. A stopwatch or timer.

## Event 6      *Can you find Platform 9 ¾*

**OBJECTIVE:** To test scouts' knowledge of using a compass to locate themselves on a map using triangulation, landmark recognition, dead reckoning, plotting points and coordinates.

**PROCEDURE:** Event coordinator will issue each patrol a topographical map of the area. The patrol will be directed to an assigned area and will be told to locate themselves on the map utilizing their compass and the method of triangulation, giving at least two coordinates in degrees and pinpointing their location.

**MISSION:** To make Scouts aware of the different capabilities of a compass and its uses.

**RULES:** Patrol must provide a template type compass, ruler, pencil, or pen. Each patrol will be given a topographical map of the area and will be assigned a specific location. Patrols will be given several landmarks in which to use. The Patrol must show plotted lines and coordinates in degrees and must pinpoint a spot on the map showing their location. (Each "map" must contain the troop number and patrol name). REMEMBER: "Declination"

**POINTS:** The Patrol with the correct lines plotted and degrees given along with accurate pinpoint placement will be the winners.

2 points given for each correct line plotted and coordinate given, up to three.

1 – 4 points given for pinpoint location accuracy.

**Ties for top 3 will be broken by the most accurate**

Event score is a maximum of 10 event points + half of the spirit score (up to 5). See SCOUT SPIRIT SCORING.

**MATERIALS:** Maps for each Patrol. Three preset courses for easy reference and scoring. The event coordinator will lay out three compass courses, each consisting of three or four landmarks.

## Event 7      *Memory Charm*

**OBJECTIVES:** To memorize and identify mystery objects in the shortest amount of time possible.

**PROCEDURE:** Patrols will have a minute to memorize about twenty (20) objects that are laid out on the ground or table. After that minute has passed, they will have to walk away from where the objects are located. They will then be given a sheet of paper to write down all objects that they can remember. Once they are done with writing down all that they remember they will turn it into the event judges

**MISSION:** To encourage teamwork and silent memorization.

**RULES:** This is a timed event. All members of a patrol are allowed to compete in this event. Patrols will be allowed to talk strategy but will not be allowed to say what any objects are. A penalty will be enforced if they identify an object aloud.

**POINTS:** This is a timed event. **½ point for each item correctly remembered.** In case two patrols have the same score. Time will decide who will be placed higher  
Event score is a maximum of 10 event points + half of the spirit score (up to 5).  
See SCOUT SPIRIT SCORING.

**MATERIALS:** 20+ mystery objects, a cloth to cover objects, a table if wanted to set objects on, a stopwatch or two to record times, about 60 pieces of paper for the patrols to write on and pens or pencils for them to use.

## Event 8      *Critical thinking*

**OBJECTIVE:** The patrol must lash together a tripod strong enough to support the weight of a Scout and tie a rope with a “rescue knot” to the tripod. Use poles and rope to “rescue” the Scout in trouble. Teamwork, speed and good lashing and knot tying skills are critical for success.

**PROCEDURE:** Each patrol will use three poles of approximately the same size, and two ropes of different lengths. On signal, Scouts lash the poles into a tripod. When done, they set up the tripod, tie a bowline in one end of the rope and place the loop over the top of the tripod so that the free end hangs down the center of the tripod. Then they tie a bowline in the free end – high enough that the loop is off the ground. Finally, one Scout stands in the free bowline loop and balances by hanging onto the line.

**MISSION:** Demonstrate knot knowledge

**RULES:** This is a timed event. The winning patrol is the first with a Scout standing in the bowline loop while the tripod supports his weight. The maximum time for this event is 15 minutes. Proper lashing techniques must be used in accordance with the Scout Handbook. All projects must be built on the event field in the assigned locations. Safety is paramount. The event coordinator will determine if a structure is safe.

**POINTS:** 10 pts - Top 10% of patrols with fastest time

9 pts - Next 20% of patrols with fastest time

8 pts - Next 20% of patrols with fastest time

7 pts - Next 20% of patrols with fastest time

6 pts - Next 20% of patrols with fastest time

5 pts - Everyone else

Event score is a maximum of 10 event points + half of the spirit score (up to 5). See

SCOUT SPIRIT SCORING.

**MATERIALS:**

- Three lashing poles approximately 8 feet long, large enough to support the weight of a Scout
- Pair of ropes of not less than 6 feet long and not more than 10 feet long
- Stopwatch (or other timing device)

## Event 9

### ***Obscuro- blind fold Course***

**OBJECTIVE:** To carry a log from point “A” to point “B” in the shortest amount of time while blindfolded.

**PROCEDURE:** All patrol members except the patrol leader put on blindfolds. At the signal, the patrol members lift the log and proceed through the course carrying the log. The patrol leader directs the patrol's movements using only verbal commands and may not touch any patrol member.

**MISSION:** Use teamwork to navigate a course

**RULES:** This is a timed event. Each patrol member must wear a blindfold except for the patrol leader. The patrol must carry the log safely through a designated course without having it touch the ground. If the log touches the ground or if a patrol member falls over (knee touches the ground), the patrol must restart the event. The patrol leader may only issue verbal commands and may not touch any patrol member. The log must be held in accordance with instructions provided by the event coordinator

**POINTS:**

10 pts - Top 10% of patrols with fastest time

9 pts - Next 20% of patrols with fastest time

8 pts - Next 20% of patrols with fastest time

7 pts - Next 20% of patrols with fastest time

6 pts - Next 20% of patrols with fastest time

5 pts - Everyone else Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See SCOUT SPIRIT SCORING.

**MATERIALS:** (2) Stopwatches or timers, two “logs”, stakes and yellow caution tape to set up course(s).

## Event 10      *Professor Snape's class of Riddles*

**OBJECTIVE:** For each Patrol to navigate the trail and answer the most questions in the least amount of time.

**PROCEDURE:** Each Patrol will be provided an answer sheet. Then proceed to follow a "loop trail" following the signs and direction arrows back to the finish. Along the way the Patrol must answer various multiple-choice questions about Nature and Boy Scouting.

**MISSION:** To promote interest and knowledge of outdoor wilderness and the history and meaning to the Boy Scouts of America.

**RULES:** This is a timed event. The Patrol must stay together and answer each question as a Patrol. The Patrol must stay on the marked trail (no shortcuts). They are not to interfere with any other Patrols that they might encounter along the trivia trail. Revealing any questions or answers to other Patrols or Scouts during any part of the Camporee will be cause for immediate disqualification and disciplinary action. "A Scout is Trustworthy".

**POINTS:** 1 point for each correct question answered.

**Ties will be broken by time.**

Event score is a maximum of 10 event points + half of the spirit score (up to 5). See SCOUT SPIRIT SCORING.

**MATERIALS:** 10 signs with trivia questions and multiple-choice answers on them. Arrow signage indicating the route of the Trivia Trail. Answer sheets and answer key. Several timers or watches with a second hand. Pen and/or pencils to fill out the score sheet

**EXAMPLE:** Who founded the Boy Scouts of America and in what year was it incorporated?

- A. Robert Baden-Powell in 1907
- B. Theo Geukens in 1958
- C. Lord Fauntleroy in 1912
- D. William Boyce in 1910 E. None of the above

## Event 11

# *Where is the inconsistency*

**Objective :** the group must identify all of the “wrong” things about the campsite.

**PROCEDURE:** Set up a campsite with “wrong” elements. Poorly set up tent, incorrect knots, trash, poor bear bag, no rain fly, etc. Erect a screen around the “campsite” so nobody can take sneak peeks before their turn. This is a timed event. Tell the patrol that behind the screen there is a “crummy campsite” with 20 wrong elements. The campers have been told to expect rain and to plan accordingly. On the signal, allow the patrol to observe the campsite for one minute. It is up to the patrol to identify how many elements they can identify. Have them write each observed “wrong” element on a sheet of paper and grade it according to scale below.

**MISSION:** Demonstrate campsite set up knowledge

**RULES:** Patrol members may enter the campsite but may not touch or move anything. They can look from all angles and should be encouraged to talk with each other.

**POINTS:** Most number of identified “wrongs” in the shortest amount of time wins.

½ point for each identified element.

Deduct ½ point for each item that shouldn’t have been identified.

Keep the sheets of paper.

**Ties will be broken by the fastest time.**

Event score is a maximum of 10 event points + half of the spirit score (up to 5). See SCOUT SPIRIT SCORING.

**MATERIALS:** Tent and stakes, ropes, trash, camp stove, sleeping bag, etc. Whatever it takes. Be creative and plan accordingly. Make most “wrong” elements obvious.

## Event 12 *Magical Transportation*

**OBJECTIVE:** The patrol must build a transportation device using the materials provided, to move a scout from one place to another. (About 30 feet)

**PROCEDURE:** There will be a pile of junk, boards, branches, wheels and axles, rope and other things which each patrol must use to construct a wheeled device which they will use to transport a scout from Point "A" to Point "B" over a small bridge.

**MISSION:** Use teamwork and have fun!

**RULES:** This is a timed event. At the start signal, the patrol must select the desired materials they will need to construct a two-wheel "cart" in order to transport a scout across a short Distance. The patrol may only use the materials provided for this event and may not use any hammers, nails, screws or other tools to help construct this device. There must be a minimum of eight (8) lashings. The patrol must push or pull the "cart" across a bridge with at least one scout riding on the "cart". (Patrols have a maximum of 15 minutes to complete this event)

**POINTS:** Up to 2 Points will be awarded for each category: creativity, teamwork, ingenuity, design and successful and safe transport of the scout across the bridge to the finish line.

**Ties will be broken by time completed**

Event score is a maximum of 10 event points + half of the spirit score (up to 5). See SCOUT SPIRIT SCORING.

**MATERIALS:** Various lashing poles, ropes, plywood, wheel & axle assembly, and other assorted "garage junk". There should be three sets of each piece so three patrols can work simultaneously.

## Event 13 *Quidditch*

**OBJECTIVE:** The object of the game of Quidditch is to score more points than your opponents. Players do this by scoring goals which is done by placing a slightly deflated volleyball called the Quaffle into the opposition's baskets giving them 10 points, and by capturing the Golden Snitch which is worth 30 points.

**PROCEDURE:** In Quidditch, each team is made up of 7 players. One Seeker, one Keeper, two Beaters and three Chasers – each of which have a specific task.

- The **Chasers** are there to try and keep possession of the Quaffle and to score a goal by throwing it through one of the opponent's three hoops. They can pass the ball between each other but only one is allowed to enter into the scoring zone at any one time.
- The two **Beaters** throw Bludgers and these are thrown at the opposition to disrupt them. The other side's Beaters, in turn, throw them back with the same intention. The players in this position are usually the strongest and most physical within the team.
- The **Keeper** is a defensive player and is tasked with defending the team's hoops.
- Lastly, the **Seeker** is the team member whose job is to capture the all-important Golden Snitch.

**MISSION:** Scouts using good sportsmanship to score more points than the opposing team by the time the Golden Snitch is caught, ending the game.

**RULES:** A game of Quidditch begins with the Quaffle and Bludgers all placed in the centre of the field.

- Each team's seven players start in their keeper zone, all with their eyes closed, this is to prevent them seeing where their Golden Snitch is.
- Once the Golden Snitch is a sufficient distance away in the judgement of the referee, then the referee will begin the game by shouting 'brooms up!'
- Each team must then attempt to score more points than their opposition by scoring more goals by placing the Quaffle through one of the opposition nets and by capturing the Golden Snitch which also immediately ends the game.
- There is no set time limit to the game because of this, but the Golden Snitch is usually caught within an hour, although this can depend upon the fitness and experience of participants.
- During gameplay, any player that is hit by a Bludger is required to dismount their broom and run back and touch their own nets before resuming play.
- Quidditch is a full contact game and players can use force against each other in an attempt to capture the Quaffle or prevent other players scoring a goal.
- Throughout the game, the Seeker from each team's sole duty is to capture the Golden Snitch and once this is done, the game ends.
- The winner of the match is the team with the most points at the end of the game.

## Scoring:

There are two ways to score during a game of Quidditch. Firstly, the Chasers can score a goal by getting possession of the Quaffle, then entering the opposition's scoring area and throwing it successfully through one of the three hoops. This gives the team 10 points. The second way to score points is for the Seeker to gain possession of the Golden Snitch. Doing so, scores the team 30 points and immediately ends the game.

## MATERIALS:

- **Broomstick:** All players must stay mounted on a broomstick, which can be made out of a variety of materials including wood or PVC piping. The broom must also be held between the legs all the time.
- **Hoops:** Three hoops are situated at each end of the pitch, all at different heights (2m, 1.4m and 1m). They are placed approximately two broomsticks apart with the tallest on the left.
- **Quaffle:** This is a ball in the game that only Chasers and Keepers can utilise. It's a volleyball that has been deflated and is what the Chasers must try to throw through into the hoops in order to score points.
- **Bludgers:** These are slightly deflated dodgeballs and can only be used by Beaters. There are three of them on the pitch at any one time and Beaters throw these at the opposition to 'knock them out', which means the opposition player has to stop what they are doing, dismount, and run back to their own hoops and touch them before resuming play.
- **Golden Snitch:** This is a tennis ball placed in a long yellow sock, which is then attached to a 'Snitch Runner'. A 'Snitch Runner' is a neutral player who tries to avoid each team's Seeker, which is the only position to be able to catch the Golden Snitch. Capturing the Golden Snitch ends the game immediately.

## Event 14 *Professor Sprouts Horticulture*

**OBJECTIVE:** to support local ecosystems by providing essential nectar, pollen and habitat for declining pollinator populations like bees and butterflies.

**PROCEDURE:** Scouts will learn about Plant Science and make Wild flower Seed bombs and plant in the fields of the park.

**MISSION:** To promote scout skills and have fun.

**MATERIALS:** Wild Flower seeds, potting soil, water, potting clay, baggies, foil pans to mix, 5 gallon bucket, egg cartons

## Event 15 *Madam Poppy Pomfrey's First Aid*

**OBJECTIVE:** To perform first aid for a victim of a common camping accident or dangerous situation. Scouts should be prepared to provide first aid for one of the following situations:

Sprained Ankle, Serious Burn on arm or hand, Snake Bite on hand, Heat Exhaustion, Head Injury due to fall, Serious Cut on forearm

**PROCEDURE:** Tell the patrol that they are on an extended day hike and that they've hiked all morning in order to meet up with the rest of their troop. A "situation" has developed requiring their expertise. They are the only ones who can help the victim and the only available adults are with the rest of the troop about 3 miles from the scene. (The situations are picked at random by the event coordinator).

**MISSION:** Demonstrate your knowledge in first aid

**RULES:** Patrols will be expected to use some of the items in their backpack or which they should have with them in order to provide the necessary first aid treatment.

**POINTS:** A score of 10 should be reserved for exceptional first aid and teamwork. Judges will consider scout spirit and event score for the top 3. Patrols will be expected to call 911 or send runner(s) for help, perform the necessary first aid procedures, and provide necessary post care for the victim until help arrives.

(Help WILL arrive)

10 = Excellent first aid provided

9 = Good first aid provided

8 = One required element missing

6 = Several required steps are missing.

4 = Incorrect first aid provided. The victim's life is in jeopardy.

Event score is a maximum of 10 event points + half of the spirit score (up to 5). See SCOUT SPIRIT SCORING.

**MATERIALS:** "Situation" cards, Answer sheet for event coordinator to refer to when scoring.

# ***Patrol Spirit & Campfire Skits***

**OBJECTIVES:** Patrols will be expected to perform their yell/call and audition their skit for the campfire

**PROCEDURE:** At the designated location and time, the patrol will perform a patrol yell/call and act out a patrol skit and/or song. The top three skits will be selected for performance at the campfire program on Saturday night.

**RULES:** Patrols should show originality, creativity and ingenuity. Props, musical instruments and other materials may be used if desired, to enhance the performance. Skits, yells, songs could reflect the 2025 Camporee theme and/or Scouting theme. (Skits, songs and yells may not last longer than 3 minutes)  
We are encouraging everyone to find some fresh material for the campfire. Do your research; pull good favorites off the internet or from your troop archives. Have fun!!!

**MISSION:** Allow Scouts to show their Scout Spirit and inspire others to do the same.

**POINTS:** Points will be awarded for Scout Spirit, originality, creativity, teamwork and ingenuity. This event will be judged by OA members in charge of the campfire program at the location designated on the map in the afternoon during try-outs. The top 3 patrols will be selected to show their "spirit" at Saturday evening's campfire program.

**MATERIALS:** Provided by individual Patrols if needed. Judges need pens and/or pencils to fill out the score sheet.

The top 3 Skit Winners will be determined during campfire by Skit Judges.

Scoring will be completed during try-outs only and the score received will go towards Scout Spirit.

Points: 10 points possible that go towards Scout Spirit points.

1 point for Patrol Yell / Call.

7 points for Skit Tryout or Song Tryout

2 points for each skit/song chosen to be performed at the Saturday campfire.

# *Camp Policies*

## **Adult Leadership**

It is the policy of the Boy Scouts of America that trips and outings may never be led by only one adult. **Two registered adult leaders OR one registered adult leader AND a parent or guardian of a scout (one of whom must be 21 years of age) are required for all trips and outings.** Adults must have current Youth Protection Training. If you do not have two deep leadership, please contact any of the camp directors and we will combine your units.

## **Youth Protection**

BSA Youth Protection rules are in effect for camp. Refer to the Guide to Safe Scouting.

- Two deep leadership is required in the campsite any time there are youth present.
- One adult leader must be a BSA registered volunteer.
- Separate tenting arrangements must be provided for male and female adults as well as for male and female youth.
- Youth sharing tents must be no more than two years apart in age.
- In Cub Scouting, parents and guardians may share a tent with their family.
- In all other programs, youth and adults tent separately. ([Youth Protection and Barriers to Abuse FAQs](#))
- Spouses may share tents.

## **Insurance**

All adult leaders and Scouts must be registered members of the Boy Scouts of America. The Mid-America Council has purchased the National Boy Scouts of America Council Accident & Sickness Insurance Plan, which will cover all registered Mid-America Council Pack, Troop, and/or Crew members for both accidents and illnesses that manifest during participation in Scouting activities. All out-of-council units will not be covered by the Mid-American Council plan and should bring proof of insurance from their council (BSA Annual Health & Medical parts A & B). **All other non-Registered BSA Members (siblings and/or friends of scouts) attending camp will not be covered by the Mid-America Council insurance plan** and the parent or adult will assume responsibility for any accidents and illnesses at camp for their non-Registered BSA youth.

## **Special Needs**

We work hard to make our camp comfortable and accessible to those with special needs. If anyone in your unit has special dietary, health, or mobility needs, we ask that you please make your needs known as soon as possible to allow time for reasonable accommodations for your requests. **To allow adequate time for arrangements to be made, please email the camp director two weeks before the camp session.**

**Peanut Allergy:** We recognize that the occasional Scout or Scouter may have a peanut allergy. We are not able to create a peanut-free environment in camp. However, peanut-free tables will be identified in the dining pavilion if needed. It is your responsibility to let camp staff be aware of this need.

## **Staff Responsibilities**

Each activity area will have an assigned camp staff member that is familiar with the program, camp layout, and camp policies. He or she will be a registered member of the BSA and will be your group's primary resource for a quality camp experience. This person is to be your support for your program, not to provide adult leadership and discipline. The same holds true for all staff members.

## **Camp Behavior**

The Scout Oath and Law will govern the behavior of all participants during the weekend. Any form of bullying, hazing, ridicule, or fighting is unacceptable and may result in expulsion from camp. Profanity is unbecoming of a Scout or Scouter and is not tolerated at camp.

## **Camper Discipline**

Discipline is the responsibility of the adult leadership attending with the unit. The camp staff is available to help with, but not take over, any discipline problem. Under no circumstances is corporal punishment allowed. Take all serious discipline problems to the Camp Director. The Camp Director reserves the right to remove any person from camp who may present a threat to any camp staff or attendees, or to camp property.

## **Alcohol and Drugs**

There are absolutely no alcoholic beverages or unapproved drugs allowed in, or to be consumed at camp. Anyone violating this policy will be asked to leave immediately and, if applicable, the appropriate law enforcement agency will be contacted. Prescription drugs need to be checked in by the camp's health officer and noted on your health form. Drugs will be dispensed by the camp health officer.

## **Tobacco Usage**

Tobacco usage is not allowed at camp. If it is legal for you to use tobacco and you must do so, you must secure permission from the Camp Director and follow strict directions on where and when it is appropriate to use.

## **Knives**

Scouts must have a "Whittling Chip" or "Totin' Chip" card to use a knife at camp. This card can be earned at camp, so the knife must not be used until it is earned. Blades may not be longer than four inches and must fold. Sheath knives are not permitted.

## Preventing Unauthorized Intruders

Camp Staff and volunteer leaders play a primary role in preventing the intrusion of unauthorized volunteers or guests at camp. The following procedures will be implemented at camp to prevent intrusions of unauthorized visitors from escalating to the youth protection issues.

- All leaders and campers are instructed to wear the identification wristband supplied to them upon arrival. Camp staff are identified with appropriate staff brightly colored t-shirts or hoodies.
- Leaders will be instructed to “check in “ at their campsite throughout the day. All units will be encouraged to have a leader remain in the campsite whenever possible.
- All “mobile“ staff members will be trained to watch for unauthorized visitors while traveling throughout camp.
- The buddy system will be emphasized to all scouts and leaders during the welcoming SPL and Leaders meeting.
- All quiet is at 10:30 pm on Friday and 10:00 pm on Saturday night. After taps, Camp Staff will tour the camp looking for anything out of the ordinary.

### **The following procedures will be shared at the SPL and Leaders meeting:**

- All visitors must report to Camp Headquarters to sign in and out. The Camp Director keeps a log book of who is in camp at all times.
- If an unauthorized visitor is suspected, notify the nearest program area or volunteer leader. All program area directors will be made aware of the best communication methods available. The program area director should report the suspected intrusion to Headquarters. The program area director should remain available to provide more information. Do not allow the suspected intruder to roam free without supervision or monitoring.
- The Camp Director will proceed to the area with another adult member of the camp staff to question the suspected intruder.
- If the suspected intruder flees, the Camp Director and Camp Staff will determine the best course of action moving forward.
- Program areas should continue as usual unless the Camp Director determines the situation warrants a return of all Scouts and leaders to their campsites. If necessary, the camp will implement the lost scout Emergency procedures.
- The Scout Executive will be notified. An assessment of the situation will be made and, if warranted, the local law enforcement agency will be notified.

# *Departure from Camp*

## **Campsite Clean-up**

Time will be allotted for campers to pack up camp and load vehicles. Remember a scout is clean, please police your campsite and leave it better than when you arrived. Remember to please “Leave No Trace.”

## **Camper Departure and Check Out Procedures**

Campers must sign in and out at the Headquarters. Campers must notify their unit leader and the Camp Director prior to leaving camp. For campers to be released or picked up, permission must be indicated on the medical form and signed by the parent. At the time of departure, an in-camp adult leader must be present to verify all records and that all adults involved are approved.

*\*Campers who plan to depart early must have a signed permission slip and notify their unit leader and the Camp Director. For those adults who are not registered campers, the individual's name must be included on the BSA Health Form as an approved adult. Any non-registered individual planning to pick up a scout from camp will need to provide a photo id at the time of pick up.*

## **Evaluations**

Each adult will receive an emailed survey with an evaluation following the conclusion of camp. Please take the opportunity to fill out the evaluation form and return it before you leave camp. Your feedback is valuable to our camp staff. We appreciate your comments, concerns, and opinions.