



Back to Hogwarts 2025 Spring Camporee

Leader's Guide

April 4 – 6, 2025

Golden Gate Park
Brookville, OH

Miami Valley Council



One thousand years ago this story starts
There were four sorcerers with strong and kind hearts
Bold Gryffindor from wild moor
Fair Ravenclaw from glen
Sweet Hufflepuff from valley broad
Shrewd Slytherin from fen
They had a dream to teach all that they knew
Witches and wizards came far and it grew
'Til a castle stood tall by the shores of a lake
And a thousand years later the magic remains

Which house will your patrol be selected to be a part of?

General Camporee Schedule:

Friday, April 4

4:30 – 8:00 PM	Arrival, check-in and set-up camp
9:00 PM	Leader Meeting at Command Center
10:00 PM	Lights Out/Quiet Time

Saturday, April 5

7:00 – 8:30 AM	Breakfast and Gateway Construction
8:40 - 8:50 AM	Opening Ceremony
9:00 – 12:00 noon	Classes or Diagon Alley Activities (assigned by House)
12:10 – 1:20 PM	Lunch
1:30 – 4:50 PM	Classes or Diagon Alley Activities (assigned by House)
5:00 – 6:00 PM	ScoutWizard Tournament (patrol competition)
6:00 – 6:45 PM	Dinner preparation and Gateway competition judging
7:00 – 8:15 PM	Dinner in the Great Hall (potluck - see details on next page)
8:30 – 9:30 PM	Awards and closing campfire ceremony program
10:00 PM	Quiet time

Sunday, April 6

7:00 – 8:30 AM	Breakfast and clean-up campsite
8:00 – 10:00 AM	Check-out/Campsite inspection

Camporee Staff Contacts:

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Special Activities:

Dinner in the Great Hall - For dinner on Saturday we will have a grand celebration **pot-luck** in the Great Hall. A delicious and healthy beef stew will be provided by the Camporee staff as **a small part of the meal**. Each patrol is encouraged to dream up a special dish to prepare and share with other wizards - an entree, a side dish, a dessert. Your dish should serve your patrol plus 5 other people. Let your imagination go wild! Awards will be available (see Golden Spoon below) - as well as good food for all! **Units should maintain perishable foods below 41F with the use of an appropriate ice chest and ice.** Please plan to let Camporee staff know what you are planning to bring so that we can ensure a well balanced menu. We will also ask each patrol to be prepared to provide a list of ingredients in their dish for health and safety purposes.

Golden Spoon Competition - For this Camporee the Golden Spoon Competition will be a part of the Saturday Dinner in the Great Hall. Patrols are asked to prepare an entree, side dish, or dessert to share - any cooking method. Your dish should serve your patrol plus 5 other people. Awards will be presented for scouts and adults in a variety of categories (category, originality, presentation, taste, etc.).

Gateway Competition - After you get your camp set up on Friday and again in the morning on Saturday, scouts have time to construct their gateway at their campsite entrance. Troops must bring their own poles and lashing materials or other props / flags / banners, etc. Judging will occur during the afternoon on Saturday. Adults, please encourage your scouts to utilize their Troop or Patrol flags. Extra points for incorporating the theme.

ScoutWizard Tournament - A campwide competition between patrols before dinner - testing wizarding scout skills.

Closing Campfire Ceremony - We will wrap up the fun with an awards program Saturday evening. Begin preparing skits, stories and songs now for this traditional Camporee program.

Diagon Alley Activities (a full list and locations will be provided at check-in):

Potions – STEM Activities

Charms – Wand Making and Wizarding Crafts

Games – Free Dobby Sock Toss, Catch the Golden Snitch, Wizarding Chess

Defense Against the Dark Arts – Virtual reality

Care of Magical Creatures – Fishing!

Care of Magical Creatures - Owls!

Hogwarts Express model railroad

No Campfires are allowed at Golden Gate Park. No driving on the grass.

Back to Hogwarts - Class Schedule

Morning Classes	Gryffindor - First Floor 	Slytherin - First Floor 	Hufflepuff - First Floor 	Ravenclaw - First Floor 
9:00am - 9:40am	(Escape) Room of Requirements	Intrahouse Quidditch Games	The Horcrux Hunt	Defense Against the Dark Arts (catapults)
9:50am - 10:30am	Defense Against the Dark Arts (catapults)	(Escape) Room of Requirements	Intrahouse Quidditch Games	The Horcrux Hunt
10:40am - 11:20am	The Horcrux Hunt	Defense Against the Dark Arts (catapults)	(Escape) Room of Requirements	Intrahouse Quidditch Games
11:30am - 12:10pm	Intrahouse Quidditch Games	The Horcrux Hunt	Defense Against the Dark Arts (catapults)	(Escape) Room of Requirements

12:10pm - 1:20pm	Lunch	Troop Campsite
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Afternoon Classes	Gryffindor - Second Floor 	Slytherin - Second Floor 	Hufflepuff - Second Floor 	Ravenclaw - Second Floor 
1:30pm - 2:10pm	(Escape) Room of Requirements	Intrahouse Quidditch Games	The Horcrux Hunt	Defense Against the Dark Arts (catapults)
2:20pm - 3:00pm	Defense Against the Dark Arts (catapults)	(Escape) Room of Requirements	Intrahouse Quidditch Games	The Horcrux Hunt
3:10pm - 3:50pm	The Horcrux Hunt	Defense Against the Dark Arts (catapults)	(Escape) Room of Requirements	Intrahouse Quidditch Games
4:00pm - 4:50pm	Intrahouse Quidditch Games	The Horcrux Hunt	Defense Against the Dark Arts (catapults)	(Escape) Room of Requirements

Basic Camporee Information

Check-in and Parking:

Troops will need to arrive and check in as full units. Check in will be from 4:30 to 8:00pm, Friday evening. Check in will be at the Command Center near the entrance to Golden Gate Park. Leaders should be sure to give their mobile number for communications throughout the Camporee. Campsites are assigned and you will get your location at the time of check in. Trailers will be able to park near the campsite. Tow vehicles and all other vehicles will be directed to separate parking areas. **No driving on the grass.**

Patrols will be sorted into houses at check-in.

First Aid:

Medical Forms, Part A & B only, are required to be turned in at the First Aid Area in the Command Center, next to Registration, for all participants – youth and adult. Each unit is responsible for providing basic first aid for their Scouts. If additional help is needed our First Aid Staff and station will be available all weekend. Please report any major illness or injury to the First Aid Staff located at the First Aid Area - designated by a first aid flag or sign.

Leaders Meeting:

There will be an informational Leader (Scoutmasters and SPLs) and Staff meeting at the Command Center at 9:00pm Friday evening. Additional information and any changes will be shared at this meeting. The Leader meeting is a great time for unit leaders and Troop SPLs to meet and greet other leaders, get the finalized program for Saturday and address any issues with the Camporee Staff.

Coming Late or Leaving Early:

If a Scout is coming in late or leaving early - the unit leader and SPL or ASM will need to meet or escort them to the Command Center to sign in (if arriving) or out (if leaving).

Checkout:

Checkout is between 8 and 10am on Sunday. After loading and checking the site for trash come to the Command Center for your units check out folder and to request a campsite inspection before leaving. Remember to turn in evaluation forms at check-out as well.

Safety and Emergency:

Weather notifications will be sent out via text to Unit Leaders and Staff. Lanyards are to be worn at all times. If not worn, you will be denied access to activities. In case of heavy rain or electrical storm, take cover under a park shelter or in a vehicle. In case of a severe weather event, follow directions of the Camporee staff and take shelter immediately in an enclosed building.

Communication:

Unit leaders and Staff will be sent updates, changes, weather instructions or any other emergency instructions via text message. Please be sure to register your unit's adult leader contact numbers at registration.

Cooking:

Troops / Patrols will need to plan their meals for the weekend. **No open fires allowed.** Cook on stoves or Dutch Oven tables. Plan dishes to share for Saturday evening dinner. Your dish should serve your patrol plus 5 other people. **Units should maintain perishable foods below 41F with the use of an appropriate ice chest and ice.** Bring all needed supplies and water. Keep an eye on the weather and plan meals accordingly.

No Campfires are allowed at Golden Gate Park. No driving on the grass.

Water and Garbage:

Units will need to bring water for both cooking and drinking. A gray water disposal tank will be provided. Each unit is responsible for disposing of their trash. There are no dumpsters available at the park.

Pets:

No pets are allowed to visit or stay during the Camporee. This includes dropping off equipment or scouts. This applies to all visitors and staff personnel. The only exception would be for service animals.

Smoking, Drugs, and Alcohol Policy:

This is a smoke, drug, and alcohol-free event. The smoking of cigarettes, cigars, pipes, vaping, and illegal substances is prohibited. The use of smokeless tobacco and e-cigarettes is prohibited. This policy applies to all leaders, parents/guardians and Scouts. Violation of this policy will result in being asked to leave.

Uniforms and Clothing:

Scouts and Scouters are encouraged to wear wizarding robes and other attire over their Field (class A) or Activity (class B) uniforms when entering camp and for the program events and presentations on Saturday morning, afternoon, and evening. Lanyards will be issued at check in and are required to be worn AT ALL TIMES while attending the Camporee. No open toed shoes are to be worn at any time. Be prepared for Ohio Spring Weather.

General Information:

1. Golden Gate Park will be open to the public during the day Friday, Saturday and Sunday. Please be courteous, kind, and respectful of other visitors.
2. Bring a chair for the closing campfire on Saturday evening.
3. Bring poles, rope, & other props for gateway construction.
4. Bring your best camp cooking recipes and supplies needed for the potluck dinner/Golden Spoon competition.
5. Bring your fishing poles, tackle boxes, and bait to fish in the pond. Catch and release.
6. Plan for scout appropriate skits, songs, and stories for the campfire.

General Rules:

1. **No Campfires are allowed at Golden Gate Park.**
2. Fire Extinguisher present per unit.
3. **No parking in the camping area** - designated parking in parking lots marked on the map.
4. Lights out by 10:00pm.
5. **No driving on grass.**
6. Bring water for the needs of the troop.
7. No alcoholic beverages in camp.
8. Fishing is available - catch and release.
9. Unit leaders are responsible for all scouts during the Camporee.
10. No candles, firecrackers, explosives, or firearms are permitted.
11. No eating in tents - bugs and critters may visit you.
12. Scouts cannot share medications.
13. No one is permitted to go barefoot.
14. Ax yards are NOT allowed - firewood will not be allowed.
15. The buddy system and YPT guidelines are in effect at all times.
16. Leave no trace and leave it better than you found it.
17. Be respectful of those around you and respect lights out time as quiet time.

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