



Who: All Scout Troops/Crews

What: Muskingum Valley Fall Camporee

Where: MVSR

When: October 17-19, 2025 (check in Friday 6 to 9pm)

Cost: \$20 per youth, \$15 per adult

Event Contacts:

- Sara Lawhon – 614.571.8872 – sara@whiteoakfarms.com – Fall Camporee Chairman
- Tony Palmer – 740.586.2498 – anthony.palmer@scouting.org – Staff Advisor

Welcome to the MVSR Fall Camporee where many big-budget movies are being filmed. During production, something has been stolen, and we're relying on your help to find the culprit... *or culprits!* Units should break up into patrols of six to eight scouts for this camporee to venture through the movie sets. Smaller units may be combined. Patrols will complete challenges at each of the different areas in order to collect suspect/area/item cards - similar to the board game "Clue"- and use those cards to solve the crime.

BE PREPARED - WEATHER

Scouts should dress for the weather and be prepared to complete the challenges regardless of weather conditions (rain or shine).

FIRST AID

Medical forms part A&B should be brought to Friday night check-in at the Welcome Center. Patrols are expected to take care of their own minor first aid throughout the weekend. Injuries requiring medical attention should be reported to and attended by the staff who will be stationed at the Welcome Center (Friday) and Dining Hall (Saturday/Sunday). We will have trained medical personnel on staff for this Camporee.

PATROL FLAG & YELL

Patrols should create a patrol flag and yell to announce their arrival on set.

COSTUMES & CAMPFIRE SKIT/SONG

Dress as your favorite crime-fighting sleuth or as extras in a movie set. Sign up to perform a movie themed skit or song at Friday or Saturday campfire. A 10 minute head start at Saturday's competition will be given to patrols who come dressed and ready to perform. (Email your skit form (attached below) to sara@whiteoakfarms.com ahead of time or turn it in during check-in.)

FOOD

Units will be responsible for Saturday breakfast, Saturday lunch, and Sunday breakfast. Friday evening snacks and Saturday dinner will be provided. Gluten, nut, and dairy free snacks will be available for those who indicate this need in their registration.

TRADING POST

A trading post will be established Friday night and all day Saturday at the dining hall for all of your water, pop, candy, Magic trading card, MVSR gear, and sleuthing equipment needs.

SPL GUIDE

A detailed SPL guide will be provided at check-in and will include campsite assignments, a map of movie set locations, the possible suspect/location/item list, and an updated schedule.

PATCHES

Event patches will be provided at check-in. Extras (if available) can be purchased at the trading post on Saturday.

EVENT GAME PLAY & SCORING

A crime has been committed on one of the MVSR movie sets. Your job is to determine 1) WHO committed the crime, 2) WHERE he or she committed the crime and 3) WITH WHAT item (e.g., Miss Scarlet in the Ballroom with the Rope). You will figure this out by collecting Clue cards – person, location and item cards – that tell you who did NOT commit the crime. Compare these cards to the provided list of possible suspects, locations and items, and you will be able to make an accurate accusation of WHO, WHERE and WITH WHAT the crime was committed.

At each location, your patrol will be given a challenge to work through. If you are successful in performing the challenge, your patrol will be awarded a Clue card. If you are unsuccessful, you will not be given the Clue card. Your patrol may attempt the challenge again, but priority will be given to patrols who have not yet participated in that station. All members of the patrol must stay together at all times and participate in all challenges.

Once your patrol has accumulated as many Clue cards as possible or time has expired, your patrol will submit all of your Clue cards and make a final accusation. The winner will be determined based on:

- 1) Correct accusation
- 2) Completion of all of the challenges (have all of the available Clue cards)
- 3) Fastest time to turn in the accusation

First, second and third prize winners will be announced as well as prizes given for performance at some of the individual stations.

EXAMPLES MOVIE SETS

CIVIL WAR, ESCAPE ROOM, MINECRAFT, MANDOLORIAN TRIALS, FOOTBALL TRYOUTS, HARRY POTTER, JURASSIC PARK, SHERLOCK HOLMES, STUNT MAN

EVENT PREPERATION

We suggest the following activities to prepare for the Fall Camporee:

- **Physical Fitness.** A scout is physically fit! Scouts will be asked to run through obstacle courses and flee from dinosaurs while solving puzzles (before they are eaten).
- **Clue.** Play the boardgame “Clue” in order to understand Clue cards and making an accusation. The entire concept of the Camporee is based off of this game play.
- **Morse Code.** Scouts do not need to memorize the alphabet but should be familiar with sending and receiving messages with an alphabet in front of them.
- **Diversions and Infiltrations.** Plan ahead on how your patrol might distract adversaries, infiltrate encampments and steal intelligence in one of the movie sets. (Do NOT use these methods on your fellow campers!)
- **Chess.** Understand how chess pieces move and how to check-mate your opponent.
- **20 Questions.** Practice playing the game where one player thinks of a person, place, or thing, and the other players try to identify it by asking yes-or-no questions.
- **Football.** All participants should learn to throw a football. One member of the patrol will be asked to punt.
- **Codes.** Familiarity with Ottendorph ciphers, substitution codes and hidden pictures.
- **Acting.** Yes, you’re really going to have to act out a scene in a movie.

Schedule *

Friday, October 17

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|--------------|--------------------------------------|
| 5:00 – 9:00p | Check-in at Welcome Center |
| 7:00 – 9:15p | Movie and popcorn at the Dining Hall |
| 9:30p | Opening Campfire & Mystery Revealed |
| 11:00p | Taps: Quiet Time & Lights Out |

Saturday, October 18

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|---------------|--|
| 7:00a | Reveille; Breakfast at your campsite |
| 8:30 – 9:00a | Opening Flag Ceremony & Sherlock's Request |
| 9:00 – 12:30p | Rotate through movie set locations |
| 12:30 – 1:00p | Movie sets closed for staff lunch; Patrol lunches on your own time |
| 1:00 – 4:00p | Rotate through movie set locations |
| 4:15p | Final Accusations due at Dining Hall |
| 4:15 – 5:00p | Scoutmaster Challenge at Upper Parade Field |
| 5:30 – 6:00p | Chapel at the Chapel |
| 6:15p | Flag Lowering at Upper Parade Field |
| 6:15 – 7:30p | Dinner at the Dining Hall |
| 8:30 – 9:30p | Campfire! Mystery Solved! Awards and Prizes! |
| 11:00p | Taps: Quiet time & Lights Out |

Sunday, October 19

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|--------------|---|
| 7:00a | Reveille |
| 7:30a | Breakfast at your campsite |
| 8:30 – 9:30a | Check out and campsite inspections |
| 10:00a | All units should be out of camp. See you at Klondike! |

* Schedule is subject to change based on weather and timing of activities. A final version will be provided in the SPL Guide.

CAMPFIRE SONG, SKIT or STORY FORM

Please use this form to let us know that you would like to perform a song, skit or story at the Saturday evening campfire. Turn this in at Check-In or by Noon Saturday so that the campfire order can be set. Base your performance off of a scout appropriate movie or mystery theme.

The Troop's Scoutmaster must certify that this song, skit or story is suitable for scout audiences.

Scoutmaster's name _____ / Signature _____

Unit # _____

Check one: Song _____ Skit _____ Story _____

Description: _____

