



BATTLE OF EMPIRES

2025 SCISSORTAIL DISTRICT CAMPOREE LEADERS' GUIDE

24-26 October, 2025

Will Rogers Scout Reservation, Cleveland, OK

FAST FACTS

- Cost is \$15 per participant (youth or adult)
- 24-26 October 2025
- Will Rogers Scout Reservation, Cleveland, OK. WRSR is about 1.5 hours from Oklahoma City, on US 64
- Check in begins at 5:30pm Friday
- Check out completed by 12:00 noon Sunday
- Lunch provided by Camporee Staff Saturday; units do all other meals.

The Process

The Camporee theme is *BATTLE OF EMPIRES*. Each unit can choose an empire or culture to learn about and emulate. There are a number of competitions for units to participate in that are based on the skills needed by ancient empires.

1. CHOOSE An Empire or Culture!

Each unit can choose an empire or culture to learn about, and can show what they learned about the empire or culture through an exhibit, costuming, and/or cooking. The empire or culture should have existed prior to 1800CE. Any use of First Americans elements like dancing, costuming, drumming, crafts, or pow-wows must be done in conjunction with a state or federally recognized tribe.

Units may choose from the following suggested eras and cultures.

Armenians	Franks	Palmyrans
Assyrians	Goths	Persians
Aztec	Greeks	Phoenicians
Babylonians	Hausa	Picts/Scotti
Bengali	Hindustani	Pirates (B)
Berbers	Hittites	Pirates (G)
Britains	Huns	Romans
Byzantines	Inca	Rus

Carthaginians	Japanese	Saracens
Celts (B)	Koreans	Shang
Celts (G)	Lac Viet	Sumerians
Chinese	Macedonians	Tartars
Choson	Magyar	Teutons
Dravidians	Maya	Vikings/Norse
Egyptians	Minoans	Yamato
Ethiopians	Mongols	Zulu

2. NAVIGATE To Conquer!

Each unit will be given a course to navigate with map & compass and scored on the accuracy of their navigation skills. Running the course will give Scouts credit for the Orienteering Merit Badge cross country requirement.

3. BUILD Your Fortress!

Each unit will be given a task to complete that involves using pioneering skills to construct a structure. This will give Scouts credit for the large scale project for Pioneering Merit Badge.

4. COMMAND Your Outposts!

Each unit will demonstrate they they can communicate with the distant outposts of their far-flung realm, using semaphore. This will give Scouts credit for the semaphore requirement in Signs, Signals, and Codes Merit Badge.

5. DESTROY The Defenses!

Each unit will build a catapult using ping-pong balls to take down a defensive wall of large plastic solo cups. Troops will need to provide their own ping-pong balls. Troops will compete with one Scout operating the launcher and one Scout retrieving the balls. Please mark all ping-pong balls with your troop number. See the attached catapult rules.

6. FEED Your Phalanx!

Each unit will prepare a dinner meal that represents both the cooking techniques and typical foods of their chosen culture. Samples must be brought to the judges in the main lodge in labeled to-go containers, along with a recipe card and description of the cooking method.

7. SHOW Your Empire Spirit!

Units will be judged on their knowledge of their chosen culture, including facts about the culture, dress, and customs. Units will need to prepare their campsites with displays and “tour guides” for judges and visitors. Please create a banner or flag for the

parade of troops for Saturday night's campfire program. Troops will have the option of introducing their culture during the Saturday campfire program.

8. BEST Your Fellow Units!

All units will be scored on each of the above areas, weighted to their size and rank distribution. The weighting process will use a factorial, Fibonacci-based, multi-factor, warp intermix ratio balanced linear algebra hexadecimal/octal cryptographic approach.

There will also be several optional fun group competitions, a campfire program Saturday evening, Cracker Barrel for SMs and SPLs on Friday evening, an interfaith service Sunday morning, and more!

Units will cook their own meals in camp, except for lunch on Saturday, which will be provided by Camporee staff. Please ensure staff is aware of any dietary restrictions.

REGISTRATION

Troops, Crews, and Ships should have registered online. Camping areas will be assigned based on size of the unit. Per BSA policy, only AOL Scouts are allowed to camp or participate with the troops. Units must ensure BSA rules for AOL participation are followed.

CHECK-IN

Scoutmaster/Outdoor Coordinator will check in their Unit at the Program Building between 5:30-9:00 pm.

Each unit must turn in a roster with youth and adults. The roster must include the current rank of each youth participant. Each unit will have health forms for all those at camp and will keep them in their units. All adults must have current Youth Protection or Safeguarding Youth certificates.

Two-deep unit leadership is required for all units.

CHECK-OUT

Troops/Crews must check-out with the Camporee Director before departing. Checkout will include a campsite inspection to verify that all litter has been removed and that the site has not been damaged. Camporee patches will be issued after Camporee surveys have been turned in at the Program Building.

PARKING AND DRIVING

All vehicles except for those attached to trailers will need to be parked in the designated parking lot, by 10:00 pm Friday or as soon as possible. As there will be Scouts on the roads in camp, please Be Careful and exercise caution, including driving at no more than 5mph.

Vehicles may be driven to the campsites to unload gear, then must be parked in the designated parking lot. Once all gear is unloaded, all vehicles must leave the campsite and park in the designated parking areas only. It is against BSA policy for ANYONE to ride in the back of an open top pickup truck or in a trailer.

CAMPSITES

Campsites will be assigned based on the number of Scouts camping with the unit. Camp Staff will direct units to the Campsite at check-in.

CAMPFIRES

Wood-fueled and/or charcoal campfires can be built in campsites, but will only be built in camp-supplied fire pits or portable burn pans.

Fires must be attended AT ALL TIMES and should be extinguished before departing the campsite for events or the evening activities. Propane or Isopropyl alcohol fueled stoves are acceptable.

GARBAGE AND TRASH

All garbage and trash is to be accumulated in trash bags to be removed at the end of Camporee. Each unit will place trash in the dumpster provided at WRSR.

TREES

Attendees are not to cut down live trees or cut branches from any live trees. Use padded straps if setting up hammocks.

CLEAN UP AND DEPARTURE

On Sunday all units will need to clean up. Make sure to pick up all trash and other signs of your presence in camp. Camp must be checked by staff prior to departure. Remember, LEAVE NO TRACE means leaving the area you have been in better than you've found it.

PROHIBITED ITEMS

These items are off limits for all campers, Adults and Youth alike.

- BB Guns
- Bows or Arrows
- Alcohol
- Drugs
- Fireworks
- Weapons of any sort

Adults and youth trained in knife safety (Toten' Chip or Whittling Chit) may bring a scout appropriate knife. Fixed blade knives are discouraged.

Tobacco or tobacco-like products including vaping equipment are prohibited on BSA properties.

Other Items to Leave at Home: electronic toys (Gameboys, iPads, and any other electronic games), as these devices are a distraction, are easily damaged (rain), and they are too expensive to lose.

Skits or Songs for Saturday Campfire

Extra Credit for participating. Each Troop/Crew should prepare a song or skit for Saturday night's campfire. Songs and Skits must be approved

by the Camporee Program Director and SPL, and must be turned in by 5:00PM on Saturday.

GENERAL SCHEDULE

Friday Night

Check-In Program Building Starts 5:30 pm

SPL/Unit Leaders Leaders Meeting

Dining Hall at 9:00 pm

Cracker Barrel for SPLs/SMs

Lights out @ 10:30 pm

Saturday

Flag Ceremony, Flag Field 8:30 am

Event Competitions 9:00-Noon

Lunch Noon-1:00pm

Event Competitions 1:15-4:00 pm

Free Time and Informal Competitions 4:00 to 5:30 pm

All Skits, Stories, and Songs for Campfire must be turned into the SPL or

Scoutmaster by 5:00 pm

Flag Ceremony, Flag Pole 5:30 pm at Flag Field

Dinner at Campsites, 5:30 – 8:00 pm

Campfire 8:30 pm

Lights Out by 10:30 pm

Sunday

Unit Time/Breakfast – on your own

Interfaith Worship, Chapel, 9:00 am

Awards and Closing, Chapel, 9:30am

Check-Out, campsite review, and turn in surveys, Dining Hall 9:30 am

Camp closes, 12:00 Noon

“CATAPULT” PING PONG BALL LAUNCHER RULES

Adapted from the Oklahoma Engineering Foundation Official Contest rules.

<https://oef.org/wp-content/uploads/2024/11/2025-Ping-Pong-Launcher-Rules-1.pdf>

1. Prior to the competition, each troop must design and build a ping-pong ball launcher which will catapult ping-pong balls at a wall of large plastic Solo cups located 12 feet away from the launcher table. Launcher must shoot only one ball at a time and must be re-loadable. Teams will have 1 minute to knock down as many cups as possible.
2. Launchers must be powered by ONE standard mouse trap. Rat traps are NOT permitted. The catapult must be powered ONLY by the tension of one single mouse trap spring. All parts of the mouse trap must be visible. The weight of the launcher should be heavy enough to be stable—the launcher may NOT be attached to the table in any way.
3. Additional add-on materials may be utilized. Launchers must fit on and remain on the tables with no parts of the launcher hanging over the table. Launchers may not be hand-held.
4. It is recommended that each team have a minimum of three dozen ping-pong balls. These must be marked with the troop number on each and

retrieved immediately after the contest. Please bring your supply of ping-pong balls in a secured basket or bag. Ping-pong balls may not be modified in any way.

5. Each troop may have one launcher, one operator, and one catcher to retrieve the ping-pong balls. Catchers may pursue and return ping-pong balls during the one minute “attack.” Adjustments to the launcher are permitted during the attack but the launcher must remain on the table.

6. Points will be awarded on the number of cups knocked down and the speed if the entire wall is knocked down.

7. Each team’s target wall of cups will be a different color to prevent confusion.

8. In the event of a tie, points will be divided equally.