

Scouts BSA/Venturing Supplies needed

- Projector
- Downloaded or DVD/BluRay copy of Night at the Museum (don't rely on streaming)
- Downloaded or DVD/BluRay copy of Night at the Museum II
- BluRay/DVD player or laptop with HDMI
- Extension cord
- Plug Strip
- Program tokens (Tom McClain)
- 1-page information sheets about:
 - Lord Robert Baden-Powell
 - Gilwell Field
 - Daniel Carter Beard
 - Brownsea Island
 - William D. Boyce
 - Kensington Olympia
 - Waite Phillips
 - Northern Tier High Adventure Base
 - Ernest Thompson Seton
 - Philmont Scout Ranch
 - James E. West
 - Summit Bechtel Reserve
 - "Green Bar Bill" Hillcourt
 - Florida Sea Base
- Award Plaques (Doug)
- Patches (Doug)

Black Pug

- Include Scouting Heritage Merit Badge Requirements to use in lieu of blue cards.
- Ask about food allergies for the catered breakfast.

Friday Night Check-In

- Collect unit rosters
- Verify special diets

Station 1: Discovery

One tactic for solving the mystery is discovery. To accomplish this, Scouts must interview at least three adults over age who were Scouts. During the interviews, Scouts should ask about their Scouting

experiences, and about the impact that Scouting has had on their lives. Each of these adults will have a mystery clue which will be revealed at the end of the interview.

Camporee staff choose three of the below or others to serve at this station. Each of the three should be given a token to reveal to the patrols after the interview.

Tom McClain
Bob Lalli
Mike Kemp
Sam Miller

Matt Price
Stacy Horne
Brian Wiser
Wayne Hearn

Bryan Rader
Mike Fleck
Randy Carper
Gary Moore

Station 2: Observation

Another useful tactic in solving the mystery is observation. Visit the Scouting memorabilia display at the Isett Heritage Museum, as well as other exhibits, and you may find additional clues to aid in solving the mystery.

Station 3: Examine the Evidence

To complete this station, Scouts should make a collection of some personal patches and other Scouting memorabilia. With their permission, Scouts may include items borrowed from family members or friends who have been in Scouting in the past, or they may include photographs of these items. Show this collection to members of other patrols, and share what they have learned about items in the collection.

Station 4: Local Knowledge

Another key for solving the mystery is local knowledge. To complete this stage, patrols must conduct interviews with three people related to the local history of Scouting in their unit or local area. The patrol must create a presentation about their local Scouting history that they can take back to their unit and share it at a Court of Honor. When the presentation is complete, show it to the camporee chair for a clue to the mystery.

- Doug Baker: Original unit charter dates and charter partner history for all participating units.
- Dale DeLozier: Juniata Valley Scout Camps
- Unit specific:
 - Tom McClain, Mike Fleck or Stacy Horne: Pack/Troop 22 & Southern Huntingdon County Scouting history
 - Sam Miller, Brian Wiser or Jim Yocum, Andy McNitt, Cummins McNitt (: Mount Union Area Scouting history
 - Dave Gutshall, Bob Lalli, Jim Dixon or Dave Dick: Pack/Troop 24 & Juniata Valley Scouting History
 - Wayne Hearn, Linda Goodman: Troop 28
 - Bryan Rader, Mike Kemp: Troop 25
 - Sabine Somers: Pack 25
 - Anna Somers: Troop 29

- Bryan Rader, Cindy Smith: Pack 248
- ??? Stone Valley Pack
- ??? McConnellstown Pack

Patrol Activity: Brownsea Island Games

The fourth stage of solving the mystery is to recreate the scene. To complete this stage, Patrols must reproduce the equipment for an old-time Scouting game such as those played at Brownsea Island. You may find one on your own (with your unit leader's approval), or pick one from the Scouting Heritage merit badge pamphlet. Teach and play the game with other Scouts. Once a patrol plays your game, you will reveal a clue you have to them and vice-a-versa.

The Game is Afoot!: Negotiation and Deductive Reasoning

After the patrol has collected all of the available clues, it's time to figure out what it knows and does not know about the mystery. Each patrol can then present theories to another patrol such as: "We think it could be Waite Phillips at Philmont with the Scout Stave. Do you have proof otherwise?" If the patrol being questioned has any of the tokens asked about in their possession, then they answer "Yes, we can prove that theory wrong," then they reveal one of the tokens that was questioned. If the patrol has more than one of the tokens questioned, they only need to reveal one.

When the patrol is certain they know the who, where and what about the mystery they can turn in their final theory to the camporee headquarters. The time and substance of their final theory will be recorded. The first patrol to present the correct theory will be declared the winner as the mystery tokens are revealed at the closing ceremony.

The Tokens of Green Bar Bill

(a fictional story to set the scene)

The soft hum of a summer breeze drifted through the open windows of the small, wood-paneled cabin. Inside, **William "Green Bar Bill" Hillcourt** sat at a sturdy desk, his hands steady despite his age as he carved into a small wooden disk. His tools were simple: a pocketknife, a mallet, and a collection of engraving chisels, each sharpened to perfection. Around him, the cabin walls were adorned with relics of Scouting's storied history: patches, neckerchiefs, books, and photographs that spanned generations.

On this day, in the twilight of his life, Bill worked on what he quietly called *his tokens*.

Each token bore an intricate design: a name, a symbol, or a scene that told a piece of Scouting's story. **Brownsea Island**, with its windswept shores and the birth of Scouting. **Gilwell Field**, where the Wood Badge

traditions began. **Philmont Scout Ranch**, a land of rugged adventure. The **World Crest Emblem**, a promise of unity. And many others—each a thread in the vast tapestry of Scouting’s history.

For decades, Bill had handed these tokens out to Scouts and leaders who crossed his path, each one carrying a message and a challenge: *Remember where we’ve been, and take it forward.*

He thought of the boy in the faded uniform at the **National Jamboree** back in 1969. The boy had approached nervously, clutching a battered copy of the **Boy Scout Handbook** Bill had authored.

“I read it cover to cover, sir,” the boy had said, his voice cracking with excitement. “It’s what made me want to be a Scout.”

Bill smiled at the memory. He’d handed the boy a token engraved with a sturdy **Scout Stave** and told him to hold fast to his curiosity. “Every great adventure begins with a single step,” he’d said.

Then there was the young Scoutmaster at **Florida Sea Base**, overwhelmed by the challenges of leading a rowdy troop on their first high-adventure trek. Bill had given him a token featuring the **Kensington Olympia**, a reminder of the enduring resilience of Scouting. “Even the tallest mountain is climbed one step at a time,” Bill had said.

And the girl with bright eyes and a knack for strategy at the **Northern Tier High Adventure Base**—she’d inspired her patrol to victory during a grueling canoe race. Bill handed her a token marked with the **National Jamboree Patch** and said, “Leadership isn’t about being the loudest; it’s about lifting others higher.”

By the time he passed away in 1992, Bill had created hundreds of these tokens, each carrying a piece of Scouting’s legacy into the future. What he didn’t share with anyone, however, was the mystery he left behind.

Somewhere in the stories of those tokens was a final clue—a trail that connected them all, leading to a hidden treasure of knowledge about Scouting’s origins. It was said that Bill had hinted at it in his final days, speaking to a group of Scouts who had gathered at his bedside.

“The tokens... they tell a story,” he’d murmured, his voice fading. “One you must finish.”

Now, in 2025, whispers of Bill's tokens had resurfaced among Scouts attending the Camporee at the **Isett Heritage Museum**. It was said that a collection of his tokens, scattered across time and continents, held the key to a secret only Bill had known. Patrols from across the region gathered, determined to uncover the truth. They would have to retrace the steps of Green Bar Bill, seek out the stories behind each token, and piece together the tale he had left behind. It would take all their skill, teamwork, and perseverance to solve the mystery and carry Bill's legacy into the next generation. As the Scouts prepared to set out, they could almost hear Bill's voice whispering in the wind: "Remember where we've been. Take it forward. The greatest adventure is still ahead."

People	Locations	Items
Lord Robert Baden-Powell	Gilwell Field	Scout Stave
Daniel Carter Beard	Brownsea Island	Neckerchief
William D. Boyce	Kensington Olympia	World Crest Emblem
Waite Phillips	Northern Tier High Adventure Base	National Jamboree Patch
Ernest Thompson Seton	Philmont Scout Ranch	Campaign Hat
James E. West	Summit Bechtel Reserve	<i>Scout Life</i>
"Green Bar Bill" Hillcourt	Florida Sea Base	<i>Boy Scout Handbook</i>