Hear ye, hear ye, the Kingdom of Anorea has fallen. The once King of Anorea has summoned all the brave squires in the realm to once again come to his aid in restoring his kingdom and vanquishing the Dark Shadow Mage. The King has promised the chance of knighthood for those who aid him in his quest to regain his kingdom.

Do you and your fellow adventurers have what it takes to best the challenges of the realm? Find out this spring 2025.

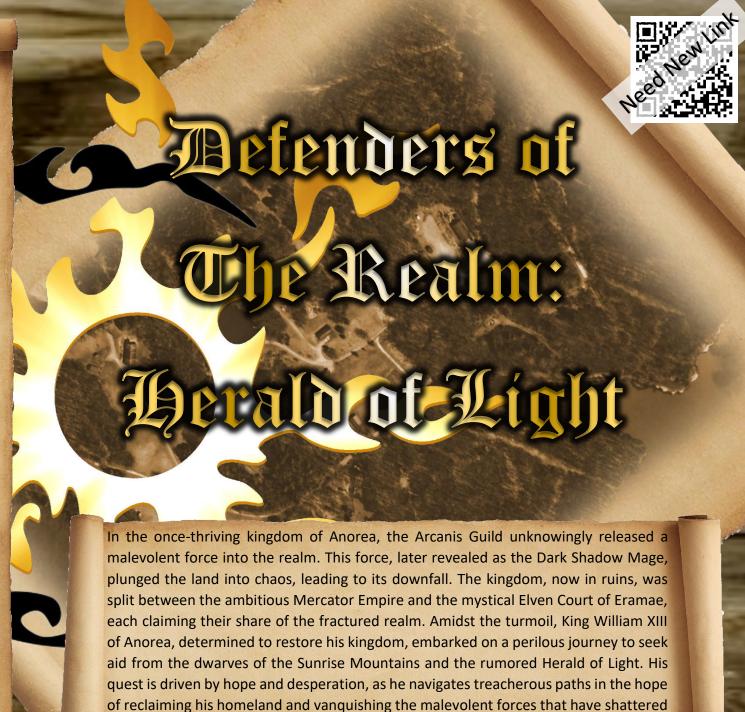
5/2/2025 - 5/4/2025

Cost: Free

Camp Seph Mack

https://scoutingevent.com/need_new_link

vD01



his once-great kingdom. New adventures from across the realm must now band

together to reimprison the Dark Shadow Mage and return peace to the realm.

Camporee FAQ

When is check in?

Check in is Friday 5:00 pm – 9:00 pm at the OA Pavilions. If your unit is planning on coming in later, please contact email@place.com to make arrangements.

What are the other important times?

Check out is Sunday starting at 8:00 am. There will be an SM & SPL meeting (no more than 2 adults and 2 youth per unit) on Friday at 9:15 pm. All other important times will be provided then, they will also be available in the full SM Guide.

What site will we be in?

Camp site assignments will be given when your unit arrives for check in. It is likely you will share a site with one or more other units. Due to the large number of units expected, we can't guarantee each site will have a fire pit. You may bring an above group fire pit otherwise plan accordingly.

What if my unit needs a special site for medical reasons?

Please send an email to email@place.com with the requirement and we will make sure medical accommodations are met. Please let us know by 4/11/2025 of any medical considerations including requesting a car at camp for medical reasons.

Will we be able to drive to our site and can we leave cars or our trailer there?

Yes, sort of. Because of the large number of expected attendees, we are limiting the number of people able to drive in and out of camp. During check in and check out, vehicles may be driven to the sites. Trailers can be left at the site and can remain hooked up. Keep in mind though that if there are multiple units at a site to leave enough space for any neighbors. Only the vehicles attached to the trailers and those with medical exceptions can be left at camp. During the activities on Saturday, we ask that there be no vehicles (with exception of admin) be driven around camp for the safety of our youth.

Will food be provided?

No. It is up to each unit to provide their own food for the weekend.

What will the activities be like and what skills should the youth know?

As with most camporees, the activities will be based on the skills needed for first class as well as orienteering, communication skills, problem solving and teamwork.

Do we have to register?

Yes. Registration is live now for you to register an estimated number for your unit. On MONTH/DAY we will ask you to finalize your number. We cannot guarantee a spot at this year's camporee if you are not registered. Spots are on a first come first serve basis. This year we have a cap of 650.

Do we need to volunteer?

We are requesting that units have at least one adult volunteer in some way. We will need help in many areas of the camp including logistics, culinary (for the staff that are in attendance without a unit) and activity areas. If you like to do medieval fantasy roleplay, we have some fun characters that will be needed as well. Please email email@place.com if you interested in any of these areas. Units that have volunteers will also receive bonus points.

What is the uniform for the activities on Saturday?

We encourage the youth to were medieval costumes (appropriate of course) otherwise they are welcome to were their unit's activity uniform.

Where can we find more information?

Check out the SM Guide for more detailed information, it contains all the logistical information on the camporee. The SPL Guide has more camporee themed information and story and should be reviewed by the SPL and the youth leadership.