

HERITAGE GAMES

OCTOBER 10-12, 2025

HERITAGE RESERVATION



2025 FALL CAMPOREE

LACKAWANNA, SENECA, &
JAPEECHEN DISTRICTS

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“It is important to arrange games and competition so that all Scouts of the troop take part.”
Robert Baden-Powell

Overview

Join Lackawanna, Seneca, and Japeechen Districts for **Heritage Games**, our 2025 fall camporee. Play games from around the world, with sports, challenges, classic Scouting games, ax and rock throwing ranges, plus fun and fellowship! We'll also have a campfire program followed by an ice cream social.

For Scouts BSA troops, this camporee will be a lot of fun and provide a great program with plenty of challenges. Games have always been an important part of Scouting. Games help to challenge Scouts while teaching them about cooperation, perseverance, and fair play. Scouts can choose to complete their Heritage Games passport for a chance at prizes. This is also a great opportunity to invite an Arrow of Light den to camp alongside your troop. This can really help with recruiting!

For Arrow of Light Scouts, this is a great opportunity to meet Scouts from across our districts as you begin looking at troops to join. The entire program is fun and accessible for Arrows of Light. AoLs may attend with their den (following Cub Scout camping requirements), but we can also arrange the necessary supervision if individual AoLs are attending with a parent or dens cannot provide sufficient leadership.

Schedule

Check-in

- One adult from each unit (Troop, Pack) must submit medical forms and clearances
- All units must register all attendees, both youth and adults

Friday, October 10, 2025

- Campers arrive after 6:00 pm
- Check-in is open from 6:00 - 8:00 pm at Keystone at the entrance to camp
- Meeting at 8:00 pm in the Dining Hall
 - SPLs and one adult leader from each troop should attend

Saturday, October 11, 2025

- Check-in is open from 8:00 - 8:45 am in the Dining Hall
- Volunteers helping to run games should meet in the Dining Hall at 8:30 am

Program

Opening Ceremony	9:30 am	Parade Field
Morning Games	10:00 am	Sports Field
Lunch	12:00 pm	Unit Campsites
Afternoon Games	1:30 pm	Sports Field
Flag Lowering	4:45 pm	Parade Field
Dinner	5:00 pm	Unit Campsites
Closing Campfire	7:00 pm	Campfire Circle
Ice Cream Social	8:00 pm	Dining Hall
(board/card games)		

Sunday, October 12, 2025

- Depart by 10:00 am

General Information

Registration

- All participants (Scouts and adults) must pre-register on the camporee event page: <https://scoutingevent.com/527-86286>
- There is a tiered registration cost to encourage early registration.
- All participants must bring copies of their Scouting America Annual Health and Medical Records, Parts A and B.
- All adults must bring copies of their clearances and Safeguarding Youth/Youth Protection Training certificates.
 - Safeguarding Youth Training or Youth Protection Training certificate
 - Pennsylvania Child Abuse History Clearance
 - Pennsylvania State Police Criminal Record Check
 - Federal Bureau of Investigation Criminal Background Check OR Resident Volunteer Verification Form (if a resident of PA for 10+ years)
- All adults attending with troops must be registered leaders in that troop
- Adults attending with Arrow of Light Cub Scouts follow the rules of Cub Scout camping, so parents may attend without being registered leaders in Scouting America.
- Paperwork for all attendees must be submitted at check-in Friday night or Saturday morning.

Safety

- For safety reasons, all participants should wear shoes or boots. No sandals or Crocs.
- Fires may only be built in existing firepits, fires may not be built on the ground.
- Individuals with symptoms of COVID or flu should not attend.
- Lake Courage is strictly off-limits.

Camping

- Registration will include the cost of campsites.
- Campsites will be assigned to units after they are registered.
- Campsites at Independence are large, and will likely be shared by more than one unit.
- No meals will be provided, units are responsible for all meals.
- One vehicle allowed in a campsite at a time.
- Please indicate on registration if your troop plans to bring a trailer.
- Please avoid driving in camp on Saturday during program time.

Program Logistics

- Troops should volunteer one or more adults or older youth (14+) to run games.
- During program time, Scouts should travel in small groups or as patrols.
- The buddy system must be followed at all times.
- Scouts should carry their Scout Essentials; no special program materials are required.
- Scouts may choose to bring their own equipment for games if desired (e.g. disc golf discs, frisbees)

Campfire

- After dinner on Saturday, we'll have a campfire program.
- Ideas for skits, songs, stories, jokes, run ons, and other fun content should be submitted at the Dining Hall by 1:30 pm.
- **All material must be approved in advance of the campfire.**

Arrow of Light Cub Scouts

- Arrow of Light dens and individual AoL Scouts are encouraged to attend.
- All program activities are designed to be fun and accessible for AoLs.
- AoLs may partner with a troop for cooking and program participation.
- AoLs must follow Cub Scout camping guidelines.
- If attending as a den, two deep leadership from the Pack is required, and if any female Cub Scouts are attending, at least one leader must be female.
- Parents and AoLs may tent together, but Packs are encouraged to have AoLs tent with others in their den to prepare for Scouts BSA.
- AoLs may not tent with Scouts in a troop.
- Webelos and younger Scouts may not attend, even for the day.
- Parents and legal guardians of Arrow of Light Cub Scouts may attend, but any other adults attending the camporee must be registered with Scouting America in the unit they are camping with.
- Individual Arrow of Light Cub Scouts may still attend with a parent or legal guardian if their den is not attending. ***Please contact the organizers to allow coordination of two-deep supervision.***

Program

The final program will include lots of fun and challenging games. This list is still being finalized, any suggestions are welcome.

- Range and Target Activities (looking for volunteer Rangemasters)
 - Rock throwing
 - Ax throwing
- Lawn games
 - Kubb
 - Cherokee marbles
 - Cornhole
 - Quoits
 - Bocce
 - Ladder ball
- Strength and skill games
 - Haggis hurl (throwing at increasing distances until there's a drop)
 - "Caber" noodle toss
- Sports
 - Disc golf
 - Basketball
 - Ultimate frisbee
- Scoutcraft games
 - Primitive fire building
 - Kim's game
 - Nature scavenger hunt
 - Knot race
- Indoor games
 - Bring your own board/card games to play after campfire

Challenges

Heritage Games Passport

All participants will receive a games passport to help them track what they've done during the day. Scouts who participate in all the games will receive a prize. Completed passports must be submitted in the Dining Hall at 4:30 pm before flag lowering.

Individual Events

Some events will keep track of top scores throughout the day (e.g. "caber" noodle toss, knot race). Scouts with the top scores in these events will receive a prize.

Emergency Procedures

In case of an emergency, a horn will be blown 3 times.

Emergencies can be, but are not limited to:

- Unforeseen inclement weather
- Missing Scout

When the horn is blown 3 times, **ALL** units and attendees **MUST** stop what they are doing and immediately come to the Dining Hall for further instructions.

Emergency Contacts

Uniontown Hospital

500 W Berkeley Street
Uniontown, PA 15401
724-430-5000

Uniontown MedExpress

289 McClellandtown Rd
Uniontown, PA 15401
724-439-3627

Heritage Reservation

300 Heritage Road
Farmington, PA 15437
724-329-8534
412-651-7589 (Tony Amrhein Direct)

Map

