



Pack your bags, load up your gear & get ready for adventure!

Join us at Camp Currier for Hero Quest!

It's time to be outdoors and experience what nature has to offer deep in the heart of Desoto County just a few miles west of Hernando, MS.

No need to fret about heat and humidity as fall brings the clear, crisp days and cool nights that make camping a truly magical experience.

Come down for the day or bring your camping gear and we will assign a nice campsite surrounded by trees under a star-filled sky. We may be able to throw in an owl or two hooting in the distance.

Packs can experience the sense of accomplishment by scouts as they sleep outdoors for the first time. Troops return to Camp Currier keen in the outdoors skills that make their campout a memorable one. It is our hope that this will be contagious for both cubs and scouts and prepare the explorer for the many campouts to come in Scouting!

Hero Quest not only offers the outdoor experience of camping but provides activities, crafts, games and demonstrations that will embrace many adventurous paths. There will even be a fun-time campfire show to cap off the day!

Please read through this guide. It should provide the information you need and answer questions you may have from registration, to check-in, to activities, and to check-out.

It is the goal of the Hero Quest Staff to make this event a rewarding one.

Be sure to register soon!

FOR MORE INFORMATION CONTACT WOODBADGEFOX777@GMAIL.COM



Registering

Whether registering as a unit or an individual go to

www.chickasaw.org

CAMP OR DAY TRIP

- Units/Families may choose to camp Friday or Saturday night - or both nights.
- You may also choose to day trip the event on Saturday only. Day Trip fees are the same as overnight.

PAYMENT IS REQUIRED WHEN REGISTERING

- Registration fee for Scouts and siblings (over 4 years old) is **\$25.00**.
- Registration fee for adults is **\$15.00**.
- Registration includes camping, all activities, lunch on Saturday, dinner Saturday evening and a special event patch.

ADVANCE REGISTRATION IS REQUIRED by October 16, 2026

- The fee increases to an extra **\$5 per person starting** October 17, this includes walk-ups.

REFUNDS

- If we have to cancel or postpone this event due to the weather, you can get a full refund or credit back to your Black Pug account.
- All refund requests must be submitted to the Council office by October 16, 2026. All refund requests should be submitted to **Haley Baird at haley.baird@scouting.org**

The Chickasaw Council strives to provide the best program possible. We enter into obligations with our vendors months prior to these events. Cancellations after October 11 undermine our ability to provide our quality programs.

Campsites

- Campsites are extremely limited for this event. Sites will be assigned to those units that have completely registered and paid.
- Campsite assignments will be sent no later than Wednesday, October 21. We are unable to take requests for campsites at this event as we are expecting a full camp.

PLEASE READ THE RULES & POLICIES INCLUDED IN THIS GUIDE

- All Camp Currier rules and policies will be enforced during this event.

FOR MORE INFORMATION CONTACT **WOODBADGEFOX777@GMAIL.COM**



Check-in

CAMPSITE ASSIGNMENTS

- Upon arrival you will receive directions to your campsite. Maps will be available if needed.

LATE ARRIVALS OR DAY TRIPPERS

- If you will not be arriving until Saturday morning, or are day-tripping on Saturday, please check-in at the dining hall on Hamilton Meadows.

Leader Meeting

There will be a leader meeting Friday night at 9:00pm in the dining hall at Hamilton Meadows. **Please send at least one representative from your unit/family.** Finalized information will be presented at this time as well as any last minute event changes. Patches and wristbands will also be distributed at this time. If you are unable to attend please check in at the Dining Hall Saturday morning.

Checking Out

Please conduct a thorough inspection of your site before leaving.

- Police your site and surrounding area, picking up all trash. Remember to leave your site cleaner than you found it!
- Campsites will be inspected after the event. Any infractions - trash, smoldering fires, etc. - will be reported to district executives and the Chickasaw Council.



Schedule

This year we are using GroupMe to send updates about important event information. To sign up for Hero Quest notifications, please visit

https://groupme.com/join_group/117384160/PpBX04g4

Friday, October 23

- | | |
|--------|--|
| 4:00p | Campers begin arriving |
| 9:00p | Leader/SPL Meeting in Dining Hall - no driving/walk only |
| 10:00p | Quiet time begins. All units should be in their campsites and preparing for bed. |
| 11:00p | Lights out. |

Saturday, October 24

- | | |
|------------|---|
| 8:45a | Opening/Flag Ceremony on Hamilton Meadows |
| 9:00a-Noon | Activities open |
| 9:00a | Iron Chef Competition Begins |

The Dining Hall will be cleared at 11:00a to ready for the Lunch Shifts. Provided wrist bands will designate which lunch shift you are assigned. Please arrive at the specified time to keep things running smoothly. Due to limited space we ask that you leave the Dining Hall when you have finished eating.

- | | |
|-----------------|---------------------------------------|
| 11:30a - 12:30p | First Lunch shift in the Dining Hall |
| 12:30p - 1:30p | Second Lunch shift in the Dining Hall |

Want to skip the lunch line? Drop off your cooler in the dining hall kitchen by Saturday morning at 10:00 am to have your lunch prepacked for you to grab and go. Please write your unit number and number of people to feed on the cooler.

- | | |
|-------------|---|
| 1:30p-4:00p | Activities resume |
| 1:30p | Great Carrier Scout Chase begins |
| 4:30p | The Hero Quest Campfire Program in the Pickler Council Ring |
| 6:00-7:00p | Optional Spaghetti Dinner |
| 10:00p | Quiet time begins. |
| 11:00p | Lights out. |

Sunday, October 25

- | | |
|--------|---|
| 9:00a | Nondenominational Service in the Pickler Council Ring |
| 10:00a | Departure |



Cub Activities

It should be noted that the walk from the campsites to the activity areas could be lengthy. There will be campers on every road and activities on both Cub Field and Hamilton Meadows. Please plan accordingly and allow yourself time to enjoy the activities.

THIS IS A WALKING EVENT - DO NOT DRIVE TO THE ACTIVITIES!

The roads will be filled with campers walking to the various activities. Parking spaces will be at a premium and leaving your spot does not guarantee a spot at your destination.

Items to consider bringing for the day include:

Water Bottle; Bug Spray; Sun Screen/Hat; Camp Chairs or Blanket (for sitting); Rain Gear or Jacket (depending on the weather)

archery

bb guns

wrist rockets

climbing wall

branding

leatherwork

wagon racing

field games

**and much,
much more**

General Store/ Trading Post

A Trading Post will be at the Dining Hall on Hamilton Meadows and a General Store will be located in Tomahawk Lodge at Cub Field. Both will sell cold drinks and snacks.

NOTE:

A parental-signed permission form is required for all Cub Range activities, including BB Gun, Archery and Wrist Rockets.

A parental-signed COPE permission form is required for the Climbing Tower.

Both forms can be found in this guide.



Scout Activities

It should be noted that the walk from the campsites to the activity areas could be lengthy. There will be campers on every road and activities on both Cub Field and Hamilton Meadows. Please plan accordingly and allow yourself time to enjoy the activities.

THIS IS A WALKING EVENT - DO NOT DRIVE TO THE ACTIVITIES!

The roads will be filled with campers walking to the various activities. Parking spaces will be at a premium and leaving your spot does not guarantee a spot at your destination.

Items to consider bringing for the day include:

Water Bottle; Bug Spray; Sun Screen/Hat; Camp Chairs or Blanket (for sitting); Rain Gear or Jacket (depending on the weather)

Activities toward earning the Liberty in Action 250th Anniversary Challenge

Patch including

- ropemaking
- butter churning
- games from the 1700's
- crosscut saw
- and more

Nine-Square

Human Foosball

Iron Chef

The Camp Currier Great Scout Race

NOTE:

A parental-signed COPE permission form is required for the Climbing Tower.

This form can be found in this guide.

General Store/Trading Post

A Trading Post will be at the Dining Hall on Hamilton Meadows and a General Store will be located in Tomahawk Lodge at Cub Field. Both will sell cold drinks and snacks.



Cooking Trek – Iron Chef & Team Games

Teams to be Scout Patrols, age 14 -17 Crews/Posts/Ships 14 – 20.

Patrol/Crews/Posts/Ships will consist of no less than 4 and no more than 6!



Iron Chef

This Older Scout event is designed for your Patrol/Crew to use all of your imagination and cooking skills and to make you think on your feet. Bring an open mind, willingness to work together, and demonstrate maturity and creativity. You will be surprised at what you can accomplish.

Teams to be Scout Patrols, age 14 -17 Crews/ Posts, 14 – 20.

Patrol/Crews/Posts/Ships will consist of no less than 4 and no more than 6!

Time for set up to be announced closer to The HERO Quest.

Please make sure the chairman has a contact person for your team!

Teams will construct their own kitchen/cooking facility. A 10 by 10 “Pop Up” is acceptable. Please... nothing bigger. Charcoal cooking and cleanup does not have to be under the Pop Up. Teams are responsible for their own prep tables and wash station. Each team’s area is a minimum of 15 x 15.

This “Iron Chef” Cooking competition will challenge the Older Scout Patrols with quick decisions, creative cooking and so much more. Patrols will not be told their food items that they will be working with until 15 minutes prior to the start. The “secret” ingredient will be revealed at the starting time. Judges will have no conflict of interest with the participants and will not confer with each other on scoring. Their individual scores will be tallied by the “Iron Chef” Chairman. Results will be made known at the Awards Ceremony.

Judging Categories:

Visual & Tasting

(Judges Sheets are available to you for breakdown of scoring) Just ask.

Teams that have not checked in their equipment prior to the competition will not be allowed to start until all their items have been checked. Teams may have some or all of the items on the list below but NOT MORE. No one will be allowed to leave the Iron Chef area after it starts. (Exception is to get water & Bathroom breaks.)



NO GROUND FIRES ALLOWED!!!

Please use Dutch oven stand/table for your Dutch oven cooking & Open Fire.

Suggestions of what you might bring.

- 10" or 12" Dutch oven (UNLIMITED), Handle for lid
- One or two skillets,
- Mixing bowls,
- variety of knives,
- serving utensils
- Rubbermaid tubs are best to bring your stuff in –
- Can Opener
- Potato peelers
- Knife sharpener
- Cloth dish towel per Patrol/crew member
- Hats or Hair cover
- Chef aprons
- Latex gloves for food prep
- Pot Holders

Gadgets (approved)

➤ Metal Skewers

Disposables:

- Trash bags,
- Aluminum foil
- Paper Towels,
- Zip Lock bags
- Paper,
- markers, pencils
- Clip board or precut poster boards for duty roster, menu planning etc.
- Baby wipes or waterless cleaner gel for hand cleaning

Charcoal, newspaper & charcoal chimneys

(No lighter fluid)

Patrols/Crew may provide their own:

Axe and bow saw in an ax yard.

(Wood can be the fire fuel if needed)

Camp stove - (Propane stoves will be allowed)

...

Camp shovel and Fireproof gloves for Fire control

1 cooler with ice (THIS IS A MUST)

This should be large enough for perishable items the Iron Chef Chairman will store in there for your team.

(NOTE: deliver this to event area in the morning)

Another MUST: First Aid KIT**Safety:**

Fire extinguisher - small home version (make sure it charged and ready)

5 gallon buckets for water - reserved for fire

***NO coaching from the sidelines (adult or youth).
Doing so will result in disqualification.***



Food Teams should bring:

The grocery list of items is being updated. Renee Leith – Boyscoutrndtable@aol.com

Please make sure the Iron Chef Chairman Renee Leith – boyscoutrndtable@aol.com has your team contact email to receive the newest and updated list.

All other Groceries will be supplied by the Iron Chef Chairman

To bring the grocery items suggested by the Chairman will greatly help the budget.

Thanks

VERY IMPORTANT:

Make sure your Team/s are registered prior to HERO Quest and notify IRON CHEF CHAIRMAN.

NO LAST MINUTE TEAMS will be admitted.

To stay up to date on any changes, please make sure the Chairman has a contact e-mail for 1 youth and 1 adult from your Team.

Please direct all your questions to Renee Leith – Iron Chef Chairman

All questions & answers will ONLY be sent to all that have committed to compete.

boyscoutrndtable@aol.com

901-233-4281 mobile

Overall judging breakdown:

Judges Showmanship Scoring Sheet

Patrol working together, leadership/scout spirit. 10 points _____

Cleanliness & sanitation: Were they clean and sanitary during the entire food preparation? 10 points _____

Theme: Do they have a theme and are they having fun with it? 10 points _____

Kitchen set up: Is the kitchen set up for easy access to all patrol members? Nice flow. 10 points _____

Are they following Leave No Trace? 10 points _____

Judges Tasting Score Sheet

Presentation: How did the teams place the food in the containers?
Was it eye appealing? Was it neat? Smells good? 10 points _____

Taste: Did the food let the flavor of the “secret” ingredient come out?
Food may taste good but should not over power the “secret” ingredient. 30 points _____

Judges Bonus points:
Please make notes as needed 10 points _____

COOK TREK GAMES

You had a chance to challenge your cooking skills.

NOW...it's time to challenge your physical skills with fun games that will test your leadership abilities.

#4. Competitive games with a culinary twist!

This is the final step of the Cooking Trek.

You must participate in Iron Chef to participate in Cooking Trek Games.

FOR MORE INFORMATION CONTACT **WOODBADGEFOX777@GMAIL.COM**





THE CAMP CURRIER GREAT SCOUT Chase!

**REGISTER
TODAY!**

**RACE DAY IS OCTOBER 24
DURING THE HERO QUEST EVENT**

**REGISTER YOUR TEAM OF FOUR
FOR THIS EXCITING ACTIVITY!**

**TEAMS WILL RACE TO LOCATIONS
THROUGHOUT CAMP TO SOLVE CLUES,
TAKE CHANCES AND TACKLE MENTAL AND
PHYSICAL CHALLENGES TO ADVANCE.**

WIN PRIZES!

Scouts must be actively registered with Chickasaw Council Scouting America and also registered for the Hero Quest event. Teams will compete at sites around Camp Currier with the team(s) finishing last at each site being eliminated. This will lead to a final showdown between the last three teams to determine a winner.

Teams will consist of four (4) scouts. Scouts from different units may form a team. Co-ed teams are allowed. Registered teams will receive a packet with full rules and terms.

FOR MORE INFORMATION CONTACT WOODBADGEFOX777@GMAIL.COM



Volunteers Needed



**Fun &
Flexible
Hours**

**2 Hour
Shifts**

Help is needed in all areas with the most shifts
scheduled Saturday October 24, 2026.

October 24 **Camp
Currier**

Please contact Haley Baird at Haley.Baird@scouting.org



CAMP CURRIER

Chickasaw Council 558 • Eudora, Mississippi

CAMP RULES

CAMP CURRIER IS...

- **A LEAVE NO TRACE FACILITY.**

For more info go to
www.LNT.org

- **A TOBACCO FREE FACILITY.**

This includes smoking, smokeless tobacco products and vaping products.

- **AN ALCOHOL AND ILLICIT DRUG FREE FACILITY.**

Persons found with or consuming alcohol or illicit drugs will be escorted off property.

- **A PET FREE FACILITY.**

*Pets are not allowed on camp.
(Service dogs are exempt.)*



- Individual troop camping leaders **CHECK IN WITH THE RANGER.**
- Camporee attendees check in at location designated by Camporee Director.
- Units will follow the guidelines on Guide to Safe Scouting (#34416), BSA Health and Safety Guide (#34415), Youth Protection and Age-Appropriate Guidelines for Scouting.
- Scout conduct, youth and adult, is the responsibility of the adult leader in charge. Scouting units are responsible at all times for the behavior of the scouts in their care, adult unit leaders and non-member persons associated with the unit both inside and outside of your assigned campsite. The Scout Oath and Scout Law are the best guides. First aid and safety are the responsibility of the unit adult leader in charge.
- **PARK IN DESIGNATED PARKING AREAS.**
- **DO NOT BLOCK ROADS.** Leave enough room that emergency vehicles can move freely throughout camp in case of emergencies.
- No digging in campsites.
- Fires are allowed at campsites unless there is an issued burn ban. One campfire per campsite. Please use established ground fire locations. All fires must be completely extinguished before leaving. Proper safety elements should be in place and youth members should be monitored by a capable adult.
- **PACK IT IN! PACK IT OUT!** Do not bury or burn any trash. Dumpster space is limited. If dumpster is full you must take your trash of camp with you.
- Water activities require qualified supervision. Those adults supervising must have the proper training and certification for the activities. Notify the Ranger or Campmaster before beginning any water activities.
- **COPE COURSE IS STRICTLY OFF LIMITS.** C.O.P.E. Course elements may only be used when qualified instructors are present. **Campers may NOT cut through the C.O.P.E. course to get from West Road to Magdovitz Road.**
- Bath houses are for your convenience. Please keep them clean and in order. Bath houses used by your unit should be policed and cleaned as part of your check out process.
- Dining Hall should be used only by the units that reserve the facility. Please refer to Dining Hall Rules.
- Please conserve water. Report leaks and broken spigots to the Ranger, Campmaster or Camporee Staff.
- Please do not cut any live vegetation without approval from the Ranger.
- When ready to check out, remove all gear and police your entire area. This includes campsites, latrine, parking area and any facilities that were used. Contact the Ranger, Campmaster, or Camporee Site Inspector for check out.
- If you see anything that needs repaired, doesn't look right or have suggestions, please let the Ranger, Campmaster, or Camporee Staff know as soon as possible.
- **GOLIGHTLY CABIN IS STRICTLY OFF LIMITS. AND MAY ONLY BE USED FOR TRAINING AND EVENT PURPOSES. THIS IS NOT A SLEEPING FACILITY.** This facility may be used only with advance reservation through the council office.



CAMP CURRIER

Chickasaw Council 558 • Eudora, Mississippi

PARKING POLICY

PARKING AREAS

Parking lots are found throughout camp...

- **CENTER ROAD**

The lot on Center road near Golightly serves as parking for the South end of West Road.

- **MAGDOVITZ ROAD**

Parking lot by the Dining Hall (Tomahawk Lodge).

- **WEST ROAD**

Main lot is halfway down West Road across from W8.

Limited parking across from W5, at the entrance to A2 and next to the dam by the lake.

- **NORTH ROAD**

Main lot at North Road Bathhouse.

Limited parking at N10

- **EAST ROAD**

Main lot on East Road across from E2.

Limited parking at A3.

- **RANGE ROAD**

Limited parking next to R1 and at R3.

Parking lot at Rifle Range.

Camp Currier is a Leave No Trace facility.

This is a park and walk camp.

Please be aware of the camp site set-up and parking rules.

VEHICLES

- Limited vehicle parking is available at each campsite; cars are not to pass caution tape. Rebar/caution tape can not be removed.
- When loading and unloading supplies, vehicles not in the limited parking space should park parallel to the edge of campsite with all four wheels off the road. This leaves room for other vehicles to pass.
- All other vehicles should be parked in designated parking areas.

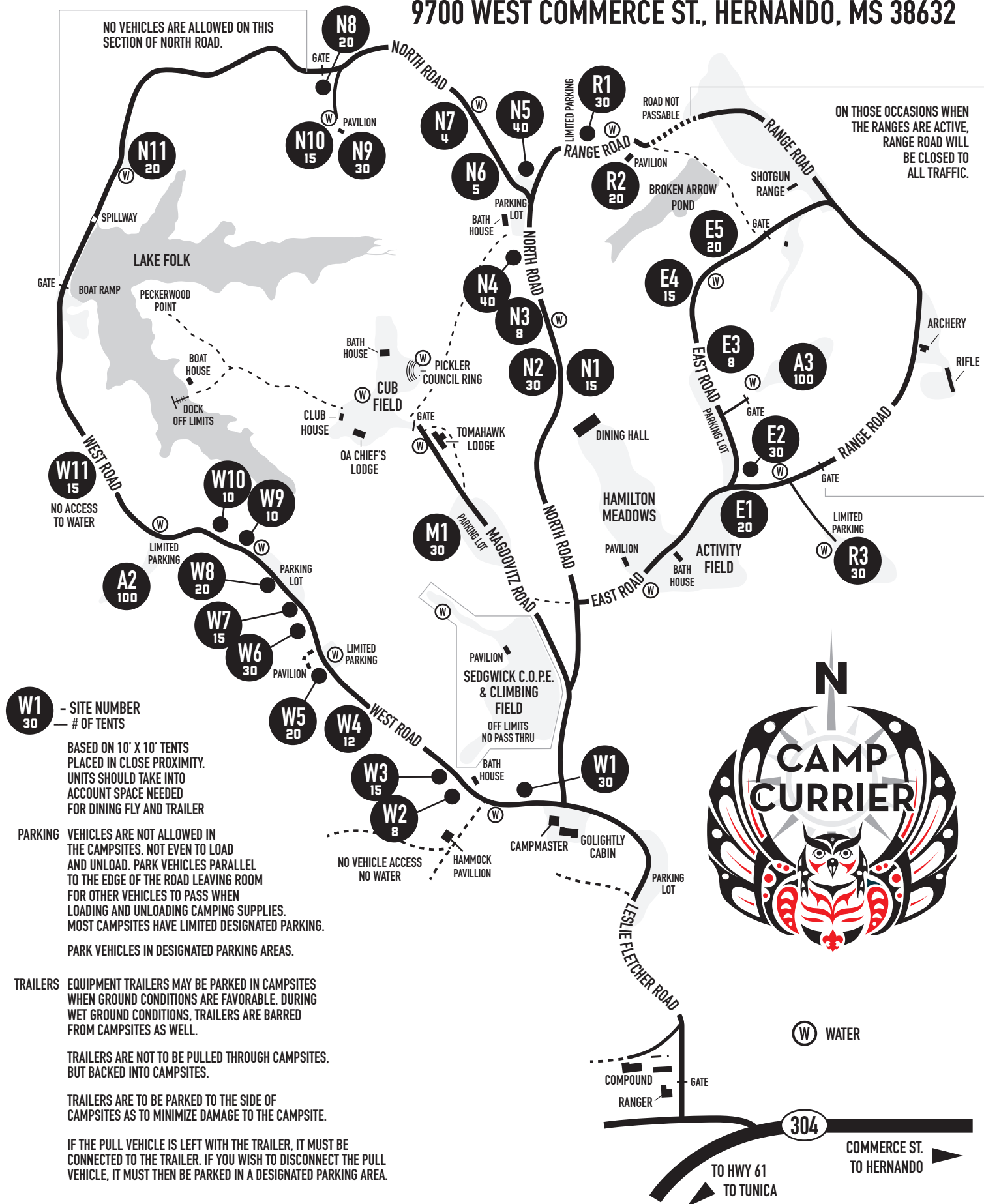
EQUIPMENT TRAILERS

- Equipment trailers may be parked in campsites.
- Trailers should only be backed into campsites. Do not pull your trailer through the campsite.
- Rebar and caution tape should never be removed or taken down.
- Pull vehicles may be left in the site provided they are parked in the designated space.

UNITS WITH VEHICLES PARKED AT CAMPSITES FOR EXTENDED PERIODS, REPEATED VIOLATIONS, MOVING OR BYPASSING BARRIERS WILL RISK BEING BARRED FROM USE OF COUNCIL PROPERTIES INDEFINITELY.

CAMP CURRIER EUDORA, MS • CHICKASAW COUNCIL

9700 WEST COMMERCE ST., HERNANDO, MS 38632





CUB SCOUT

Participation Agreement

For Range & Target Activities

This permission form must be completed and signed by the Scout's parent/guardian for those Scouts who wish to participate in range & target activities. Your Scout must bring this form to the range for them to participate in this activity. **NO EXCEPTIONS!! If your Scout does not bring this completed and signed form to the range, they will not be allowed to participate.**

The Chickasaw Council is conducting a range & target activities event on _____. Scouts will be instructed on how to handle and shoot BB devices, bows and arrows, and wrist rockets safely and will be provided instruction to enhance their range & target activity skills.

This instruction and range experience will be under the supervision of trained Range Master based on BSA requirements.

I, the undersigned, give my child, _____ permission to participate in the range & target activities checked in the box to the right. I also give my permission for the BSA to use any pictures of my child taken at this event. No names will be used without additional permission.

I understand that participation in this activity involves a certain degree of risk. I have carefully considered the risk involved and give consent for my child to participate in this activity.

For everyone's safety, my child and I agree that they will do the following, or they will be removed from the program.

- Will complete the training offered as part of the program.
- Will wear all required safety gear while on the range.
- Will follow all safety rules provided in the training class.
- Will follow the instructions of the Range Master.
- Will not handle any range & target activities equipment until instructed to do so by the Range Master.

Participant's signature _____ Date: _____

Parent/guardian's signature _____ Date: _____

Printed Name _____

Select All Activities for This Event

- _____ BB Rifle
- _____ Archery
- _____ Wrist Rockets

I CAN C.O.P.E. AT CAMP CURRIER

This permission form is for those Boy Scouts, Venturing Scouts, Cub Scouts or Youth Group Members who wish to participate in the C.O.P.E. elements at Camp Currier.

This form **MUST** be completed and presented when the youth arrives at the C.O.P.E. course. **NO EXCEPTIONS!!** If a youth arrives at the C.O.P.E. course without a completed and signed permission form he/she will **NOT** be allowed to participate.

.....

I give permission for

(scout's name)

to participate in the C.O.P.E. elements of the facilities at Camp Currier - indicated on the chart at right.

Parent or Legal Guardian

Date

CAMP CURRIER C.O.P.E. ELEMENTS

☒ CLIMBING WALL

☐ RAPPELLING

☐ LOW COPE

The Wall, Horizontal Spider Web, Nitro Crossing, Vertical Spider Web, Island, Trust Fall, Wild Woozie, Whale Watch, Zig-Zag, etc.

☐ HIGH COPE

Cargo Ladder, Monkey Bridge, Log Cross, Postman's Crossing, The Vines, etc.

☐ CONFIDENCE POLE

☐ GIANT'S LADDER

☐ ZIP LINES