**Colorado River District**

**2025 Spring Camporee**

**Friday ~ Sunday**

**April 4 ~ 6, 2025**

**“Mystery of the Stolen Invisible Bench”**

**Lost Pines Scout Reservation**

**Dacy, Turner, and Beisenherz**

Dear Scouts, Ventures, and Scouters,

Your Pack, Troop, and/or Crew is invited to attend our Colorado River District Spring Camporee.

This year's theme involves a mystery to solve in addition to the traditional camporee scouting events, as well as a cooking competition. We encourage scouts to bring a friend. The more people the merrier for all scouting events.

Cub scouts can participate during the day on Saturday, and we encourage Troops to invite Webelos to participate with their patrols on Saturday as well. Please reach out to your local Cub Scout Packs to see if they are interested in participating with your Troop.

***Please review this packet for key information.***

We want everyone to have a great time at this event and ask that you discuss with your scouts’ expectations, and being a scout others can look up to. We invite cubs to this event, we want to set the standards of what proper language, actions, and behavior looks like.

**Specifically, not allowed:** name calling, reference to violence, hazing, inside jokes, reference to nudity, stereotyping ethnic or cultural backgrounds, reference to drugs or alcohol, embarrassing anyone, inappropriately grabbing or touching any scout, bathroom humor, and/or anything not aligned with the ideals of scouting.

We need your assistance with staffing this event. With many exciting activities planned for units in our district, and over 100 Scouts and Scouters, we need volunteer staff members to help make this event a success. Each Troop is required to have at least one adult scouter to help with the events. If there are any adults who would like to assist with the planning and staffing for future Camporees, you can also contact me, as fresh ideas are always welcome for these events.

If you are interested in helping with this camporee or any others, please call; Dane Louvier (949) 456-5100 or e-mail at dlouvier@gmail.com

I am looking forward to seeing all of you at this year’s Camporee.

Dane Louvier

CRD – District Chair

**General Information**

**Camporee Policies** The following rules were made to help us have a successful and safe camping experience. It is the responsibility of the adults in charge to see that their Scouts know and understand these rules. Anyone caught violating them may be asked to leave the camp.

**Toilets:** Scouts will be asked to help clean on Sunday before we leave, and of course keeping the facilities stocked and cleaned during the event is encouraged.

**Vehicles:** Please follow posted speed limits. Your scout trailer may be parked near the camp site, but once parked your vehicle will not be able to be moved until Sunday morning when leaving.  Please, do not block the roads.  For special accommodation, please contact the event staff.

**Generators**: Except for those used for event activities, NO generators are allowed.

**Fires:** Depending on burn ban status, campfires are allowed in designated locations.  Please practice the Outdoor Code at all times**.**

**NO CAMPFIRE MAY BE LEFT UNATTENDED.**

**Firearms:** Firearms, explosives, and fireworks are prohibited.

**Conservation**: Please conserve our natural resources. Everyone should observe the guidelines for Leave No Trace.

**Adults.** BSA guidelines must be followed at all times.  This includes 2-deep leadership, as well as ensuring that all adults staying overnight are registered with BSA with up-to-date Youth Protection Training.

**Lights out (10:30)** Scouts are not allowed out of their campsite after lights out, with the exception of going to and from the restrooms. Adults are asked to bring roaming scouts back to the correct camp site after lights out.

**Electronics.** Using electronics in your camp is up to your individual unit. Electronics are not allowed at flag ceremonies, scouts own service and while completing camporee activities.

**Swimming: There are no water events planned for this camporee. Please stay out of the lake.** Any Scout caught swimming or wading will be asked to leave camp.

**First Aid**: Each unit should be able to take care of minor injuries utilizing their own supplies and knowledge. Injuries requiring further medical attention should be reported to and attended to by on-site medical staff.

Please bring and retain a copy of each of your units’ attendees’ medical form. We will have trained medical staff on site that meet the BSA requirement for short-term camping.

**Uniforms:** Scouts should be in Class "A" uniforms while traveling to and from the event, at flag ceremonies, scouts own service and during the campfire program. During the day events on Saturday, Scouts may wear class "A’s" or class "B's". Patrols should dress consistently.

**Fees**: The costs for the 2025 Spring Camporee will be:

**$10.00/Person and registration is online**

This fee covers the patches, camp reservation fees, awards, and other assorted supplies and equipment. Each troop must pay the full registration before the event or at check in on Friday night or Saturday morning. Patrols from a Troop that does not pay will be disqualified from the scoring for the competition and will not receive a patch.

**Skits & Songs**: Every Unit should plan for a skit and/or a song at the campfire on Saturday night. Multiple skits and/or songs are allowed and encouraged.

Skits, songs, and/or stunts must be registered to event staff at any time up to 4 pm on Saturday for approval.  Make sure your idea is BSA appropriate and have it approved by your Scoutmaster/SPL. Please practice so you are ready for the Saturday night campfire.

**OVERALL COMPETITION**

During flags on Saturday morning your patrol will be assigned a starting event point. Our hope is that this leads to less time waiting for stations to be available. Your patrol needs to stay at the station until notified to rotate and will need to stay in numerical order when moving to the next station.

**CHECK-IN PROCESS**

Fill out the Registration Form, to be turned in when you check in.

Pay for registration if not already completed.

Have copies of all attendees’ medical forms (Part A & B)

Provide a copy of your unit YPT status report for all adults.

Camp sites are first come, first served.

**CHECK-OUT PROCESS**

Contact event staff to verify your campsite is clean.

**Event Schedule**

**Friday:**

6:00pm - 8:00pm Check-in at designated location on-site

8:00pm - 8:30pm SPL Meeting (+Adult Leader per Unit)

10:30pm - Lights out (PLEASE respect others during lights out)

**Saturday:**

7:30am – 8:00am Morning Check-ins for late arrivers, or Cub Scout Packs

8:00am – Flag Ceremony (Class A uniforms)

8:15am – Event judges and volunteers report to their stations

8:30am – 12:30pm Events Open

12:30pm – 1:30pm Lunch

1:30pm – 5:00pm Prepare tacos (advancement, camp gadgets, ect)

4:00pm – 5:00pm **CAMPSITE INSPECTION**

5:00pm – 6:00pm Dinner

6:00pm Taco competition judging

7:30pm Flag Ceremony (Class A's)

8:00pm Campfire and finals for fire building (Have your skits/songs ready)

10:30pm Lights out (PLEASE respect others during lights out!!!)

**Sunday:**

7:00am Reveille, Breakfast and clean-up, start breaking camp

8:15am Opening Flags, Non-Denominational Church Service (Class A’s)

8:30am Awards and recognition

12:00pm All units should be out of camp and restrooms need to be cleaned. (Remember...Leave No Trace)

**Competition Events**

**Scoring** (on a “per event” basis):

1st Place: 4 points

2nd Place: 3 points

3rd Place: 2 points

Participation: 1 point

1st, 2nd, 3rd place ribbons will be given out for each event, as well as overall camporee placement.

All members of your troop or patrol are required to participate.

**A minimum of one adult leader from your unit is required to volunteer to run a station.** Without this volunteer, your troop or patrol is not eligible for overall camporee placement.

1. Fire starting- Scouts will be given 4 aluminum trays with tinder and a different fire-starting device in each one. The goal is to create a flame in each one. When the scouts are ready the judge will say go and start the timer. When all pans have had a flame in them the timer will stop. No additional supplies will be given. This is a timed event.

1-minute penalty for each one not completed

2. Fire building- Scouts will be given a bag of supplies containing fire building supplies. They will be given 3 minutes to arrange their materials in the bowls as they would like. After the 3 minutes the judge will hand the patrol leader a tin with fire starting materials. The materials must be lit from the bottom of the bowl. The goal is to get your fire high enough to burn through the rope placed about 12 inches above the ground. This is a timed event. No extra materials will be provided. The FOUR fastest times will move on to the campfire competition that evening.

3. First Aid- Your patrol is out on a hike in January and comes across two scouts holding onto a rock in the middle of the river. Your patrol must throw a rope out to them so they can be pulled in. First you must throw a rope to the scouts, then they must tie a bowline around their waist one at a time and get pulled in. Once you get them on shore you must assess them for injuries and start treatment immediately.

4. Nature- Your troop is out hiking and gets lost. It’s getting late and you need to assess your surroundings. You need to know what weather might be heading your way, what animals are in the area, what is safe to eat and what you can build a fire with! You will have pictures of things in nature you need to identify.

5. Trivia- How well do you know your handbook? All the answers are there and you may use your handbook during this event.

6. AxThrowing- points will be straightforward- and each member of your patrol will need to complete to score.

7. Lashings & knots- The goal is to tie knots and lashings correctly. What lashings or knots will be required? Review your scout book and practice, scouts will be able to use their scout book during this event and decided who will tie each knot, there will be 8.

8. Crossing Rapids- Two sides of a river will be marked using rope, the sides will be approximately 28 feet apart. There will be “piles of rocks” spaced approximately 7 feet from each other. Patrol will start behind the Start line. Time will start when the Judge says “Go”. The Patrol will be given 4 eight-foot-long 2”x 4” to use as a bridge. You will need to place the 2” x 4” on the rocks to build a bridge across the river. After the bridge is built, all Scouts in the Patrol will need to cross the bridge to the other side. Once everyone has crossed, ALL scouts will have to return over the bridge back to the start line picking the 2” x 4” up as you come back. Place the 2”x4” back where you found them and when the last Scout is behind the start line time will stop. The goal is to have every Scout make it across the river and back without falling off the bridge or the rocks.

9. Kim’s Game- There will be at least 25 items on a table. The table will be covered with a sheet when you get to the event. When the Patrol is ready the judge will uncover the table. The Patrol will have 1 minute to study what is on the table. At the end of that time, the Judge will cover the table, then hand the Patrol Leader a clip board with a sheet of paper and pen to record as many items as the patrol can recall. Details and colors count!

10. Pioneering- Build a bridge and have two scouts cross it once- All material and lashings if needed will be provided. This is the bridge your patrol will build so practice!



11. The last task is a mystery that needs to be solved. Every station will provide you with a clue to solve the mystery. This will include WHO and HOW the invisible bench was stolen! Cards need to be turned into event staff during campsite inspections, so you have time to solve the mystery!

**Cooking Competition:**

This event is also part of the camporee event placement without this event you will not be able to win overall.

Points will be awarded for the following categories to determine placement in this event.

|  |  |  |
| --- | --- | --- |
| Category | Points Awarded | Comment |
| Uniqueness | /5 | How basic or unique is your receipt(ingredients |
| Properly Cooked |  /5 | Are all ingredients cooked all the way through? |
| Visual Appeal |  /5 | Does it look appetizing? |
| Flavor |  /5 | How does your dessert taste? |
|  |   |  |
|   |   |   |
| Total Points |  /20 | Judges will assign points for each category |

**Campsite Inspection:**

A scout in Clean.

Your campsite will be inspected according to the following guidelines on Saturday between 4-5pm. These items should be clearly observable and easy to locate.

|  |  |  |
| --- | --- | --- |
| Area | Item | Points |
| Campsite | Tent Arrangement | /1 |
| Site Organized | /1 |
| Duty Roster | /1 |
| Defined Cooking Area | /1 |
| Cleanliness | /1 |
|  |  |  |
| Equipment | Troop Flag | /1 |
| Patrol Flag  | /1 |
| First Aid Kit | /1 |
| Food Stored | /1 |
| Camp Gadget | /1 |
|  |  |  |
| Total | /10 |

***Registration Form (To be turned in at* check in)**

Unit #: \_\_\_\_\_\_\_\_      Scoutmaster/Cubmaster name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

                                        Leader's Phone #: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

SPL Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Patrol Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ # of Scouts: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Patrol Leaders/ Acting: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Patrol Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_# of Scouts: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Patrol Leaders/ Acting: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Patrol Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_# of Scouts: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Patrol Leaders /Acting: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Scout: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Adults:**

**1.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_ 2. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**3. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 4. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**5. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 6. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**7. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_   8. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Total Participation: \_\_\_\_\_\_\_\_\_**

**PATROL CAMP ROSTER**

TO BE POSTED AT CAMPSITE

|  |  |
| --- | --- |
| **Patrol****Name** |  |
| **Day** | **Friday** | **Saturday** | **Saturday** | **Saturday** | **Sunday** |
| **Meal** | **Dinner** | **Breakfast** | **Lunch** | **Dinner** | **Breakfast** |
| **Fire** |  |  |  |  |  |
| **Cook** |  |  |  |  |  |
| **Water** |  |  |  |  |  |
| **Grace** |  |  |  |  |  |
| **Clean** |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

**Scout Vespers (to the tune of O Tannenbaum)**

Softly falls the light of day,

While our campfire fades away.

Silently each scout should ask,

"Have I done my daily task?

Have I kept my honor bright?

Can I guiltless sleep tonight?

Have I done and have I dared

In everything to be prepared?”