

*Chisholm Trail,
Tejas Caddo, and
Southern Star Districts*

present

CAMP-O-REE

LEADER GUIDE



A TREVOR REES-JONES CAMPOUT
April 11 - 13, 2025

2025 TRJ Spring Camporee Looney Toons

Unit Leader Guide

Friday April 11 - Sunday April 13, 2025
Trevor Rees-Jones Scout Camp

Join Chisholm Trail, Tejas Caddo, and Southern Star District for a weekend of Scouting fun! This year's theme: Looney Toons.

Get your unit ready for all the Camporee fun including open ranges, climbing tower, campfire, and many ever-popular patrol competitions.

This event emphasizes Scout skills. Make sure each Patrol brings its Patrol Flag, 10 Essentials, and a compass (one of the 10 essentials)!

General Information

Registration

Units must register all adult and youth Scouts on the council website: <https://scoutingevent.com/571-2025TRJCamporee2>

Registration closes April 4th, 2025, at 11:00 PM.

For any questions, comments, or concerns about Camporee, email our Camporee Chair:

Nick Clark clarkncharge@msn.com

Fees

Scouts: \$25

Scouters:\$15

Staff: \$15

Order of the Arrow Brotherhood: **\$25.00 (payable at the event - cash or check made out to Circle Ten Council or cash)**

Campsite

Complete registration by April 4th to receive your pre-assigned campsite. Factors used to determine campsite include site availability, the size of the troop, and the size of the campsite.

Meals

Each troop provides meals during the weekend for their Scouts.

First Aid

Treat minor injuries such as cuts, scrapes, scratches, bruises, and minor burns, within your unit.

Go to the Camporee First Aid Station for more serious or suspected as more serious injury, if necessary, send for help. If near a Camporee staff member with a radio, ask the staff member to radio for help.

Check-in and Registration

Forms required for arrival

Unit Roster (downloaded from my.scouting.org) At check-in you must turn in complete, signed, Scouting America Medical Forms (Part A&B) and a copy of insurance card for all participants.

https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf

Check in Process

Upon arrival at the camp parking lot, send a Scoutmaster or Troop representative into the Headquarters building with the following items:

1. **Circle Ten Council Arrival Checklist**
2. **Proof of Advanced Registration.** (Print out your registration form, with the number of Scouts and number of Scouters present)
3. **Medical Form A & B and copy of insurance card** for each participant
4. Note registration of the number of patrols competing in the Saturday events
5. Disability permit/pass/license if a Scout or Scouter needs a camp disability pass for the weekend

Vehicles, Campsite Setup, and Disability Passes

On Friday night, the camp allows vehicles at the campsite to help make campsite setup easier. However, after **unloading Friday night, REMOVE ALL VEHICLES FROM THE CAMPSITES, unless you have a current disability Parking permit or license plate.** Troop trailers may remain at the campsite through Camporee.

The camp limits the use of vehicles around camp during activities except for Scouts and Scouters with a camp issued disability pass, Camporee service crew, and Camp Rangers. Please respect the camp 10mph speed limit for the safety of everyone at camp.

Disability Permit/Plates Procedure: If a Scout or Scouter with a disability must use a vehicle during Camporee, they **MUST** bring and present a **VALID** disability-parking pass/permit/license plate at **CAMP HEADQUARTERS** to receive a camp issued disability parking pass.

Events

Camporee features a program consisting of patrol events in the morning and afternoon. **Please divide your troop into patrols of 6 to 10 scouts with 8 being the target number per patrol.** Think about your older Scouts mentoring/bonding with your new scouts to keep patrol competition Friendly and fair for all patrols rather than creating a stacked “Super Patrol.”

Troop Patrol Competition

EVENT	DESCRIPTION
Tazmania Fire Building (Small Fire Building)	Patrols timed on building a small fire.
Road Runner Race (Knot and Relay)	Challenges focused on knots required for Trail to First Class
Campsite Inspection	Make cool gadgets and demonstrate patrol and troop spirit and swag
ACME Wound-BE-Gone (first aid)	Challenges focused on first aid knowledge.
Porky Pigs Pancakes (Pancake Toss)	Make a Pancake and start the toss
Granny’s Horseshoes (Horse Shoes)	Fun Games of horseshoes with partners
Yosemite Sam’s Range (Shooting Sports)	Archery, Rifle, Shotgun ranges will be open for scouts
Tug-of-War	A test of planning, coordination, strength, and stamina. It’s gripping.
Climbing Tower	Climbing and Rappelling
Sylvesters’s Hunt	Scavenger Hunt
Patrol Flags	Patrol Flags For judging. Flaunt that Flag.
History Board	Brief History Boards about the troop

Awards and Campfire Skit

Camporee staff presents awards at the campfire on Saturday night. There are many categories to win, including best patrols from the morning events, winners of the contests, campsite inspections, and more.

Note: Remind Patrols to keep their 10 Essential items with them during the competitions as part of scoring at various stations.

Get your Troop's campfire skit(s) preapproved Troops at the SPL and SM meetings.

Schedule

NOTE: You will receive a final schedule at check in. Some locations may change. We will announce any changes during Camporee check in and assemblies. **Find the Admin Team in the Dining Hall on Saturday.**

Day	Time	Activity	Location
Friday	6:30 – 9:30 PM	Registration and Check-In	Headquarters
	10:00 – 10:25 PM	SPL/ SM Meeting (Q & A)	Dining Hall
	Immediately after SM/SPL Meeting	Key Staff meeting	Dining Hall
	11:00 PM	Lights Out/Quiet Time	Everywhere
Saturday	7:00 – 8:00 AM	Breakfast	Campsites
	8:30 – 8:45 AM	Flag Ceremony/Announcements	Flagpoles by Dining Hall
	9:00 – 12:00 PM	Morning Events - Patrols dismissed from flags to compete in the morning round robin events. Schedules and instructions will be provided to the patrols.	See map
	11:00 AM – 1:00 PM	Brotherhood sign-up for eligible members of the Order of the Arrow (prepay or bring cash/check \$25)	Dining Hall
	12:00 – 1:15 PM	Lunch	Campsites

	1:30 – 4:00 PM	Afternoon Events Competitions resume. Follow patrol schedule provided at morning flags.	
	1:30 – 1:50 PM	Scoutmaster Meeting about Order of the Arrow callout - logistics and locations will be provided for the call out.	Dining Hall
	3:00 – 5:00 PM	Order of the Arrow Brotherhood Walk	Flagpoles by Dining Hall
	4:45 – 5:00 PM	Flag Ceremony/Announcements	Flagpoles by Dining Hall
	5:00 – 5:15 PM	Scoutmaster / SPL Meeting	Dining Hall
	5:00 – 6:30 PM	Dinner	Campsites
	7:30 – 8:30 PM	Campfire Skits/ Awards	OA Field
	8:30 – 9:00 PM	Order of the Arrow Call-Out Ceremony	Leaving from Campfire
	11:00 PM	Lights Out/Quiet Time	Everywhere
Sunday	7:30 – 8:30 AM	Breakfast	Campsites
	8:45 – 9:00 AM	Flag Ceremony/ Announcements	Flag Poles
	9:15 – 9:45 AM	Scouts Own Service	Chapel
	9:15 – 10:30 AM	Campsite Inspections/ Troop Checkout	Campsites, Headquarters

Friday

Check-in and Registration (6:30 – 9:30 PM)

Troops arrive, verify registration, get campsite assignments (please have all paperwork ready, all paid in full)

SPL, Scoutmaster Meeting (10:00-10:25 PM)

Senior Patrol Leaders and Scoutmasters will gather at the Dining Hall with Adult and Youth Staff lead for a brief review of Camporee events.

Lights Out/Quiet Time (11:00 PM)

All Scouts and Scouters in their tents, lights out, and refrain from loud noises that disturb others.

Saturday

Opening Flag Ceremony (8:30 AM)

For this flag ceremony only, field uniforms (Class A) are **not required**. Patrols should be ready to depart from flags to begin the competitions. **Scouts should wear activity uniforms (Class B) or fully embrace the “Looney Toons” theme. Bring patrol flags!**

Morning Competitions Begins (9:00 AM – 12:00 PM)

Patrols will compete at each activity. Instructions and schedules will be provided at morning flags.

Lunch (12:00pm-1:15pm)

All troops provide their own lunch.

Order of the Arrow Brotherhood Check-In (11:00 AM – 1:00 PM)

Register for Brotherhood at the dining hall. Brotherhood fees are \$25 cash or check made out to Circle Ten Council. Must be current on Mikanakawa Lodge dues to participate (annual dues can be paid at miki.org).

OA Callout Meeting for Scoutmasters (1:30-1:50 PM)

A Scoutmaster or an adult troop representative from each troop participating in the Order of the Arrow Callout should attend this meeting for instructions and locations for the evening callouts after campfire.

Afternoon Events (1:30 PM – 4:00 PM)

Afternoon events and competitions resume. Follow schedules provided at morning flags.

Order of the Arrow Brotherhood Walk and Ceremony (3:00 PM – 5:00 PM)

Brotherhood candidates will meet in front of the dining hall 15 minutes prior to the 3:30 walk to seal their membership in the Order of the Arrow. This walk is for those who are candidates or are already Brotherhood honor.

Flag Ceremony (4:45 PM – 5:00 PM) “Day is done, gone the sun...” All Camporee attendees, wearing field uniforms (Class A), will gather at the Flag Poles.

SPL, Scoutmaster Meeting (5:00 PM)

Senior Patrol Leaders and Scoutmasters will gather at the Dining Hall with Adult and Youth Staff lead for a brief review of the day's competitions, and a look ahead to remaining activities, including the evening's campfire, OA ceremonies, and check-out procedures.

Units must inform and gain approval for the skits or songs their unit will perform at the Campfire.

Dinner (5:00 PM – 6:30 PM)

All troops provide their own dinner.

Campfire and Awards (7:30 PM – 8:30 PM)

Camporee participants will gather for an evening of awards, skits, songs and other entertainment. At the Campfire winning patrols and troops will be awarded for their teamwork.

Order of the Arrow Call-out Ceremony (8:30 – 9:00 PM)

At the conclusion of the Camporee campfire, Arrowmen will lead troops participating in the Order of the Arrow Call-Out from the Campfire area to a ceremonial OA fire.

Sunday

Flag Ceremony (8:45 AM – 9:00 AM)

Scouts, Scouters, and staff will gather at the Flag Poles. Field uniform required.

Scouts Own Service (9:15 AM – 9:45 AM)

OA staff members will lead the Scouts Service

Inspections and Check-out (9:15 AM – 10:30 AM)

Camporee Staff will inspect each campsite, expecting it left in better shape than before Camporee. Once the campsite passes a check-out inspection, the unit's leader will receive Camporee patches and any other checkout materials.

Camp Rules

1. OBEY:

- a. Scout Oath
- b. Scout Law
- c. Outdoor Code
- d. All warning signs, including any and all off-limits markings
- e. Buddy system at all times

2. DRESS:

- a. Flag ceremonies (except Saturday morning's flag-raising), campfire, and OA ceremonies – BSA Field Uniform (Class A shirts and Scout or Scout-approved pants or shorts.)
- b. Competition events and other non-ceremonial day activities – Scout or troop t-shirts and Scout or Scout-approved pants or shorts

3. NO FIREARMS

4. NO ALCOHOL, NO ILLEGAL DRUGS.

5. Youth Protection Training and Guide to Safe Scouting must be respected and followed at all times.

6. Electronic Device usage follows each Troop's policy.

7. Lights out by 11:00 pm.

8. VEHICLES and TRAILERS:

- a. Upon arrival at camp Friday, park all vehicles in the camp's main parking lot according to the instructions of the parking crew.
- b. Parking crew will issue Temporary passes to vehicles towing trailers to the unit's campsite.
- c. Scouts, Scouters, or Staff with disabilities may receive a Camp Disability Tag following the procedures on page 4.
- d. Only one (1) vehicle pass will be issued per troop.
- e. Scouts, other than those with a disability pass, must walk around camp throughout Camporee.

9. CONSEQUENCES:

- a. If a Scout disrupts Camporee by failing to follow one or more of the above Camp Rules, he or she may be instructed to call a parent/guardian to request to be taken home from camp as soon as possible. If a parent/guardian is unable to come to camp to take the Scout home, the Scout's Scoutmaster will be responsible for removing the Scout from camp.

DO YOUR BEST to have good, clean fun while displaying scouting spirit.

Order of the Arrow Ceremonies

Call Out

A Scoutmaster or adult troop representative needs to send the Callout information meeting at 1:30 pm to receive instructions and locations.

Please bring a list of elected candidates who will be called out that evening with you to the 1:30 pm meeting.

Brotherhood

Ordeal Members who completed their Ordeal more than 6 months ago are eligible to seal their membership in the Order of the Arrow by becoming a Brotherhood Member.

Please encourage Scout and Scouter who are eligible to complete their membership by:

- Coming to the Dining Hall between 11:00 am and 1:00 pm on Saturday to:
 - Verifying eligibility
 - Confirming Mikanakawa Lodge dues are paid for 2025 or pay (2025 dues are \$25)
 - Filling out a Brotherhood registration card and pay their \$25.00 fee (cash or check) if not prepaid for the OA Brotherhood sash
 - Receiving instructions on their Letter of Rededication to service in the OA and the Brotherhood Walk requirements

You will also need to meet in front of the dining hall at 3:00 PM sharp, where the Brotherhood Walk will commence and will be followed by the Brotherhood Ceremony. The Brotherhood Ceremony is one of the most meaningful experiences available to members of the Boy Scouts of America. Those participating in it should be prepared to do their best to live a life of cheerful service to others.