

2025 Camp James Ray Spring Camporee #1 Spartan Games



Leader's Guide

Camp James Ray

March 28 – 30

<https://www.scoutingevent.com/571-2025CJRCamporee1>

Elm Fork, Soaring Eagle, and Texoma Valley Districts

Event Chair

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Overview

Theme: Spartan Games (Patrol Competition)

Location: Camp James Ray

Date and Arrival Time: Friday, March 28, 2025. Check-in will open at 6:00 P.M.

*The following schedule is **tentative** and will be updated following registration closure.*

Friday, March 28th

Activity	Begin Time	End Time
Registration at Headquarters	6:00 PM	9:30 PM
SPL/SM/Staff Meeting	9:00 PM	10:00 PM
Lights Out & Quiet	10:30 PM	

Saturday, March 29th

Activity	Begin Time	End Time
Reveille	6:30 AM	
Breakfast (at campsites)	7:00 AM	8:00 AM
Opening Ceremony & Verbal Communications (Including flags)	8:30 AM	8:50 AM
Morning Activities	9:00 AM	12:00 PM
Lunch (at campsites)	12:00 PM	1:00 PM
Afternoon Activities	1:00 PM	5:00 PM
Dinner (at campsites)	5:30 PM	7:00 PM
Arrive to Campfire	7:30 PM	
OA Call Outs & Brotherhood	9:00 PM	
Lights Out & Quiet	11:00 PM	

Sunday, March 30th

Activity	Begin Time	End Time
Reveille	6:30 AM	
Breakfast (at campsites)	7:00 AM	8:00 AM
Scout's Own Service	8:00 AM	9:00 AM
Campsite Inspections & Checkout	9:00 AM	
Staff clean-up & Checkout	9:00 AM	

Participants: Camporee is open to all registered Scouts BSA Troops and their adult leaders. OA members shall serve as staff for several activities.

Registration Fee: Unit registrations will be accepted online through registration process at

<https://www.scoutingevent.com/571-2025CJRCamporee1>

Registration fees are \$15 per Scout and registered adult leader. Registration is open through March 21, 2025. All fees must be paid prior to registration closing. Due to acquisition of supplies

for some activities, no walk-up registrations or changes in number of attendees will be accepted after registration closes.

Staff prices are \$10 for youth (Scouts BSA) and adults.

Uniforms: Field uniform is appropriate for Opening and Closing Ceremony and Scout's Own service. At all other times an activity uniform is appropriate and acceptable. OA members are encouraged to wear their sash while performing any staffing duties.

Scoutmaster and SPL Meeting: There will be an information meeting at 9:30 PM on Friday evening in the Dining Hall. The unit SPL (or acting youth unit leader) and Scoutmaster (or acting adult unit leader) should attend. All units must be represented at this meeting. Any changes to the schedule of activities, camp-specific items, and other important information will be distributed at this meeting.

Order of the Arrow Callout: There will be an Order of the Arrow Callout on Saturday evening. There will be an information meeting at 1 PM on Saturday afternoon in the Dining Hall. The unit Scoutmaster (or acting adult unit leader) should attend and bring a list of all elected youth and nominated adults. All units that plan to have members called out must be represented at this meeting.

Flag Ceremonies: Opening and closing flag ceremonies will take place at the flagpole plaza north of the Dining Hall at the times indicated in the schedule.

Parking: In designated parking areas only. Absolutely no vehicles other than those attached to trailers may be left in campsites without a special permit from the Event Chair.

Tents: Units must furnish their own tents and follow current guidelines of Scouts BSA, Youth Protection, and Circle Ten Council.

Water: Potable water is available at each campsite. Each participant and staff member should have a personal water bottle. Water jugs will also be located at activities and central locations on Saturday.

Meals: All meals will be cooked by units in the campsites. All cooking shall be supervised, and preferably performed, by a person who holds a current Texas Food Handler Certification.

Latrines: Existing latrines at camp may be used. Units should bring their own toilet paper, soap, and cleaning supplies. No garbage shall be disposed of in the latrines. Latrines will be inspected before check-out.

Health/Safety/First Aid: Minor first aid is a Unit responsibility. Major first aid problems will be handled by first aid staff. All fuels must be handled in accordance with policies stated in the Safe Guide to Scouting (latest revision).

Buglers: Any Scouts who can play Taps, Reveille, Call to Colors, etc. on their bugles are encouraged to bring their bugles and check in with the staff on Friday evening.

Note: All activities are subject to change, as necessary, due to inclement weather or facility issues.

Check-in Procedure

Forms: All unit leaders should use & bring with them the Circle Ten Activity Unit Roster or an event roster printout from my.scouting.org. The event staff must receive a roster of all attendees for every unit at camp.

The unit leader must submit a copy of current medical forms (Parts A & B) for all attendees from their unit to the medical staff for the duration of the event. These will be returned in the unit's check-out packet after proper campsite inspection.

All forms must be properly filled and signed. There will be no exceptions.

Only one adult leader per unit will be allowed in the pavilion to complete the check-in process. Upon completion, campsite assignment and additional information will be provided.

Activities

The Scouts BSA units and OA Chapter of our districts and their adult volunteers are what make Camporees a success; however, we sometimes need more than just volunteers to pull off an activity or competition. The activities themselves are suitable for traditional Scouts BSA patrols. In the spirit of fair competition, Scouts BSA units should not shuffle their scouts to create a super patrol just to win the events.

The following is the list of activities and competitions and the supplies to be provided by the event or a patrol. Any other supplies necessary for the activity/competition is the responsibility of the patrols. This list is not meant to be a complete list.

- Morning Activities -

Torch Building

Goal: Build a great fire as fast as possible.

Equipment Provided by Event: one raised fire pit, one bucket of water for putting out the fire, official measuring cup.

Equipment Provided by Patrol:

- Tinder
- Kindling
- Lighting Method (matches or other no-flame fire starter; no lighters or liquid fuel allowed)

Basic Rules:

1. Each Patrol shall build a fire.
2. The timer will start at the first act of building the fire (match or other method).
3. **NO LIQUID FIRE STARTERS, FUELS, OR ACCELLERANTS ARE ALLOWED.**
4. Speed in construction, how long the fire can burn and brightness will be considered in scoring.

Any additional instruction will be given at the station.

Spartan Shields First Aid Relay

Goal: Use rescue carrying methods to move one team member of your patrol from one end to another while also utilizing first aid merit badge knowledge for their situation.

Equipment Provided by Event:

- Shield

Equipment Provided by Patrol: First Aid Kit

Rules:

1. Use teamwork to move your members of your patrol from one end to another.
2. Use First Aid to address each situation
3. No fighting and no interference from opposing patrols.

Any additional instruction will be given at the station.

Battle Rope Knots

Goal: Tie the given knots successfully!

Equipment Provided by Event: Rope

Equipment Provided by Patrol: Knowledge of Trail to First Class Knots and Climbing Merit Badge

Rules:

1. No interfering with building of an opposing patrols knots.
2. Follow the instructions of your station leader

Any additional instruction will be given at the station.

Tug of War

Goal: Get your team's side of the rope over the middle area.

Equipment Provided by Event: Rope

Rules:

1. No fighting.
2. Respect each other.
3. Follow the instructions of your station leader

Any additional instruction will be given at the station.

Spartan Chariot Race

Goal: Complete the first aid obstacle course while successfully completing questions.

Equipment Provided by Event: Course and questions

Equipment Provided by Patrol: First Aid Merit Badge Knowledge

Rules:

1. No fighting.
2. No interference to your opposing team

3. Respect each other.
4. Follow the instructions of your station leader

Any additional instruction will be given at the station.

Morning Activities Scoring/Judging

- Win/Scoutcraft knowledge 0-50 points per event station
- Scout Spirit 0-25b points per event per station
- Teamwork 0-25 points per event per station+

Scout Spirit shall include but not be limited to: patrol yell, uniform, enthusiasm, etc.
Teamwork shall include but not be limited to: all members participating, not just one

- Afternoon Activities -

Spartan Boat Race

Goal: Using team work, move through the course on your “boat” while maneuvering through an obstacle course.

Equipment Provided by Event: Barrels, plywood, poles.

Equipment Provided by Patrol: an optional decorative flag or item to show Scout Spirit during race

Rules:

1. Each Patrol will move their plywood forward, that they will be sitting on, by moving one barrel from the back to the front, as the “chariot” moves (while team members push the “chariot” forward using their poles like oars to the ground).
2. The team must use teamwork in order to make their “chariot” mobile.
3. Patrols cannot interfere with the others’ chariots at any time.

Any additional instruction will be given at the station.

Soccer

Goal: Using the traditional rules of soccer, maneuver the ball into the other team's goal. Whoever gets the most points by the end of the match, wins!

Equipment Provided by Event: Soccer ball, netted goals

Equipment Provided by Patrol: optional shin guards

Rules:

1. Kick the ball into the opponents goal to score while using teamwork.
2. Do not use your hands to touch the ball unless you're a goalie.
3. No fighting.
4. Respect the officials.

Any additional instruction will be given at the station.

Rifle Shooting

Goal: Use rifles to shoot at the target and hit the bullseye!

Equipment Provided by Event: Rifles, targets, ranges

Rules:

1. Respect the Range Safety Officers on site.
2. Follow the Range Safety Officers' directions.
3. Do not shoot unless told to.
4. Do not manage the rifle unless told to.

Any additional instruction will be given at the station.

Tomahawk Throwing

Goal: Use tomahawks to throw at the target and hit the bullseye!

Equipment Provided by Event: Tomahawks, wood with targets

Rules:

1. Respect the Range Safety Officers on site.
2. Follow the Range Safety Officers' directions.
3. Do not throw unless told to.
4. Do not manage the tomahawk unless told to.

Any additional instruction will be given at the station.

Catapult Launch

Goal: Use knots and lashings to create a tripod catapult. Use it to launch soft projectile for distance.

Equipment Provided by Event: Wood, rope, soft projectile

Equipment Provided by Patrol: pocket knives

Rules:

5. No interfering with building of an opposing patrols catapult.
6. No interfering with the use of opposing patrol's catapult.
7. Follow the instructions of your station leader

Any additional instruction will be given at the station.

Capture the Flag

Goal: Work together as a team to get the other team's "flag" and bring it back to your team's base. To successfully do so, you must also defend the capture of your own flag you protect.

Equipment Provided by Event: bandana-rope (flag)

Rules:

1. Respect the officials.
2. No fighting.
3. No pushing.
4. A "jail" will be provided for patrol members who are "tagged".

Any additional instruction will be given at the station.

Capture the Princess/Prince

Goal: Work together as a patrol to navigate yourself to the hidden prince/princess using your compass and orienteering skills.

Equipment Provided by Event: topography maps

Equipment Provided by Patrol: compass, method of measuring distance on the provided map (and optional costume for the activity's theme)

Rules:

1. Respect the station leaders.
2. You must demonstrate orienteering.

Any additional instruction will be given at the station.

Afternoon Scoring

- 10 Points for Participation per patrol, per station

Miscellaneous Events (0-10 Points Each)

- **Adult Food Cooking (No Points/No Competition/Just Fun)**
Unit Leaders! Make a dish for great enjoyment and bragging rights!
- **Spartan Campsite Gate Inspection**
Create an awesome Spartan entrance into your camp! The sky's the limit on what you design and set up... as long as it's safe!
- **Campsite Inspection**
Ensure your camp is the most orderly, structured and safe that it can be!
- **Troop First Aid Kit in Order**
Do you have an orderly and safe first aid kit ready for use at a moment's notice? Be sure to put one together.
- **Water Bottles Used By Patrols During Events**
How often will your Patrol be drinking water? We want to see you hydrating yourself throughout the weekend!

Campfire (0-20 points)

Campfire skits will be screened prior to campfire. The skit should be a commercial for either a Scout or Spartan product!