

2025 Haunted Wonderland Camporee

Hosted by Western Horizon District

Leader's Guide

October 24-26th, 2025

Camp James Ray

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2025 Haunted Wonderland Camporee

General information

Get ready to explore wonderland at camporee! We are excited to share this adventure! Please take the time to familiarize yourself and your adult leaders with the information contained in this packet.

Our staff has developed an exciting, competitive, and outstanding camporee with a campfire movie.

Registration Fee:

All registration must be completed and paid by October 18th, 2025. Fees are \$20 per Scout, \$15 per adult, and \$10 per staff.

Anyone who is staff will be given a special hat and patch.

NO LATE REGISTRATIONS WILL BE ACCEPTED.

Membership/Participants

All participants of the camporee must be registered members of Scouting America. All units should attend this once-a-year camping event. The troop must present a roster printed from myscouting.org and highlight the Scouts and Scouters that attend camporee. This allows us to verify that everyone in attendance is registered with Scouting America.

Date and Arrival Time

Check-in and campsite assignments will begin at 7:00 p.m. on Friday, October 24th, 2025. Please plan to attend the leader's meeting for all scoutmasters and senior patrol leaders at 9:30 p.m. on the porch of the activity building. Any last-minute changes to the program schedule and rotations will be discussed.

Patches

Each registered Scout and Scouter will receive a patch at check-out. All staff will get both staff and participate patches during check-out.

Two-deep Leadership

All units attending the camporee must comply with the Scouting America policy requiring that “two registered adult leaders or an adult and a parent of a participating Scout, one of whom must be at least 21 years of age or older, are required for all trips and outings.” For any female troops, at least one of the leaders must be an over 21 years old female.

Parking

All cars and trucks must be parked in the parking lot by Friday night by lights out, no exceptions. Unit trailers can be parked in the campsites, and the towing vehicle may stay if it is attached. No vehicles are allowed to drive around camp on Saturday. Only properly marked staff or handicapped vehicles will be permitted in camp. Vehicle permits will be provided at check-in for those allowed to travel onto the camp.

Campsites

Each unit will be assigned a campsite adequate for the number of Scouts indicated on your unit registration form. Campsites may be shared with other units. Be reminded to have a first aid kit, trash bags, patrol duty roster, meal planner, unit duty roster and consent to treat forms in your campsite.

Tents

Units must furnish their own tents. The tent platforms may be used but do not hang hammocks from the platform frames. Hammocks must not be more than 4 feet off the ground.

Cooking and Sanitation

Units are to provide all their own meals, ice, stove fuel, wood and/or charcoal. Meals will be cooked and eaten in the campsites. There is

typically a single campfire ring at each campsite. Please plan to use the ring or a metal plate for your dutch oven cooking. No ground fires outside the fire ring. Units are encouraged to use charcoal or stoves (liquid or propane). Scouting America rules for handling liquid or gas fuels should be followed (Guide to Safe Scouting). Please follow Leave No Trace principles when preparing your meals and cleaning up after yourself.

Garbage

We strive to make camporee events zero waste. Plan to minimize garbage. All trash should be bagged and placed in the large blue trash bins in the parking lot before you leave. Do not leave trash by the exit to your campsite.

Latrines

Please keep latrines in good shape and respect others. Latrines are spread throughout the camp and will be checked as part of the check-out procedure. Units camping near latrines are responsible for the cleaning.

Health/First Aid

Units have the responsibility to bring and use their own first aid kits. We will have a medic available for major first aid problems and emergencies 24 hours per day. The first aid station will be marked with a red cross flag. Please be sure to advise your patrol members of its location, to be announced at Friday's leaders' meeting and the Saturday morning flag ceremony. The first aid station is near the parking lot.

Health and Medical Record

The unit leader must have a copy of the Scouting America annual health and medical record, parts A & B for each Scout & Scouter participating in this Camporee. A copy of this form will be examined by our health officer at check-in. These forms must be kept onsite by the troop during the camporee. (Please look under attachments for this event to get a copy).

Check-out

Final check-out for everyone is to begin at 8:00 a.m. Sunday. Units camping near latrines are responsible for cleaning them before checkout. You must check out at headquarters when you are departing the property.

Troop Competitions and Activities:

All activities are designed to be fun with the purpose of practicing scout skills. Each activity will be staffed by volunteer troop leaders who will provide needed supplies, instructions and scoring.

Patrols will be competing against patrols, and we will be assigning you a patrol number for the competitions. Patrol sizes will be roughly 5-8 Scouts per patrol. For Example: If you are a troop of 12 Scouts, you will have 2 patrols for your unit to compete. One with 6 Scouts and the other 6 scouts and these patrols do not need to be their typical unit patrols. It is up to you to decide how you divide yourself into patrols. If you have 52 scouts - you will have 5 patrols of 8, and 2 patrols of 6. Arrow of Light participates; you will be assigned in with the troop you are camping with and be mixed in to the patrol's assignments.

Prior to arriving at camp, we will let you know how many patrols your unit will be divided into and the expected number per patrol. This will be given during the leader's meeting before the event. Each patrol will be assigned to an activity group, and you are expected to stay with your activity group. They are designed to help manage the number of participants at a particular station, especially the ranges.

Here is the current list of Competition Activities:

1. Queen's Rose Bush.
2. Alice's Obstacle Course.
3. White Rabbit Compass Games.
4. Caterpillar First Aid Race.
5. Mad Hatter's Tea Party. Get creative and prepare a sweet dish using green tea as the main ingredient.
6. Cheshire Cat Scavenger Hunt

Queens's Rose Bush

Event: Teamwork and Ropes

Scoring: using only ropes to skillfully remove the red "roses" from the Queen's Rose Bush without disturbing the white "roses." Scoring is based off on how quickly the patrols can clean up the rose bush. Patrols can attempt to beat their time max limit of 3 times.

Alice Obstacle Course

Event: Obstacle Course

Scoring: Navigate through the topsy-turvy Obstacle course. Patrols can attempt to beat their time max limit of 3 times.

White Rabbit Compass Games

Event: Compass and measured paces

Scoring: Each patrol will need to decide whose pace will be measured, then each patrol must navigate through the instructions to land on 3 different numbers. Patrols can attempt to beat their time max limit of 3 times.

Caterpillar First Aid Race

Event: Obstacle Course and gurney race

Scoring: Each patrol must choose their tallest scout to be carried by the rest of the patrol. They will go over obstacle courses without dropping their injured scout. If they drop the scout they must restart at the beginning of the maze. Patrols can attempt to beat their time max limit of 3 times.

Mad Hatter's Tea Party

Event: Cooking

Scoring: Each patrol must come up with a dessert with green tea. They will bring their dish to the evening campfire activity.

Cheshire Cat Scavenger Hunt

Event: Search and take a picture

Scoring: Each patrol will be given a QR code to load pictures of different items that are on the Cheshire Cat list.



Leader Information

A. Leader Meeting:

- There will be a scoutmaster and senior patrol leaders meeting at 9:30 p.m. on Friday. At that time, any questions on schedules of activities will be discussed as well as the number of patrols per troop. Expectation will be that by Saturday morning before flags, each patrol leader will present their patrol name.

B. Campfire program

- We will be in the dining hall for a movie. During this time the judges will be trying the Mad Hatters Tea Party.

C. Awards

- They will be given after the movie; we will need only the scoutmaster and the senior patrol leader to accept any awards.

Camporee Schedule:

Friday, October 24th, 2025

7:00 p.m. - 9:00 p.m.	Check in at the Fry Center and then Campsite setup
9:30 p.m. - 10:00 p.m.	Scoutmaster and SPL meeting at the Trading post
10:30 p.m.	Lights out

Saturday, October 25th, 2025

9:00 a.m. - 9:30 a.m.	Flags and Announcements
9:45 a.m. - 12:00 p.m.	Morning Activities Queens Rose Bush Cheshire Cat White Rabbit
12:00 p.m. - 2:00 p.m.	Lunch at campsite and feet up time
2:00 p.m. - 5:00 p.m.	Afternoon Activities Alice Obstacle Course Caterpillar First Aid Race Any re-do on activity to score better
5:00 p.m. - 7:00 p.m.	Dinner and Mad Hatter Tea party preparation.
7:00 p.m. - 9:00 p.m.	Movie Campfire and awards
10:30 p.m.	Lights out

Sunday, October 26th, 2025

8:00 a.m. - 10:00 a.m.	Check-out
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