



2025 THREE RIVERS DISTRICT SPRING CAMPOREE

EVENT GUIDE

PIPSICO SCOUT RESERVATION

CAMP KIWANIS

MAY THE FOREST BE WITH YOU

APRIL 4TH - 6TH

**IN A SHORT, SHORT TIME FROM NOW
AT A CAMPSITE NOT TOO FAR AWAY
SCOUTS WILL BE COMPETING AND HAVING FUN
RANGER BOB SOLO WILL GUIDE THEM THROUGH
A JOURNEY OF EVENTS THAT WILL TEST THEIR SKILLS
AND INCREASE KNOWLEDGE
COME OUT AND FEEL THE POWER OF THE FOREST
AS THE FOREST IS WITHIN ALL OF US**

Camporee Staff:

Camporee Chairman:	Bob Fisher
Camporee Assistant Chairman:	Tom Conter
Health & Safety Chairman:	
Activities Chairman:	
Camp Inspections Chairman:	Chuck Kelly
OA Chairman:	Will & Grayson

Event Details:

Date: April 4th -April 6th
Location: Pipsico Scout Reservation - Camp Kiwanis
Cost: Youth & Adult \$17

Registration:

All units will register via BlackPug:
Day-of-event or on-site registrations will NOT be accepted.
For registration questions, contact Bob Fisher at RGF2112@outlook.com or 757-813-0383.

Campsite Assignments:

The Camporee team will assign campsites based on registration date and the size of the unit. More than one unit may be assigned to a campsite.
Please note on your registration if Power is required for medical purposes only.

General Activities Summary:

Scouts will spend a fun-filled weekend competing in games and competitions. The units will compete to win the Traveling District Trophy by earning points for games and a Scoutmaster Cookoff.

Activities Details:

Bonus Points:

Show us your Light side or Dark side of the forest. Think of Star Wars themed decorations and customs you can wear. Remember no mask and scout appropriate.

Minefield:

Flying an X-Wing Fighter in Battle with the Federation

Fly from your secret base to disable the Death Star without being destroyed by blasters and while blindfolded. A 'moat' is laid out with obstacles representing Starfighters owned by the Empire and under the control of Darth Vader. The person crossing the 'moat' is blindfolded. A Jedi Knight talks the pilot through the minefield and helps them avoid being blown up. Touching any object with your foot will send you back to the beginning escorted by the person giving guidance. All members of the patrol must cross blindfolded to complete the station. All participants but the one giving guidance must be blindfolded in advance.

Scoring: Timed and then averaged for number of scouts.

Jeopardy:

Yavin IV is in Jeopardy

You are a contestant on the popular intergalactic game show Jeopardy. You have already proven your skills in Scoutcraft and Scouting Lore. Now you need to prove your knowledge of Star Wars and Leave No Trace trivia. Scouts should be familiar with Star Wars lore and Leave No Trace trivia.

Scoring: Number of correct answers to 20 questions each of Star Wars lore and Leave No Trace trivia

This event can be completed during morning or afternoon event times

Reactor Transport:**The Millennium Falcon needs an Oil Change**

The Millennium Falcon has many star hours of flight and needs an oil change. The oil is located in enemy territory protected by Stormtroopers. Death is guaranteed if the task is not completed silently. Six poles and ropes are provided. Create a structure strong enough to hold several thousand gallons of oil by lashing the staves into a stable tripod. (this takes 4-7). Hang a bell in the tripod (the oil can). Transport it to the repair shop 20' away so that the oil does not spill, (ring) alerting Stormtroopers. If the bell rings the team may return to the line or take a 45 second penalty.

Scoring: This event is based on time to completion, skill level and teamwork.

Hatchet Throw:**Ewok Target Practice**

Ewoks must practice their target skills to protect Endor. In the morning you will all test your skills and come to the afternoon competition with your best four competitors to be scored in the competition.

Scoring: Will combine scores of the four scouts for a total score

Surveying the Country:**Rebel Force Down**

Communications are down for the Rebel Alliance, you need to understand your surroundings, so you need a map. Each Patrol Leader will be given a sheet of paper upon which to map a sketch map of camp; he will send out his scouts in all directions to survey and bring back a report of every important feature-roads, streams, buildings, etc. Choosing the best Scouts for the more difficult directions. The Patrol leader must make their maps entirely from the reports of their own scouts. The Patrol leader that brings the General the best map in the shortest time wins.

Scoring: Patrol scored on accuracy and time.

This event can be completed during either the morning or after event times

Scavenger hunt:**Knowing the Forest**

Your Patrol will be given a list of items to find around camp. Knowing your trees and plants around you is a valuable skill while in the forest of Endor.

Scoring : Patrols are scored by how many items they find in the shortest time.

Use the Force**Luke's training**

Luke must train using his lightsaber and training drone. You will be tested on well your senses are to strike the training drone using all your senses but sight.

Scoring: Score will be calculated by number of hits and broken training drones and averaged by number of scouts in patrol.

Chewbacca Cookie Cookoff:

Scoutmasters will provide cookies Saturday evening for judging. Cookies will be judged on creativity, taste, & presentation and size.

Cookies are due at 6PM at the OA Shelter

Campsite Inspection:

The campsite will be inspected, and points will be earned for proper organization and setup.

Saturday evening scouts will gather in the OA shelter for a gathering with skits and songs. Immediately following campfire will be an OA Callout.

Preparation for Arrival

Please review the administrative procedures and the program health/safety/security needs of both the Camporee and your unit, well in advance, to ensure participant understanding. Please ensure that all participants are registered Scouts, registered adult leaders, or parents/guardians. Please ensure all attending adult leaders are up-to-date with their Youth

Protection Training. Please ensure that you have and bring all the necessary permission slips, medical forms, medications, and unit roster.

Check-in

Check-in will begin at 5:30 pm. (NO EARLY CHECK-IN) All units must check-in at the entry to the camp to receive their campsite assignment, event paperwork, and turn in their unit rosters. All Units are required to attend the leaders' meeting on Friday evening during which time updated unit rosters will be turned in.

Medical

It is the Unit's responsibility to have an Annual Health and Medical Record (Sections A & B only) and a unit-provided Activity Permission Slip for each participant. The Camporee Staff will only verify that these forms are in the possession of the unit leader. Individuals without medical forms will not be allowed to stay. All medications, including over-the-counter and prescription medications, brought to camp are the responsibility of the unit leader.

Parking

Park **ONLY** in designated parking area or overflow lots, parking in or near the campsites is not permitted. Units will be allowed to drive to the campsite area to drop off gear. Driving inside the campsites is not permitted. Trailers may be parked at the entrance to the campsites for the duration of the Camporee. **NO** vehicles are allowed to remain in camp after unloading gear. The only vehicles permitted in camp are the medic, essential staff to transport needed items to their program area, and people with special needs (coordinated with Camporee Chairman). **Units will lose 20 points from their campsite inspection if any vehicles are parked in their camping area.**

Leaders' Meeting

The Leaders' Meeting will be held on Friday night at the OA Shelter. Each Unit's senior youth leader and one adult leader are required to attend the meeting. The meeting will take place at the OA Shelter at 9:00 pm on Friday night.

Visitors

Visitors and families are welcome and encouraged to visit the Camporee on Saturday. Visitors must depart camp following the campfire. All visitors must check-in on Saturday at the K Building.

Awards

Camporee Patch – A patch will be distributed to recognize all Scouts and adults who have qualified or participated in the Camporee. One patch per paid Scout or adult is included in the registration fee.

Three Rivers District Traveling Trophy – Recognition will be given to the Units based on their campsite inspection score, competition events' scores, and display of Scout Spirit. Awards will be announced at Sunday Morning Colors. See Appendix G for criteria.

Scouts' Own Service

A Scouts' Own worship service will be held Sunday. All Scouts and adults are encouraged to attend.

Clean-up & Check-out

All units are expected to clean their campsite area and latrine. Additionally, all units will be assigned a program area to help clean. Prior to departure all units will check-out with camporee staff. Please do not leave camp before your site has been inspected.

First Aid

Units are expected to provide their own first aid for minor problems. For more serious problems or injuries, notify the Health & Safety Chairman.

Emergency Situations

In the event of an emergency during the Camporee (extreme weather, lost Scout, etc...), the Camporee Staff will utilize an air horn as the emergency signal. If the horn is heard, all campers should immediately report to the shelter for a head-count by their units. Units will notify the Camporee Staff if they are missing any youth and emergency measures will be taken from there. In the case of extreme weather, the same shelter will be used as the gathering location.

Inclement Weather

Be Prepared. There is no rain date for the Camporee. All units should prepare for foul weather.

Guide to Safe Scouting The Guide to Safe Scouting guidelines will be followed at all times. Two registered adult leaders, or one registered leader and a parent of a participating Scout or other adult, one of whom must be 21 years of age or older, are required for all trips and outings. Appropriate adult leadership must be present for all overnight Scouting activities.

Off-Limit Areas

The following areas are off-limits during the Camporee: Wetlands and other locations designated by the Camporee Staff.

General Restrictions

- Sheath knives, fireworks, pets, personal firearms, personal ammunition, personal bows/arrows, alcohol, and illegal drugs are **prohibited** in camp. Electronic games, radios, walkie-talkies, TVs and tape/CD/DVD/MP3 players, etc. are not permitted.
- Smoking: Anyone under 18 years old is **prohibited** from using tobacco in any form while at camp. Adults who smoke must do so out of sight of any youth members. Smoking is prohibited in any tent or building. Cigarette butts must be field stripped and placed in a trash receptacle. This includes E-cigarettes and Vaping products.
- Scouts are not permitted to roam through campsites during scheduled activities. Scouts are not permitted to leave the boundaries of the Camporee site. No riding in the back of pick-up trucks.

Uniforms

The Field Uniform (Class A) will be properly worn (shirts buttoned and tucked in) for the following events: check-in, check-out, and campfire. Scouts should wear their Activity Uniform (Class B) for Saturday's competition events. Class B's include: Scout shorts and/or pants (if the youth have them), along with either a unit T-shirt, or other Scouting T-shirt

Footwear

Close-toed shoes or boots are to be worn at all times in order to prevent foot injuries. We insist that everyone wear shoes at all times. Sandals that cover the toes and have heel straps are allowed. Flip-flops are not appropriate footwear at the Camporee and are prohibited.

Garbage Disposal

All refuse and trash will be placed in plastic garbage bags (provided by the unit) and taken with you when you leave camp.

Latrines/Bathrooms

Shower facilities are not available, porta potties will be provided for use during the Camporee.

Fires & Cooking

A Scout is careful with fire. All fires must be in an above ground fire pit (provided by the unit). All fires must be kept in moderation. Lanterns can be used in the campsites if elevated off the ground. All units should plan to cook using propane stoves or fully contained charcoal grills elevated off of the ground. Dutch oven or charcoal cooking will be allowed if the charcoal is raised off the ground. Do not dig into the ground to form fire pits. For safety, you should establish a properly marked ax yard. The Camporee Staff will update units on the current fire policy (restrictions) at check-in.

Meals

Meals are the responsibility of each unit and no supplies will be provided by the Camporee Staff.

Leave No Trace

We will be practicing all seven principles of Leave No Trace during the Camporee. Trash receptacles will be provided for campers to discard waste appropriately in the program areas. Campsite trash/garbage should be disposed of by the unit.

Water

Water is available at Camp Sites and OA Shelter and units must bring their own water containers to transport water to their site for use. Scouts are recommended to carry their own water bottle during Saturday's activities.

Taps

Scouts and adults are asked to observe quiet time after taps. Taps is at 10:30 pm nightly.

Changes/Revisions to Leaders' Guide

Any changes or revisions made to the Camporee Event Guide will be distributed to the units registered. Final event schedules will be distributed at the Friday night Leaders' Meeting.

2025 Spring Camporee Schedule of Events

Friday, April 4, 2025

5:30 PM	Camp opens; Check-in at Camp Entrance
9:00 PM – 10:00 PM	Leaders' Meeting – OA Shelter
10:00 PM	Quiet Time
10:30 PM	TAPS – lights out.

Saturday, April 5, 2025

7:00 AM	Reveille and Breakfast in campsite
8:30 AM - 8:45 AM	Morning Colors/Opening Ceremony – Flag Pole
9:00 AM - 12:00 PM	Events - Morning session is to practice except events marked above
12:00 PM - 1:30 PM	Lunch in campsite (Highlander Games Exhibit)
1:30 PM - 4:30 PM	Event Competition- all games scored.
5:00 PM	Evening Colors – Flag Pole
5:15 PM - 6:00 PM	Unit Activity time
6:00 PM - 7:00 PM	Dinner (at your unit) Scoutmaster cookoff judging.
7:00 PM - 8:00 PM	Unit Time
8:00 PM – 9:00 PM	District Cracker Barrell & Campfire (OA Shelter)
9:00 PM – 9:30PM	OA Callout
9:30 PM – 10:30 PM	Quiet Time
10:30 PM	TAPS – Lights Out

Sunday, April 6, 2025

7:00 AM	Reveille and Breakfast in campsite
8:00 AM	Scout's Own Service – Chapel
8:30 AM – 9:00 AM	Morning Colors/Closing & Awards - Awesome Field
9:00 AM – 11:00 AM	Break Camp/clean-up Campsite/Clean-up Assigned Program Area/Final Campsite Inspection/Check-out
12:00 PM	Camp Closed

Note: Schedule subject to change

Unit Roster

Unit: _____

Unit Leader (On site): _____

SPL/Youth Leader: _____

Contact Cell Number: _____

Members:

Members:

Unit Adults:
