



The Great Scout Rendezvous '25



Leader Guide



Event

The Great Scout Rendezvous
October 17-19

Event Registration Fees

\$35 early registration – Scouts registered with a Troop
\$45 – Scouts registered with a Troop
\$20 – Scouters
\$10 – Staff

Location

Camp Thunderbird
11740 Summit Lake Rd NW
Olympia, WA 98502

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The Spirit of the Rendezvous

In the early 1800s, trappers, traders, and explorers would gather once a year at a great Rendezvous. These frontier meetings were more than just a place to trade furs and supplies — they were a time to share skills, swap stories, test one another's abilities, and celebrate the bonds of fellowship in the wilderness. The Rendezvous became legendary as a place where rugged individuals came together to form a community, if only for a short while.

Scouting draws from that same spirit. When Baden-Powell launched the first Scout camp on Brownsea Island in 1907, he wasn't just teaching skills — he was recreating that sense of adventure, camaraderie, and shared challenge. He called it "*fun with a purpose*": games, competitions, and adventures that were exciting on the surface but built leadership, character, teamwork, and community underneath.

This year, our Camporee embraces that heritage by hosting our own **Great Scout Rendezvous**. Patrols will roam Camp Thunderbird as trappers once roamed the frontier, testing their skills at stations, collecting stamps in their passports, and joining together around the Bonfire. Like the Rendezvous of old, it will be a place to learn, laugh, trade stories, and build lasting memories.

In the words of Baden-Powell, "*The Patrol System is not one method in which Scouting can be carried on. It is the only method.*" By leaning into patrol challenges and youth leadership, the Rendezvous will not just be a weekend of fun — it will be fun with a purpose, Scouting at its very best.

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Key Leader Information

At the Great Scout Rendezvous, each Troop remains responsible for its own campsite and program basics. Troops will plan and prepare their own meals while at camp, and each Troop should build a campsite gateway or entrance as part of the spirit of the event. Troop Leadership retains full responsibility for uniform expectations and any disciplinary action within their own unit.

The Camporee Staff's role is to create an engaging program and to ensure a safe and enjoyable experience for all. Staff will support Troop Leadership, not replace it, and will be available throughout the weekend to help guide, encourage, and provide resources where needed.

Event Staff

The Great Scout Rendezvous is designed to be youth-led and adult-supported in the truest sense of Scouting. Every key responsibility is shared by a youth leader, who carries the energy, creativity, and ownership of the role, and an adult advisor, who provides experience, guidance, and support. This balance allows youth to lead with confidence while ensuring a safe, successful event.

At the heart of the Great Scout Rendezvous is Scout Spirit — the pride, energy, and joy Scouts bring when they live the Scout Oath and Law. Every patrol, every staff member, and every leader add to the spirit of camp when they show up with enthusiasm, respect, and a willingness to help others succeed.

Our focus is on fun with a purpose. The competitions and challenges are important, but they are not the end goal. The true measure of success is whether Scouts leave the weekend more confident, more connected to their patrol, and more excited about Scouting. As staff, our role is to model that spirit: encouraging, cheering, and making sure every Scout feels part of something bigger than themselves.

In the words of Baden-Powell: *“The most worth-while thing is to try to put happiness into the lives of others.”*

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4 Areas / 5 Stations each

Scoutcraft Alley

Flint's Forge – Build a fire to burn through the challenge string. Set-up and demonstrate how to use a lightweight stove. Explain when you would use both on a hike or campout.

Doc Sawyer's Field Hospital – Treat basic injuries in the field.

Beard's Timberworks – Lash and build a working tripod to get the entire Patrol off the ground.

Signal Hill – Send a message with flags, mirrors, or code. Listen in to part of JOTA / JOTI happening this same weekend.

Mapmaker's Quest– Use compass bearings and pacing to find hidden markers.

Frontier Games Row

Hawkeye's Throw – Tomahawk toss at a target.

Slinging Gallery – Hit targets with slingshots for points.

Gold Pan Pete's Claim – Pan for gold and weigh your haul.

The Timber Tug – Drag a heavy log using teamwork and rope.

Pack Mule Run– Lash a chariot and carry your “gear load” without dropping it.

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Council Commons

Yell for the Rendezvous – Perform your patrol yell & create a short patrol introduction (name, flag, yell, and something unique about your patrol). Explain the “message – sender – receiver” model of communication and participate in a short game of thumbball.

Cookie’s Cook-off – Prepare a snack from mystery ingredients. This event included identification of native plants including what is edible (and not).

Legends Ledger – Test your Scouting history and frontier trivia. Maybe visit the traveling museum?

Tales by the Fire – Create and act out a short adventure or tall tale from random cue cards or Scouting influenced ideas. The top 3 will be asked to perform at the Grand Campfire.

Banner Works – Craft a patrol token to carry proudly.

Challenge Trail

Portage Passage – Identify parts of a boat and then carry your canoe through obstacles.

Night Camp – Pitch a tent with half of your patrol blindfolded, guided only by words.

Knot Yard Relay – Tie a sequence of knots correctly as a patrol.

Trading Post Puzzle – Solve a logic puzzle to earn a prize.

Chief Scout’s Choice – Use the EDGE method to teach your patrol how to use a lasso. Use a lasso to rope a “bull”.

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Daily Program

Friday 17 October

- 6:00pm - 8:00pm ~ Early arrival of Troops
 - Troops will be assigned to specific camp areas escorted by staff
 - Troop Time
 - Friendship Fires
- 10:00pm ~ TAPS

Saturday 18 October

- 6:30am ~ Reveille
 - Troops responsible for their own breakfast in campsite
- 8:00am - 9:00am ~ Troops Arrive
 - Troops will be assigned to specific camp areas escorted by Staff
 - Campsite Set-up
- **9:30am ~ Troop Leadership Meeting** (Dale O Building)
 - Scoutmaster, SPL, Patrol Leaders
- 9:50am ~ Assemble on the Parade Field
- **10:00am ~ Opening Ceremony / Rendezvous Begins**
- Noon ~ Lunch break
 - Campers at Campsites or sack lunch as directed by your Troop leadership
- 12:30pm ~ Stations Resume
- **6:00pm ~ Evening Assembly on the Parade Field**
 - Retreat the Colors
 - Dismissed to Dinner in your campsites
 - Staff Judging Campsite Gates

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- **8:00pm ~ Bonfire @ Campfire Bowl**
- 9:30pm ~ Troops to their campsites Troop Time / Friendship Fires
 - Staff Judging Campsite Gates (Cont'd)
- 11:00pm ~ TAPS

Sunday 19 October

- 6:30am ~ Reveille
 - Troops responsible for their own breakfast in campsites
- 8:00am ~ Morning Flag Ceremony (Parade Field)
- 8:30am ~ Scouts Own (Camp Chapel)
- 8:30am - 10:30 ~ Break Camp
- 09:30am – 10:30am ~ Staff Walk Through
- 09:45am ~ Troop Leadership Start-Stop-Continue (Dale O Building)
- 10:30am ~ Closing Ceremony (Main Parade Field)
- 11:00am ~ Retreat the Colors & Dismiss Troops
 - Grab & Go Snack

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A Note for Unit Leaders

- **Registration:** Troops should register on-line as a unit. The Scoutmaster (or an adult designee) will check in at the Scout Office with a roster and medical forms upon arrival at camp.
- **Uniforms:** Each Troop sets its own uniform expectations. Staff will be in the Scout Field Uniform (Class A).
- **Arrival & Parking:** Please arrive as a unit if possible. You will be greeted in the main parking lot, unload gear, then park on the Akela side of camp. Staff Pathfinders will escort Troops to their campsites. Friday arrivals are welcome (no formal program offered). Please plan to arrive by 9:00 AM Saturday so Scouts can participate fully. Late arrivals can be supported if coordinated in advance.
- **Canned Food Drive:** We will continue our fall tradition of giving back to the community. A prize will be awarded to the top three Troops by donation count ($\# \text{ of items} \div \# \text{ of Scouts attending}$).
- **Campsite Gateways:** Each Troop should construct a gateway or entrance showing unit pride. A prize will be awarded to the top three, as judged by a Staff committee.
- **Meals:** All Troops are responsible for their own meals. Please plan accordingly, practice good hygiene, and use the 3-Bucket Method for dishwashing.
- **Campsite Cleanliness:** Practice Leave No Trace principles. Campsites should be clean, safe, and Scout-like.
- **Preparation:** Troops should ensure each Patrol has a Patrol Leader, Patrol Flag, and Patrol Yell. Stations will be based on skills from the Scouts BSA Trail to First Class. Patrols that arrive prepared will have the most fun. Staff may assist with teaching, but time will not allow for full instruction at each station.
- **Troop Time:** Friday evening and designated times Saturday are for unit campfires, advancement work (Trail to First Class, SM Conferences), and preparing Patrol Flags, Yells, and campsite gateways. Patrol Leaders should also review the Leader Guide so that their Scouts know what to expect.
- **Purpose & Spirit:** Remember — competition adds excitement, but the true goal is *fun with a purpose*: building confidence, camaraderie, and Scout spirit.
- **Emergency Procedures:** In the event of a camp wide emergency, units will hear 3 short blasts of an air horn as well as staff runners notifying in person. If this should happen, please assemble on the main parade field and get a solid headcount for your unit.
- **Health & Safety:** First aid will be located inside the Dale O building as well as with roaming medic(s). All Scouts should use the buddy system at all times.
- **Departure:** Campsites must be inspected and cleared by Staff before leaving. Please plan on staying through the Closing Ceremony for unit recognition.

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Recommended Packing List

Troop/Unit

Troop Flag	Battery/Propane Lantern	Gate Supplies
Patrol Flags	First Aid Kit	Cooking Gear
3-Buckets (dishes)	Dinning Fly or "Pop-up"	Food / Meals
Folding Table	Firewood	Tents

Individual

Clothing

Troop Uniform
 Sweater/Jacket
 Rain Gear
 Hat
 Pants
 Shirt
 Socks
 Underwear
 Forms
 Boots/Shoes

Toiletries

Towel
 Toothbrush
 Toothpaste
 Soap
 Deodorant
 Feminine Hygiene

Gear

Sleeping Bag
 Sleeping Pad
 Pack/Duffel
 Day Pack
 Water Bottle
 10-Essentials
 Flashlight
 Medical



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The Scouting Trail

Each station at The Great Scout Rendezvous will support one or more of the requirements for the Trail to First Class

- **Flint's Forge – Fire building** *Second Class 2a, 2b, 2c, 2d*
- **Doc Sawyer's Field Hospital – First Aid** *Tenderfoot 4a & 4c, Second Class 6a*
- **Beard's Timberworks – Pioneering tripod**
First Class 3a, 3b, 3c, 3d
- **Signal Hill – Flag/mirror/code + JOTA/JOTI**
Communication, World of Scouting
- **Mapmaker's Quest – Compass bearings & pacing**
Second Class 3a, 3c & 3d
- **Hawkeye's Throw – Tomahawk toss**
Second Class 9a (3R's)
- **Slinging Gallery – Slingshot targets** *Scout 1e (Leave No Trace)*
- **Gold Pan Pete's Claim – Gold panning** *Scout 2e (Rank)*
- **The Timber Tug – Drag a heavy log**
First Class 3b
- **Pack Mule Run – Lash and carry "gear load"**
First Class 3c, 7b
- **Yell for the Rendezvous – Patrol Method + communication game** *Scout 3a & 3b*
- **Cookie's Cook-off – Mystery snack + plant ID** *Tenderfoot 4b, First Class 5a*
- **Legends Ledger – Trivia / museum**
Scout 1c, 1d, 2b, Tenderfoot 5a, 5b, 5c, Second Class 6d, First Class 5b, 5c, 5d
- **Tales by the Fire – Patrol skits/tales** *Patrol Method, Creativity, Just for Fun*
- **Banner Works – Patrol token/banner** *Patrol Method, Creativity, Teamwork*
- **Portage Passage – Canoe carry & boat parts**
First Class 6b, 6c, 6d
- **Night Camp – Pitch tent blindfolded**
Patrol Method, Communication, Teamwork
- **Knot Yard Relay – Knot sequence**
Scout 4a, Tenderfoot 3a, 3b, 3c, Second Class 2f, 2g
- **Trading Post Puzzle – Logic/skill puzzle** *Second Class 4*
- **Chief Scout's Choice – EDGE lesson & lasso**
Tenderfoot 8 (EDGE Method), Patrol Method

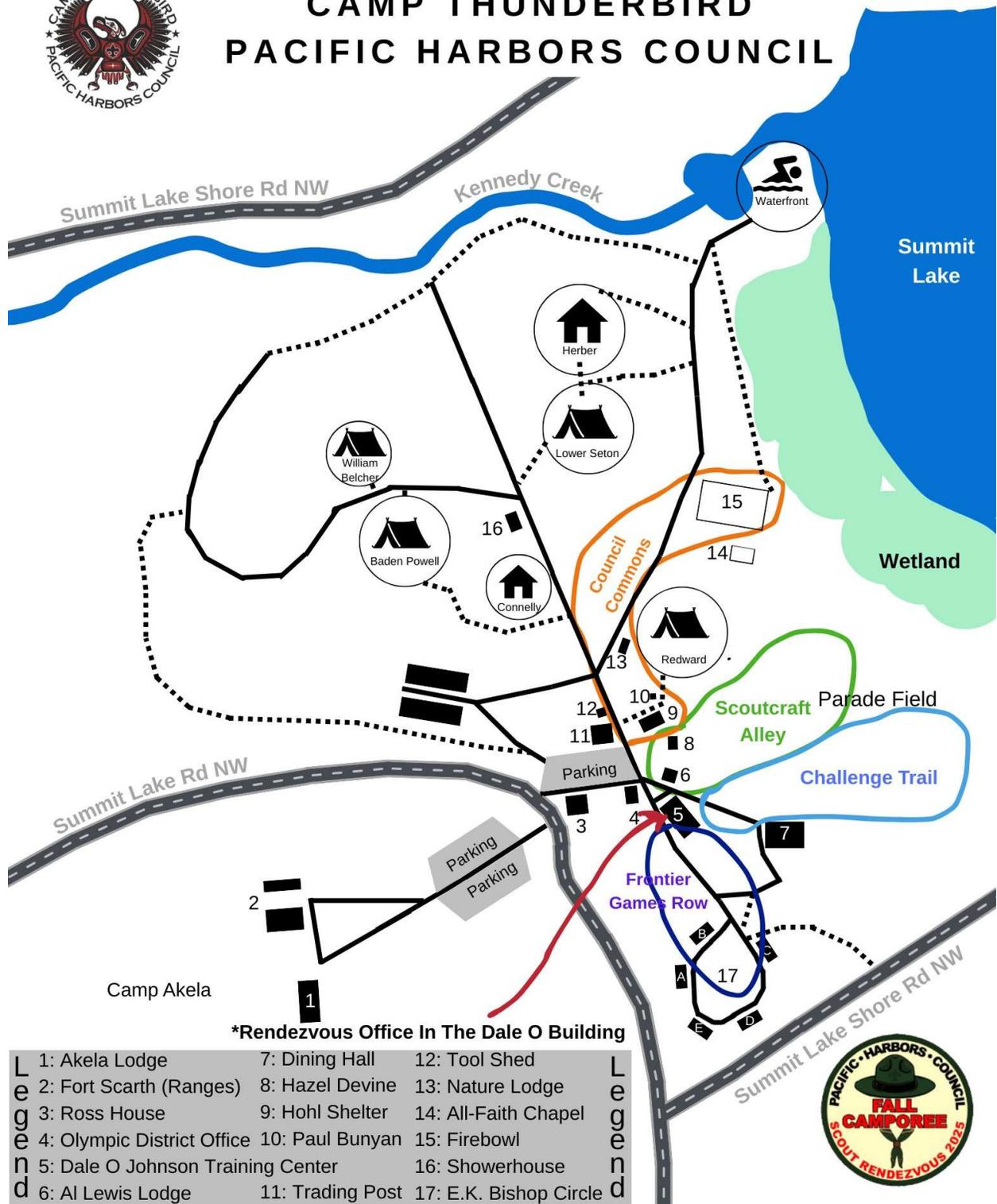
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CAMP THUNDERBIRD PACIFIC HARBORS COUNCIL



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