



Fall 2025 Glacier's Edge Council Camporee Where we're going, we don't need roads...

Ed Bryant Scout Reservation

N6960 County Rd G, Mauston, WI 53948

September 26-29, 2025

Camper Fees

Youth Participants - \$35

Adult Participants - \$25

Invited Staff – Contact for pricing

The fee includes campsite, activities, Saturday lunch, and Camporee patch.

Contact Information

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Back to the Glacier Camporee Leader's Guide

Dear Scouts and Scouters,

Welcome to the Back to the Glacier Camporee, a weekend where we celebrate where Scouting has been — and where it's boldly headed next.

Our goal with this event is simple: honor the timeless values and traditions of the Boy Scouts of America, while embracing the exciting future of Scouting America. Along the way, your Scouts will tackle challenges, build friendships, and strengthen the bonds that make this movement so enduring.

"Roads? Where we're going, we don't need roads."

— Dr. Emmett Brown

That quote, borrowed from the classic film *Back to the Future*, reminds us that the best adventures often happen off the beaten path. In Scouting, we teach our youth to navigate the unknown, think creatively, and lead with confidence — skills they'll undoubtedly need over the course of this camporee.

This event is designed as a two-night, competition-style camporee for Scouts BSA Troops and Arrow of Light Dens. AOL Scouts are invited to join in the fun as part of an attending Troop. This camporee doubles as a transition and retention event, giving younger Scouts a glimpse into the adventures that await them in Scouts BSA.

Thank you for joining us for this special weekend. Your leadership, dedication, and sense of fun are what keep Scouting thriving. Let's make this event one to remember — with plenty of Scout spirit, a bit of imagination, and maybe just 1.21 gigawatts of energy.

Great Scott — we're glad you're here.

Yours in Scouting,
Cody Butcher
Camporee Organizer

Pearls of Wisdom from Baden-Powell – Be Prepared

Someone once asked Baden-Powell, the founder of Scouting, "Be prepared for what?" "Why," said B-P, "for any old thing." The Scout motto means that you are always in a state of readiness in mind and body to do your duty and face danger, if necessary, to help others.

Connection to Future: This motto encourages Scouts to anticipate potential challenges and proactively develop the skills and mindset to handle them. This extends beyond immediate emergencies to preparing for life's challenges and becoming a productive member of society.



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REGISTRATION AND FEES

Registration and fees are online at https://scoutingevent.com/620-Council_Camporee

Fees include campsite, activities, Saturday lunch, and Camporee patch.

NOTE: The unit registration deadline is the end of the day September 12, 2025

Unit leaders must do their best to register as many Scouts as possible by the deadline. Units registered by the deadline can add or subtract Scouts without penalty up to the event day.

Campsites will be assigned based on actual registration numbers. However, if your Troop requests a specific campsite, please email Cody Butcher.

ARROW OF LIGHT DENS ARE ENCOURAGED TO PARTICIPATE!

Arrow of Light Scouts are encouraged to attend but must register with an attending unit. Troops are encouraged to reach out and invite Dens of associated Packs to join them. Dens will act as a Patrol within the Troop. The AOL Scouts will practice independently, working together as a Patrol under Scout youth leadership. Parents of AOL Scouts will camp and eat with the Troop adults while observing their Scouts in action.

****Youth Protection and Adult Leadership REQUIREMENTS PLEASE READ CAREFULLY****

[(Effective September 1, 2023)] Two registered adult leaders 21 years of age or over are required at all Scouting activities, including all meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth or female adult program participants.

All adults staying overnight in connection with a Scouting activity must be registered as adult volunteers or program participants. Adult volunteers must register in the position(s) they are serving in. Registration as a merit badge counselor position does not meet this requirement. See a list of approved adult registration fee-required positions (link below)

Cub Scout Programs – Overnight Exception: Cub Scout's parents or legal guardians taking part in an overnight Cub Scout program with their child or legal ward are not required to register as leaders. All adults must review the "How to Protect your Children from Child Abuse: A Parent's Guide" that can be found in the front of each Cub Scout Handbook. **In addition, the parent or legal guardian must be accompanied by a registered leader at any time they are with youth members other than their child/ward. All other overnight adults must be currently registered in an adult fee-required position. [End Effective September 1, 2023 Update]**

<https://www.scouting.org/health-and-safety/yp-faqs>

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HEALTH FORMS

A PRINTED copy of current health forms, Parts A and B, MUST be turned in at check-in for all participants (including adults). These forms **WILL NOT** be returned at the end of the Camporee. Units must also have health forms for all participants at their campsites.

<https://www.scouting.org/health-and-safety/ahmr/medical-formfaq/>

ARRIVAL and CHECK-IN

Units may arrive at EBSR on Friday after 5:00 p.m. Units will be welcomed at the **Peter Rice Building** to check in. A unit roster of all participants and health forms must be turned in at check-in. ALL vehicles must return to the parking lot after unloading. Trailers may remain at the campsites. Contact the camporee chair if you have someone who requires a vehicle in camp due to medical or mobility concerns.

FIRST AID

Units are responsible for administering medicine and basic first aid. Any injuries beyond the unit's capability should be referred to the camp staff and medical officers. All injuries should be reported to the camp staff.

CAMP RULES

Units must follow the Guide to Safe Scouting, Youth Protection, and the Scout Oath and Law.

MEALS

A camp-wide lunch will be provided on Saturday. Units will be responsible for bringing all other meals.

UTILITIES, RESTROOMS, and TRASH

- Potable water should be available at all campsites and is available at Fellowship Hall.
- Most campsites do NOT have electricity. Contact the camporee staff if you need electricity for CPAP or other medical reasons.
- Mobile phone coverage is limited.
- All campsites have latrines, and the camp has flushable toilets and heated showers.
 - Units should plan to bring hand sanitizer for latrines.
- Plan to pack your trash to the dumpsters at the camp entrance on Sunday morning.

DEPARTURE

Check out as a unit. Please check out with the Camporee Staff at Peter Rice before departure. Practice outdoor ethics skills and leave your campsite better than you found it.

GEAR

All participants are encouraged to wear their Field Uniforms (Class A) to flags and campfire programs. Activity Uniforms (Troop Shirt / Scout Shirt) or other activity-appropriate wear are permitted. Please dress appropriately for the weather. Fall weather can be unpredictable, and you could be subject to temperature extremes, intense sun, and wind.

Arrow of Light Scouts – Generally, you will need personal gear and a tent. Dens will be paired with local Troops and may be able to utilize the host Troops' gear.

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REQUIRED ITEMS:

- **Health Medical Form Part A and B – 2 printed copies for every participant**
 - Q. “Who needs to complete an Annual Health and Medical Record?”
 - A. “All participants must complete Parts A and B (both pages) for all Scouting activities.”
 - “All participants” include parents, guardians, siblings, youth, staff, and unit leaders.
 - Though Part C is only required for participation in events lasting longer than 72 hours, all Scouting America participants are encouraged to complete this pre-participation physical during an annual exam performed by a licensed healthcare provider.
- Personal medications
- YPT for all adults
- A GOOD Scouting Attitude

Suggested packing list:

- Tent with ground cloth
- Bedroll or sleeping bag, ground pad
- Pillow
- Field (Tan Scout shirt) and Activity (Scout t-shirt) uniforms
- Clothing appropriate for the weather
- Extra change of clothes
- Closed-toed shoes
- Jacket & raingear
- Hat
- Pajamas/nightwear
- Toiletries (soap, towel, toothpaste, toothbrush, comb, deodorant)
- Mess kit (bowl, spork, mug in a mesh bag)
- Water bottle
- Flashlight (or headlamp) and extra batteries
- Scouts Handbook (optional)
- Hand sanitizer, folding chairs, insect repellent, sunscreen
- Contact the host Troop for additional items needed (e.g., money for food)

LEADERS

Ensure your Scouts have the BSA Ten Essentials.

WHAT NOT TO BRING TO CAMP: Alcohol, firearms, guns, ammunition, fireworks, illegal drugs, pets, scooters, skates, skateboards, and valuables.

CAMPFIRE PROGRAM

Troops, get ready to have fun! Bring your best skits, songs, or stories for our Saturday night campfire — Bonus: make it back-to-the-future themed! We're also looking for a Scout or two to act as MCs to help lead the program. Remember, all skits need your Scout leader's approval and must be turned into the Camporee staff by Saturday at 5:00 PM. Let's make it an unforgettable, fun-filled night!

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THE EVENTS

This camporee will be on a rotation basis, and Scouts will travel as patrols from station to station. More details will be shared with your Patrol leadership at the start of Camporee.

WE CAN'T DO IT WITHOUT YOU

The Camporee Committee seeks adults or experienced older Scouts to assist or operate stations. Stations will provide all Scouts with a learning opportunity geared toward HAVING FUN. If you would like to volunteer, don't hesitate to get in touch with Cody Butcher in advance.

Back to the Future Camporee Event Descriptions

Flux Capacitor Fire Building (Fire Starting Challenge) Objective: Using the materials provided, patrols must successfully build and light a fire capable of boiling a small container of water in the shortest amount of time. Skills Tested: Fire building, teamwork, and outdoor problem-solving. Bonus Points: Efficient fire lay and proper safety technique.

Hoverboard Balance (Pioneering Challenge) Objective: Using provided materials, patrols will construct an A-frame walker and use it to "walk" one Scout across a designated "time rift" (no touching the ground!). Skills Tested: Knot tying, teamwork, communication, and balance. Scout Tip: Lash it tight — wobble and it's game over!

88 MPH Orienteering (Map & Compass) Objective: Patrols will navigate a short orienteering course, hit checkpoints, and solve directional challenges along the way. Skills Tested: Compass use, map reading, and pacing. Don't forget: Speed counts, but accuracy is key — off-course time machines rarely return on schedule.

Enchantment Under the Sea Rescue (First Aid) Objective: Using the materials provided, patrols will assess and treat a simulated first aid scenario based on common Scouting injuries. Skills Tested: First aid knowledge, clear communication, and calm under pressure. Pro Tip: Treat the "victim" like you would a fellow Scout — with care and competence.

Marty's Skateboard Escape (Obstacle Course Relay) Objective: Patrols will complete a fast-paced relay course. Speed and coordination both matter. Skills Tested: Agility, teamwork, and coordination. Important: Safety gear will be provided.

Old West Sharpshooter (BB Gun Range) Objective: Hit a series of targets at varying distances using BB guns. Skills Tested: Focus, aim, breath control, and safety awareness. Safety Note: Strict range rules will be enforced at all times.

Hill Valley Trivia Challenge (Scouting & Movie Trivia) Objective: Test your patrol's knowledge with a mix of Scouting skills and Back to the Future movie trivia. Skills Tested: Scout spirit, memory, and pop culture savvy.

DeLorean Push (Teamwork Challenge) Objective: As a team, push a "DeLorean" through a twisty obstacle course. Skills Tested: Communication, physical coordination, and grit. Plot Twist: The road may not always be smooth...

Lightning Rod Rescue (Lashings & Knots) Objective: Using provided materials, Patrols must construct a sturdy tripod to suspend a "lightning rod" (weighted object) at a required height. Skills Tested: Lashings, knot-tying, and structural thinking. Scout Secret: Your structure must stand long enough to survive the storm!

Optional Event – Great Scott! Dutch Oven Cook-Off – earn some bragging rights: At your campsite, make a tasty Dutch oven item (dinner or dessert) to share with our hungry judges. Troops participating in this event need to let the judges know in advance, and they will travel to your site to test your cooking skills.

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SCHEDULE AT A GLANCE

FRIDAY, September 26

- 5:00 – 9:00 Scoutmaster check-in at Peter Rice
- 8:45 **SPL/PL Meeting** – Senior Patrol Leaders, Assistant Senior Patrol Leaders, Scouts in Charge, Scoutmasters from each Troop, and all event volunteers, please report to Fellowship Hall. Schedules will be handed out, events explained, and any last-minute updates will be shared.
- 11:00 Quiet time

SATURDAY, September 27

- 7:00 Reveille and breakfast at your campsite
- 8:30 Opening flag ceremony
- 09:00 - 11:30 Morning Rotations
- 11:30 - 12:00 Gather at the Fellowship Hall for Scout's Own Service before lunch.
- 12:00 - 1:00 Camp-wide lunch at Fellowship Hall
- 1:30 - 4:00 Afternoon rotations
- 5:00 Flag retirement ceremony – skits due
- 5:30 - 7:30 Evening meal and patrol time at your campsite
- 8:00 Campfire Program
- 9:30 Movie time
- 11:00 Quiet time

SUNDAY, September 28

- 7:00 - 12:00 Reveille and breakfast at your campsite
Patrol and Troop time
Campsite clean-up
Check out with the camporee staff at Peter Rice
- Noon All units should be out of Camp.
Safe Travels Home!
See you at the Council Klondike Derby.