



THE SCOUTS ESCAPE ROOM CHALLENGE

SPRING CAMP-O-REE 2026

Your Mission Begins.

Event Logistics & Registration

DATES

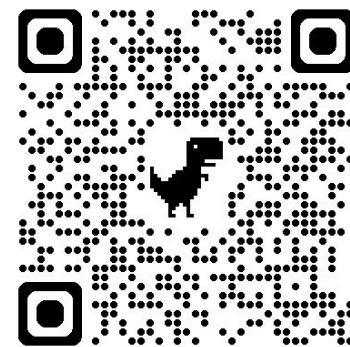
April 24-26, 2026

LOCATION

William H. Pouch Scout
Camp, 1465 Manor Rd.,
Staten Island, NY 10314

FOCUS

A **patrol-based** challenge
testing Scout skills,
teamwork, and leadership.



Scan to register your patrol or visit
your Scoutmaster for details.



Your Mission, Should You Choose to Accept It

The **Scouts Escape Room** is a **high-stakes, patrol-based** skills gauntlet. Your mission is to rotate through a **series of nine themed 'stages'** designed to test your mastery of **Scout Skills** and teamwork.

To advance, your patrol must complete each **challenge** correctly and within **the strict time limit**. This is **the ultimate test of outdoor** skills, first aid, navigation, and **fitness**.



The Three Keys to Success”

Advancing through these rooms requires more than just individual skill. Only the patrols that master the following three keys will successfully complete the challenge:



TEAMWORK: Work as one cohesive unit.



LEADERSHIP: Step up when needed and support your patrol leader.



COMMUNICATION: Talk, listen, and coordinate every move.



STAGE 01: The Shelter Scramble

OBJECTIVE

Demonstrate proper campsite setup by pitching a standard scout tent while blindfolded. Once inspected, the tent must be fully broken down, folded, and packed.

TIME LIMIT

5 MINUTES

KEYS TO SUCCESS

- Correct Pitching Procedure
- Teamwork & Efficiency
- Care of Equipment



STACE 02: The Knot Gauntlet

OBJECTIVE

Using the appropriate knots, erect a safe and stable dining fly. You must also correctly tie a bowline and use it to safely move one patrol member a distance of 10 feet.

TIME LIMIT

8 MINUTES

KEYS TO SUCCESS

- ◆ Proper Knot Selection & Tying
- ◆ Safety & Stability
- ◆ Clear Communication



STAGE 03: The Gadget Build

OBJECTIVE

Construct a functional camp gadget of your choice using proper lashing techniques (square, diagonal, or shear). The gadget must be stable and demonstrate purpose.

TIME LIMIT

5 minutes to 20 minutes depending on gadget chosen. Patrols can wager times for more points.

KEYS TO SUCCESS

- Correct Lashing Technique
- Stability & Functionality
- Teamwork & Purpose

STAGE 03: The Gadget Build

OBJECTIVE

Construct a functional camp gadget of your choice using proper lashing techniques (square, diagonal, shear, tripod). The gadget must be stable and demonstrate correct purpose. Different points for different camp gadgets.





STAGE 04: The Navigator's Code

OBJECTIVE

Use the provided clues, directions, maps, and your knowledge of map symbols and orienteering to navigate through the course and locate a hidden key. Logical thinking is required to successfully unlock the exit.

TIME LIMIT

10 MINUTES

KEYS TO SUCCESS

- Logical Thinking & Problem Solving
- Effective Team Navigation
- Attention to Detail





- **STAGE 05: The Fire Challenge**

OBJECTIVE

Identify proper tinder and kindling, build a correct fire lay, and successfully ignite a fire using approved methods. A long-burning fire will be the key to gaining additional clues.

TIME LIMIT

10 MINUTES

KEYS TO SUCCESS

- Proper Site & Material Selection
- Correct Fire Lay Construction
- Emphasis on Fire Safety Practices



STAGE 06: First Response

OBJECTIVE

Demonstrate proper first aid by applying three different treatments on three different Scouts: an arm sling, a forearm splint, and a splint for an upper-arm fracture. Remember, transporting victims is important when rendering First Aid.

TIME LIMIT

20 MINUTES

KEYS TO SUCCESS

- Correct Application of Techniques
- Proper Patient Care & Comfort
- Coordinated Teamwork





STAGE 07: Scout Spirit

OBJECTIVE

Successfully fold and transport the flag in order to unlock additional clues to successfully escape the escape room.

TIME LIMIT

5 MINUTES

KEYS TO SUCCESS

- Knowledge of Flag Etiquette
- Demonstrated Respect
- Unity in the Oath & Law
- Communication
- Leadership





STAGE 08: Follow the Tracks

OBJECTIVE

To earn your clue, follow the correct animal tracks as you navigate the event. Knowledge of animal tracks is required for this stage.

TIME LIMIT

10 minutes

KEYS TO SUCCESS

- Maximum Physical Effort
- Proper Form
- Patrol Encouragement





STAGE 09: The Fitness Finale

OBJECTIVE

To complete your escape, each patrol member will perform as many push-ups and sit-ups as possible within 60 seconds each. Scores will be recorded for the patrol and averaged.

TIME LIMIT

N/A (60 seconds per exercise)

KEYS TO SUCCESS

- Maximum Physical Effort
- Proper Form
- Patrol Encouragement



SCOUTS ESCAPE ROOM CHALLENGE

WEEKEND SCHEDULE

Friday

7:00pm – 10:00pm Unit check-in & reg. (Pouch Field Pavilion)

10:00pm – Staff /Leaders Meeting (Pouch Field Pavilion)

Saturday

7:00am Reveille/Wake-up

7:00am – 9:00am Breakfast

8:00am – 9:15am Unit check-in & reg. (Pouch Field Pavilion)

9:30am – 10:00am Opening Ceremony (Pouch Field)

10:30am – 12:00pm Camporee Event Competition Begins

12:15pm – 2:00pm Lunch

2:00pm – 5:00pm Camporee Events Continue

5:15pm – 7:30pm Dinner (all events shut down)

7:45pm – 9:00pm Campfire and OA Callout

9:00pm Troops return to campsites

9:15pm – 10:00pm Staff, 2 Adult Leaders, & SPL Cracker Barrel (Pouch Field Pavilion)

10:30pm Taps/Lights out

Sunday

7:00am Wake-up

7:00am – 8:45am Breakfast/Pack-up/Site clean-up /Inspection

9:00am – 10:00am Interfaith Service Closing Ceremony
(Pouch Camp Field)

10:00am Depart Camp

Results to be to be announced at Closing Ceremony.

SCOUTS ESCAPE ROOM CHALLENGE

TROOPS MUST SUPPLY THE FOLLOWING FOR EACH PATROL:

Patrol size is a maximum of 10 and minimum of 5.

1. One copy of the BSA handbook.
2. One Compass per scout.
3. Patrol first aid kit.
4. Note pad and pen.
5. 6-feet of rope per scout.
6. One pair of work gloves per Scout.
7. Patrol Flag
8. 100-ft of Rope Per Patrol
9. One water bottle per patrol member

POINTS WILL BE AWARDED FOR PATROLS' LEVEL OF PREPAREDNESS

SCOUTS ESCAPE ROOM CHALLENGE

The following is for your information and guidance and should be passed onto the appropriate persons:

1. Scouting America (National) requires that each unit have two (2) adult leaders minimum. Unit campsites/cabins must have an adult present AT ALL TIMES.
2. All troops are subject to backpack and patrol inspection upon arrival to the camp. Ribbons will be awarded accordingly. Standard camporee criteria will be used.
3. Scout Law and Outdoor Code will be observed at all times.
4. Included in this packet is a Roster to be handed in to the camporee staff upon registration.
5. Garbage will be disposed of in the assigned receptacles.
6. NO KP to be done at the water spigots or bathrooms.
7. Wood from Cabins is not to be used in outdoor fire pits.

**AS ALWAYS, WE ARE HERE TO HAVE A GOOD TIME WHILE DEMONSTRATING OUR
SCOUT SKILLS AND SCOUT SPIRIT.**

PLEASE COMPLETE AND SUBMIT WITH PAYMENT

TROOP # _____ LEADER _____ TEL # _____

TOTAL NUMBER OF YOUTH _____

TOTAL NUMBER OF ADULTS _____

NUMBER OF ADULTS WANTING A PATCH _____

TOTAL # OF YOUTH _____ X \$10.00 = \$ _____

TOTAL # OF PAID ADULTS _____ X \$4.00 = \$ _____

TOTAL # OF NON-PAID ADULTS _____

CABIN FEE \$ _____

LEANTO/CAMPSITE FEE \$ _____

TOTAL AMOUNT DUE \$ _____

Please register for this event using the following link:

<https://scoutingevent.com/640-26FOSpringCamporee>

A group of five Scout boys in uniform standing together at sunset. They are smiling and have their arms around each other's shoulders. The background shows a campsite with tents and a body of water under a warm, golden sky.

MISSION COMPLETE

The Scouts Escape Room is more than a series of tasks; it is a test of character. Remember the keys that got you through: Teamwork, leadership, and communication. These are the skills that define a Scout and will serve you far beyond any single challenge. Only patrols that work together will succeed.