



# Wild Wild West Camporee

## **Pathfinder 2025 Fall Camporee**

October 10 – 12, 2025

Beaumont Scout Reservation – Shippey Field

Campmaster: Brandon Barrett

Campmaster Adviser: Barbara Barrett

### **New this Fall!**

This is the **ONE Camporee Manual** for both  
Troops and Arrow of Light Scouts

# Welcome Everyone!

Hello everyone, my name is Brandon Barrett, I'm an Eagle Scout from Troop 344, and your Campmaster for the 2025 Pathfinder Fall Camporee.

The theme for the camporee is **The Wild Wild West**. Throughout the camporee your patrol will embark on a journey to experience the fun and excitement of the Wild Wild West and test your Cowboy skills.

**Arrow of Light Dens will participate in the activities as their own patrol and compete against other AOL Dens.**

## **Earning Points**

Morning events will consist of normal Scout exercises and team building activities. Patrols will have a chance to earn more points in the afternoon such as flag & yell, skits, and costume judging. The afternoon will conclude with stations to test your Cowboy skills with the opportunity to earn even more points.

In addition, **Troops can earn points for providing staffers**. By staffing, Scouts get a chance to practice leadership skills, make some new friends, and help make the event better for everyone. You'll hear it from me and many others, but once you join, you'll have an awesome time and won't want to leave. I have been staffing for four years and I can tell you it is a blast.

- A Scout 14 years old or has made it to Star Rank is eligible to be on Staff or by the discretion of the Camping Chairman and Scoutmaster.

If you or someone you know is interested, contact me or someone on my team (contact info below). Staff Development dates are September 14, 21, 28 and October 5 at 5PM and are required.

## **Do a Good Turn – Donations for St. Louis County Animal Shelter**

We will collect dog food, dog toys and new toys for dogs. Our donations will be used to help shelter dogs at the St. Louis County Animal Shelter in Olivette. (See the points section for more info.)

Can't wait to see you all there!

### **Brandon Barrett, Campmaster**

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### **Barbara Barrett, Campmaster Adviser**

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### **Joel Schwartz, Pathfinder Camping Chairman**

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# Camporee Information

## Registration

Registration for the 2025 Fall Camporee will take place **online only** at

<https://www.scoutingevent.com/312-25PFFallCamporee>

- Registration opens on **Tuesday, September 2** and closes at **11:59 PM on Thursday, October 2**. The cost to attend the Camporee is \$18.00 for Youth and \$15 for Adults.
- **Late registration** will be available from **Friday, October 3 from midnight until 11:59 PM Thursday, October 9**. The fee for late registration is \$20.00 for Youth and Adults.
- **On-site registration** will be allowed for any last-minute individual Youth or Adults only. No new unit registration will be allowed.

Be prepared to enter the quantity of Youth and Adults from your unit that are attending Camporee when you register. Troops and Packs can coordinate registration together or separately.

- Arrow of Light (AOL) Scouts will be their own patrol. They may combine with another pack, if needed.
- Use the [Pathfinder Unit Directory](#) to identify and invite a Cub Pack Arrow of Light Den to camp with your Troop. This is a great way to recruit Scouts and future adult leaders for your unit.

## Rosters

When registering, please enter all participants (both Troop and Arrow of Light Scouts and all Adults) who will be attending within the registration site. At check-in we will be looking at that roster to verify attendance.

## Patrol Registration Form

Every unit that has patrols competing in the Camporee needs to turn in the patrol registration page when they turn in their rosters. The form is included in this manual.

## Health Information

Be sure to have health information forms for all your participants (adults and Scouts). This information should be readily accessible at your campsite. All leaders in the camp, in case of an emergency, should know its location.

## Participation

Camporee is for Scouts BSA and Arrow of Light Scouts. Arrow of Light Scouts will participate in the same activities as the Scouts. For some of the events, activities may be modified to meet Arrow of Light Scout requirements. During non-event times the Scouts BSA should spend time with the AOL Scouts and encourage them to participate in all campsite activities (setting up camp, cooking, clean-up, camp games, & etc.)

### **Arrival and Check-In**

Do **not** arrive earlier than 5:00 PM on Friday. Please have an adult come to District Headquarters between 7:00 and 9:00 pm to check in with complete rosters, patrol registration forms, and final payments. .

### **SPL/Scoutmaster/AOL Leader Meeting – IMPORTANT!**

Senior Patrol Leaders, Scoutmasters, and AOL Leaders should attend the Leader Meeting on Friday night at **9:30 PM at District Headquarters**. This meeting will cover any last-minute changes to the Camporee program, as well as answer any questions you may have about the Camporee.

### **Religious Services**

“A Scout is Reverent”. We ask that all Scoutmasters encourage their Scouts to attend the religious service of their choice in **Field (Class A) uniforms**. The locations of religious services will be discussed at the leader meeting on Friday evening. In addition, during religious services those not attending need to remain in their respective campsites and not be loud.

### **Campfire Program**

Saturday night the staff will put on a campfire that includes skits from the Scouts BSA and AOL Scouts. This is a camp wide activity, and we encourage everyone to attend in **Field (Class A) uniforms**.

### **Flag Retirement Ceremony**

Immediately after the campfire, we will conduct a flag retirement ceremony. We encourage you to stay and participate in this ceremony.

# Camp Rules and Guidelines

## **Camp Code**

The Scout Oath and Law is always the camp code. Violations to following the Scout Oath and Law may result in the individual, or their entire Troop, being asked to leave the event.

## **Parking**

Parking is allowed only in parking areas designated by the staff. You are only allowed to park in front of your Troop's camping area. **Please do not park in front of another Troop's campsite.**

We have made it district policy to leave room for a walkway in the grass, between parked cars and each Troop's camping area. This is to allow Scouts to move from campsite to campsite without getting on the road. Please keep this grass easement open after your camp is completely set up.

## **Garbage**

All trash must be put into trash bags and disposed of properly off the Camporee site. **Pack out all trash!** You may only use the dumpsters at the Ranger Maintenance Area if they are not already full.

## **Fires**

Ground fires are allowed, but should be placed in existing fire pits if possible

## **Pressurized Fuel**

Pressurized fuel lanterns and stoves are allowed and must be operated by Scouts with proper training. Adult supervision must be trained. All fuel must be properly stored, and away from tents. Optional adult training will be available during the Camporee. See the schedule.

## **Alcohol**

Alcohol and drugs are simply not allowed. Period.

## **Sheath Knives**

Sheath knives are not permitted on Council property or at any Council activities.

## **Transportation**

When transporting Scouts in vehicles, they must be in proper passenger seats always wearing seat belts. Riding in the back of trucks or on tailgates is prohibited.

# Schedule

<b>Friday</b>	
5:00 PM	Arrival and setup. Please do not arrive before 5:00 p.m.
7:00 PM - 9:00 PM	Check-In @ HQ (turn in roster and patrol registration forms)
9:30 PM	Scoutmaster/SPL/AOL Leader meeting at HQ
11:00 PM	Lights out / all quiet
<b>Saturday</b>	
6:30 AM	Reveille, Breakfast at campsites
8:30 AM	Flag Raising/Opening Ceremony at HQ (Uniforms required)
9:00 AM – 12:00 PM	Morning Event Time
10:00 AM	Adult Leader Koffee Klatch++
12:00 PM	Lunch at campsites
1:00 PM	Optional Leader Activity: Pressurized Fuel Training++
1:00 PM - 4:00 PM	Judging of Skit, Costumes, Flag and Yell, Dog Supply Collection Drive, Afternoon Cowboy Skill Events Open
<b>4:00 PM</b>	<b>Scorecard Turn-In at District HQ</b>
5:00 PM	Dinner at campsites Adult Leader Cook-Off Turn In++
7:00 PM	Religious Services (Uniforms encouraged) <i>- Those not attending services should stay quiet in their campsite</i>
8:30 PM	Campfire with Flag Retirement Ceremony (Uniforms encouraged) <i>*After Campfire Order of the Arrow Social (for members only)</i>
11:00 PM	Lights out / quiet time
<b>Sunday</b>	
6:30 AM	Reveille & Breakfast at campsites
8:30 AM	Closing and Award Ceremony at HQ (Uniform required)
9:00 AM	Break down camp (Your site must be inspected and approved by Camporee Staff prior to leaving Camp.)
9:15 AM	Check-Out @ HQ Begins
11:00 AM	<b>All Troops Must Leave the Camping Area</b>

++Adult Events Only

## Point Breakdown

Morning Skills Events	770 points
Campsite Inspection	100 points
Campsite Gadget	75 points
Afternoon Events	440 points
Dog Food/Toy Collection (Donation)	50 points
Costume Competition	50 points
Skit Competition	50 points
Flag and Yell	30 points
Staff Participation <sup>+</sup>	20 points
Koffee Klatch	15 points
Roundtable Attendance	30 points
Hosting an AOL Den <sup>+</sup>	30 points
<b>Total Points</b>	<b>1660 points</b>

+ For Scouts BSA Only. Total points for AOL Den will be 1610 Points.

\*\* The Top 3 scoring Scout BSA Patrols and Top 1 AOL Den/Patrol will receive award plaques in recognition of their performance at the closing ceremony on Sunday morning. \*\*

# Morning Events

## Sharpshooters

Can you shoot like Buffalo Bill or Annie Oakley? Who will be the toast of this town? Using BB guns, 2 members (4 members for AOL) of your patrol will shoot at a target. Each will shoot 5 “bullets.” All 5 shots in ½ inch circle 50 points, 1 inch circle 40 points and 2 inch 25 points.

Shooting: up to \*\*100pts

Patrol Flag and Yell: 10 pts

*Total Points: 110pts*

*\*\*AOL: up to 200 pts for Shooting, Total 220pts*

## Chuckwagon Chaos

You would not survive in the west without a fire to cook your food and keep you warm. You have twenty minutes to build a fire to reach the strings above. There will be three strings: the higher your fire burns the more points you will receive. Patrols need to be prepared and bring their own supplies. In addition, Patrols can earn bonus points for lighting the fire with flint and steel (no ferro rods) but will lose 5 points for every 3 matches used. (No lighters are allowed)

First String: 50 points

Second String: 20 More Points

Third String: 20 More Points

Bonus Points: 10pts

Patrol Flag and Yell: 10pts

*Total Points: 110pts*

## Tombstone Trivia

How much do you know about gunslingers, bandits and buffalo? It is time to find out with some Wild Wild West Trivia. Answer as many questions as you can and find out who is top in this ghost town.

10 questions @ 10 pts each: 100pts

Patrol Flag and Yell: 10 pts

*Total Points: 110pts*



## Snake Oil Salesman

You are herding cattle and a storm approaches. Cattle and horses go crazy and you must save the day with your first aid skills as there is no snake oil salesman (e.g. doctor). You will have to complete 5 different scenarios to save the cowboys. Each scenario is worth 20 points. Each hint you request is minus 5 points.

5 scenarios @ 20 points each: Up to 100pts

Patrol Flag and Yell: 10pts

*Total Points: 110pts*

## Dust Storm Survival

You have a homestead in the West and a big dust storm hits. You need to find your way back past the tumbleweeds with only your compass. Because of the dust you cannot see and have no landmarks to assist you. Two of your patrol members will be "blindfolded" so they can only see their compass. The other patrol members can be sure they do not run into anything but cannot help. Use the compass you always have with you to help them find their way home. You have 20 minutes to complete this task. If you get within 2 feet of your home you get 95 points, within 5 feet of your home, you earn 75 points and within 20 feet of your home, 50 points. Any further and unfortunately you died in the dust storm.

Complete the objective: Up to 95 pts

Complete Course within timeframe: 10pts

Patrol Flag and Yell: 5pts

*Total Points: 110pts*

## Cowboy Knots

Ropes and knots were vital to life in the Wild Wild West. Let's see if you know the knots needed to survive in the west. Each Patrol will have to tie two level 1 knots, two level 2 knots and 1 Level 3 knot. Knots will be chosen for you at random. You will have 10 minutes to finish. A different patrol member must tie each knot. \*\*\*AOLs will tie 2 level 1 knots and one level 2 knot. 30 points per knot. 10 bonus points if they get them all. Patrol Flag and Yell up to 10 points.

Level 1 knots	Level 2 knots	Level 3 knots
Clove hitch	Sheet bend	Sheep shank
Square knot	Lark's head	Chain hitch
Taut line hitch	Double figure 8	Stevedores knot
Two half hitches	Bowline	Carrick bend

20pts per knot: 100pts

Patrol Flag and Yell: 10pts

*Total Points: 110pts*

## Bandit Hideout Hunt

A bank has been robbed. Luckily Old Man McGucket snuck in and hid a tracker in the loot it before the thieves left town. You must find the thieves' hideout and get the money back using a FOX hunt radio system and a radio transmitter. You have to find the transmitter within 20 minutes to get full points. 10 points will be deducted for every 5 minutes past the time period. You will need a compass to help track down the money (points will be deducted if you don't have a compass).

Complete the course and find the FOX: 30 points

Finish within the time limit: 70 points

Patrol flag & yell: 10 points

*Total points: 110 points*

## Other Events

### Campsite Inspection

On Saturday, a staff member will inspect each campsite. If your Troop has more than one patrol, each patrol will be graded separately on the patrol evaluation.

AOLS will be inspected separately (points below). **Please encourage your Scouts to introduce the concept of campsite inspection to the Pack.**

#### Troop Evaluation:

Tents and flies are properly pitched and organized	Up to 20 points
Area is clean and free of trash	Up to 10 points
A full, non-expired fire extinguisher is placed in a common area	Up to 10 points
A properly equipped first aid kit is kept in a common area	Up to 10 points
Walkway is clear	Up to 10 points

#### Patrol Evaluation:

Menus and duty rosters are posted in cooking area in plain sight	Up to 10 points
Patrol box is neat, clean, and organized & stove is clean	Up to 10 points
Food is stored properly	Up to 10 points
Patrol site is clean and free of trash	Up to 10 points
<b>Total Possible 100 points</b>	

#### AOL Evaluation:

Tents and flies are properly pitched and organized	Up to 30 points
Area is clean and free of trash	Up to 30 points
A properly equipped first aid kit is kept in a common area	Up to 20 points
Walkway is clear	Up to 20 points
<b>Total Possible 100 points</b>	

## Town Improvements

Take your campsite from a dust bowl to a thriving town with a helpful gadget. You must create the gadget with only rope and spars. You must create at least two gadgets using at least 3 lashings on each gadget. Troops with more than 2 patrols must create at least one gadget per patrol. Gadgets must be functional and useful. Some ideas: Hitching Post, Bulletin Board, Table, Chair, Flagpole (min height 15 ft), Rope Bridge. You will be graded on correct tight lashings, usefulness, and complexity of your gadgets. It will be judged Saturday afternoon.

\*\*\*Building Gadgets is also part of the AOL Scouts scoring. AOL Scouts must help build the gadgets for everyone to earn full points.

### **Scout BSA Scoring**

Proper lashings and materials used 45 points

Complexity and Usefulness 30 points

**Total: 75 points**

### **AOL Scoring**

Displaying Pack/Den flag on the Gateway 15 points

Overall quality of lashings 30 points

Scout Spirit (level of enthusiasm, etc.) 30 points

**Total: 75 points**

# Afternoon Events

## St. Louis County Animal Shelter - Dog Food/Toy Collection

The Scout slogan is “do a good turn daily”. Dogs were an important part of the Wild Wild West. They helped with herding animals and hunting. To earn full points, bring 1 unopened **dog food/treat or dog toy** for every 3 Scouts attending the Camporee in your patrol. Collection is at 1 PM at HQ. Please do not bring used items.

100% - 50 Points  
75% to 60% - 40 Points  
60% to 40% - 30 Points  
40% to 20% - 20 Points  
20% to 15% - 10 Points

## Costume contest

Here is your chance to strut your stuff. Show the staff the best Wild West themed costume you have at 1:00 PM at HQ. The top 3 troops and AOL Dens will get to show off their costumes at the campfire.

**\*\*\*Recommended:** Share costume items/ideas with the AOL unit you are hosting.

To earn the extra points costumes will be judged on the following:

- Creativity – How well does the costume show creativity and personality?
- Originality – Does the costume stand out from the rest?
- Complexity – Did the costume take time and effort?
- Theme/Authenticity – How accurate and thorough is the costume?
- Scout Appropriate – Is the costume appropriate for all ages of Scouts?

**Grand Total: Up to 50 points**

## Flag & Yell

Your Patrol(s) will show off their flags and yells at 1:00 PM at headquarters. For the highest possible points, keep it theme related and Scout appropriate. Both the flag and yell are worth up to 15 points each.

### Flag

Patrol Flag	0 or 5 points
Theme Related	1 - 5 points
Overall Design	1 - 5 points

### Yell

Patrol Yell	0 or 5 points
Theme Related	1 - 5 points
Enthusiasm & Originality	1 - 5 points

**Grand Total: 30 points**

## Skit

Prepare a skit for the staffers to judge after lunch. Bring your Patrol to HQ between 1:00 PM – 3:30 PM. Your Patrol will receive up to 50 points for participating in the skit contest. The Top 3 Patrols will perform their skits at the campfire. Make sure that the skit is Scout appropriate, well executed, and is related to the theme.

*(Patrols must present the attached skit application form when performing their skit)*

**Grand Total: Up to 50 points**

## Afternoon Cowboy Skill Events

### Bow Hunting

You are hungry, so head out with your bow and arrow to bring home the bacon. Two members of your patrol will shoot 5 arrows. Arrows are worth 10, 9, 8, 7 or 6 points. Points will be determined by the color of the target. We will find out if you will eat tonight.

Arrows: up to 100pts

Patrol Flag and Yell: 10pts

*Total Points: 110pts*

### Knife and Ax Throwing

Two members of each patrol will do knife throwing and two will try their hand at ax throwing. Each patrol member will get 3 throws. You earn 10 points per stick on the target with the maximum up to 100 points. **This is a Scout BSA activity only.**

Knife and Ax Sticks: up to 100pts

Patrol Flag and Yell: 10 pts

*Total Points: 110pts*

### Cattle Roping

Can you lasso the steer on the range? We will find out if you have the skills to be a Cowboy. Your patrol will have 5 minutes to warm up and practice. Then your patrol will then 10 attempts (each patrol member must attempt at least once) to lasso the “steer”. You will earn 5 points for hitting the “steer” or 10 points for a successful lasso.

Lasso: up to 100pts

Patrol Flag and Yell: 10 pts

*Total Points: 110pts*

## Horseshoes

Even in the Wild Wild West, Cowboys had a little fun. Each patrol gets 10 throws (every patrol member must throw at least once). You get 5 points for each horseshoe in the pit and 10 points for each one on the stake.

Horseshoes: up to 100pts

Patrol Flag and Yell: 10 pts

*Total Points: 110pts*

## Adult Opportunities

### Koffee Klatch

This activity will be held on Saturday at 10:00 AM at Headquarters. This is an open-ended meeting and is for adults in your Troop and AOL Leaders. This is the time to hear any new camping information from the Council, discuss Scouting topics, and ask questions.

Come and enjoy this activity, have some coffee and a light snack. In the process, you will earn each of your Patrols **15 points** towards their final score.

### Pressurized Fuel Training

This optional activity will be held on Saturday at 1:00 PM. Come and learn or refresh on Council pressurized fuel policies. After the session, you'll know how to properly operate and maintain pressurized fuel devices. You will also be certified so you can train the Scouts in your Troop.

### Adult Leader Cook-Off

Registered Scoutmasters, Cubmasters, and Scouters attending Camporee can earn "bragging" rights" by entering an **entrée** or **dessert** in the Adult Leader Cook-Off. The top entry in each category will receive a special award plaque at the closing ceremony. A unit may enter in both categories, but only one entry per person is allowed.

All entries, whether they are an entrée or a dessert, will be judged on taste, presentation, and Camporee Theme. Entries will be judged by adults who are not associated with participating troops.

## Other Opportunities

### Staff Participation (*Scout BSA Only*)

For this Camporee to run successfully, we need Scouts to help Staff the events and activities. Scouts who are 14 years old or older and have achieved the Star rank are eligible to join Staff. By staffing, Scouts get to know other Scouts within our district and have the opportunity to work in teams with new people. If you ask any Scout who has staffed before, they always say it is a fun experience. Each Troop who sends at least one Scout to staff will get **20 points**\*.

*\* If your troop is unable to provide a staff member due to the number of Scouts within the troop, please bring this to Headquarters' attention at check-in.*

### Roundtable Attendance

Important information about the Camporee is given in the two Roundtables (September and October) before the Camporee. This is also your opportunity to ask the Campmaster questions about the manual. Your troop and AOL den will earn **15 points** for each Roundtable a leader from your Troop/Pack attends. Remember to sign in to receive up to **30 points**.

## Arrow of Light Scouts (*Scout BSA Only*)

Eighty-five percent of Scouts joining Troops come from an Arrow of Light den. The Camporee is a great opportunity for you to introduce your Troop to prospective members. This year, we want all units to get to know as many Packs that participate at the camporee as possible.

### Inviting/Hosting an Arrow of Light Den

If your troop invites and hosts at least one **Arrow of Light den** or invites a **den**, you can **earn 10 bonus points**. In addition to hosting, make sure either a leader or a Scout visits another Pack at the camporee. When you make your visits, please denote the visit on your score card with the Pack number and the name of the Cubmaster/Scouter you visited. Have them initial the card.

Invite/Host Pack: 10 bonus points

Den Participation: 5 points

Den Turn in Scorecard: 5 bonus points

Visit One Additional Pack: 10 bonus points

**Total: 30 points**

### Den Visits Only (in lieu of hosting)

We know that not all Troops are able to host Arrow of Light Den. To help you in your recruiting, please take the opportunity to visit a couple of Packs attending the Camporee. One visit must be from a Scout and the other must come from one of your leaders. When you make your visits, please denote the visit on your scorecard with the Pack number and the name of the Cubmaster/Scouter you visited. Have them initial the card.

Visit One Den by Scouter: 10 bonus points

Visit One Den by Scout: 10 bonus points

**Total: 20 points**



# **Evaluation Form**

Unit leaders, we need your feedback for this Camporee. Please take a few minutes to fill out this evaluation form. When filling out the form, please include what you like and what you would like to change. Please print legibly.

Please provide any comments about the registration for the Camporee.

Please provide any comments on check-in on Friday night.

How were the morning activities? Were they well planned? Was there something that the Scouts like or don't want to see again?

How were the afternoon activities? Were they well planned? Was there something that the Scouts like or don't want to see again?

How was the Campfire/evening program?

Is there anything to avoid doing again?

Is there something different you would like to see at the Camporees?

If you would like to discuss any items further, please provide your name, contact information and unit number.

Thank you for your feedback!

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# Skit Application

This Form needs to be brought with you when you perform your Skit.

The Patrol skit judging contest will starting at **1:00pm** at Headquarters.  
Each Patrol that performs a skit will earn **points** just for participating.

The scoring that will be used is at the bottom of the page. The top 3 skits will perform their skit at the closing campfire.

Remember the Scout Law – a Scout is clean; clean in mind as well as body, so treat your skit accordingly.

Please print clearly.

Troop Number: \_\_\_\_\_ Patrol Name: \_\_\_\_\_

Name of skit, song, cheer: \_\_\_\_\_

Brief description of skit: \_\_\_\_\_

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## Staff Notes: To decide top 3 skits

<u>ENJOYMENT</u>	How well did you enjoy the skit?	1 - 10	Score _____
<u>ORIGINALITY</u>	Did the skit look original or put a new spin on an old skit?	1 - 10	Score _____
<u>PREPARATION</u>	Did the patrol look like they practiced and were prepared?	1 - 10	Score _____
<u>THEME</u>	How well did the skit fit the theme?	1 - 10	Score _____
<u>SCOUT APPROPRIATE</u>	Is the skit appropriate for Scouts?	0 or 10	Score _____
<b>TOTAL</b>			Score _____

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## **Patrol Registration Form**

Troop # \_\_\_\_\_

Pack # \_\_\_\_\_

Patrol 1 Name: \_\_\_\_\_

Patrol Leader: \_\_\_\_\_

How Many Patrol Members Competing: \_\_\_\_\_

Patrol 2 Name: \_\_\_\_\_

Patrol Leader: \_\_\_\_\_

How Many Patrol Members Competing: \_\_\_\_\_

Patrol 3 Name: \_\_\_\_\_

Patrol Leader: \_\_\_\_\_

How Many Patrol Members Competing: \_\_\_\_\_

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## **Troop OA Information**

OA Troop Rep: \_\_\_\_\_

Email: \_\_\_\_\_ Phone Number: \_\_\_\_\_

Adult OA Troop Advisor: \_\_\_\_\_

Email: \_\_\_\_\_ Phone Number: \_\_\_\_\_