



October 4th - 6th, 2025



Register Now!

McKee Adventure Camp

Registration Includes:

- Cowboy Action Alley
- 3D Archery
- Tomahawk Throwing
- .22 Long Rifle
- Canoeing / Kayaking
- Swimming
- Dinner
- Patch

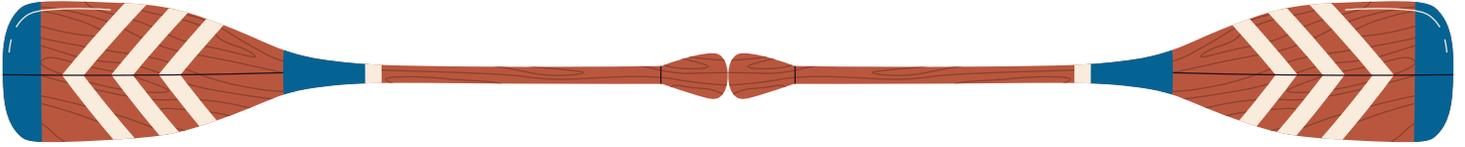



CAMP MCKEE
BLUE GRASS COUNCIL

Pricing:
\$30 Scout
\$15 Leader

Welcome!

Welcome to McKee Adventure Camp—a weekend packed with Scouting fun! Paddle the waterfront in a canoe or kayak, cool off with a swim, or test your aim with Cowboy Action shooting (pistol, rifle, and shotgun), 3D archery, .22 long rifles, or tomahawk throwing. Explore scenic trails, try your luck at fishing, and end the day around the campfire with songs and stories. The only question is—what will your McKee adventure be?



PARTICIPATION

- All Troops and Crews are welcome, and Scouts must use the buddy system.
- Arrow of Light (AOL) Dens (5th graders) may attend only with a Troop and can participate only in Guide to Safe Scouting–approved activities (archery only for shooting sports).
- Webelos (4th graders) may not attend Scouts BSA campouts, camporees, or similar events, even as visitors.
- AOL Scouts may attend a council-coordinated camporee (day or overnight) in either of two ways:
 - With their Den/Patrol – under two-deep leadership from their den/patrol or pack. Parents/guardians may attend and serve as part of the two-deep leadership if registered.
 - As an Individual – with their parent/guardian if the council provides two-deep leadership per NCAP HS-502.

REGISTRATION

Registration is available online at bgcscouting.org. Additional Scouts can be added at check-in but not whole troop registration.

COSTS

The cost for all participants is \$30.00 for Scouts BSA and \$15 for Scouts BSA leaders. Participants will receive a patch and dinner along with all the mentioned activities.

Registration will close on Sept 29th, 2025. There must be at least 100 Scouts and 25 adults
Please register by August 29th, 2025 or the event may be subject to cancelation.

ARRIVAL/CHECK-IN

Check-in starts at 5 pm in the Administrative Office.

PARKING

Trailers may stay in campsite. All cars must be parked in the parking area by the Admin Building or Stamler Dining Hall. No vehicles are allowed in the campsites for any reason.

PROVIDED DINNER

Dinner is included with registration, featuring hot dogs, baked beans, chips, cookies, coffee, and bug juice. For medically necessary or religious dietary accommodations, please contact the camp director in advance.

GENERAL RULES/GUIDELINES

1. Everyone on camp must adhere to the Boy Scout Oath and Law and The Outdoor Code.
2. Sheath knives, fireworks, firearms, electronic games, phones, radios, TV's and other electronic entertainment are NOT permitted.
3. Personal firearms, ammunition, bows and arrows are not permitted in camp.
4. Scouts are not permitted to leave the boundaries of the campground.
5. The buddy system shall be used at all times during the Camporee.
6. Unit leaders are responsible for their Scouts and visitors at all times.
7. Roads must remain open at all times for emergency vehicles.
8. No pets allowed. Service Animals permitted upon request please contact the Camp Director before arriving.

HEALTH AND MEDICAL INFORMATION

- All Scouts and leaders must submit a completed Annual Health and Medical Record (Parts A, B1, B2) to the medical officer at check-in; without it, participation is not allowed.
- Units manage and securely store prescription medications in original pharmacy-labeled containers, following label directions only. Each unit should have a first aid kit for minor injuries, but all incidents must be reported to Camporee staff. A medical officer will be on duty for additional care.
- Alcohol and illegal drugs are prohibited. Anyone under 21 may not use tobacco; adults may smoke only in designated areas.

LEAVING CAMP

For safety, anyone leaving camp must sign out at the Administrative Office and sign in upon return. Scouts may only leave with a parent, guardian, or someone authorized on the health form by a parent, with photo ID required. Two adult leaders must accompany the Scout to the office for check-out. Adults leaving must ensure two-deep leadership remains in place.

DRESS CODE

Activity uniforms (unit T-shirts) are allowed unless otherwise directed. Clothing must reflect Scouting values—no alcohol or tobacco promotion. Closed-toe shoes or boots are required; toe-covering sandals with heel straps are okay. Flip-flops are only for showers or waterfront. BSA-approved swimwear is required for all waterfront activities.

FIRES AND COOKING

Fires are permitted only in designated fire rings and must comply with any local or state fire restrictions in effect during the event.

SCOUTMASTERS – Important Conversations Before Arrival:

Please take time before departure to speak with your Scouts about the importance of living by the Scout Oath and Law throughout their weekend at camp.

Reinforce our Safeguarding Youth policies:

Bullying, harassment, name-calling, and un-Scout-like behavior will not be tolerated. These actions violate camp rules and BSA policy and may result in disciplinary action, including dismissal from camp or removal from Scouting. Thank you for helping set the tone for a safe, respectful, and positive camp environment.

McKee Adventure Camp

Friday

5:00 – 8:30pm Unit Check-in, Site Assignment, Unit Set-up

9:00pm Scoutmaster and Senior Patrol Leader Meeting / Cracker Barrel

10:30pm Lights Out/Quiet in Camp

Saturday

7:20 - 7:45am Flag Raising / Camp Wide Shooting Sports Talk

8:00- 9:15am Session 1

9:30 - 10:45am Session 2

11:00 - 12:15pm Session 3

12:15 - 1:30pm Lunch at own campsite

1:45 - 3:00pm Session 4

3:15 - 4:30pm Session 5

4:45 - 6:00pm Session 6

6:45 - 7:00pm Flag Lowering

7:00 - 8:00pm Dinner at Stamler

8:30pm Campfire - Arena

10:30pm Lights out / Quiet in Camp

Sunday

7:00am Breakfast at own campsite

8:00am Scouts Own Service

10:00am Pack Up & Have a safe trip home