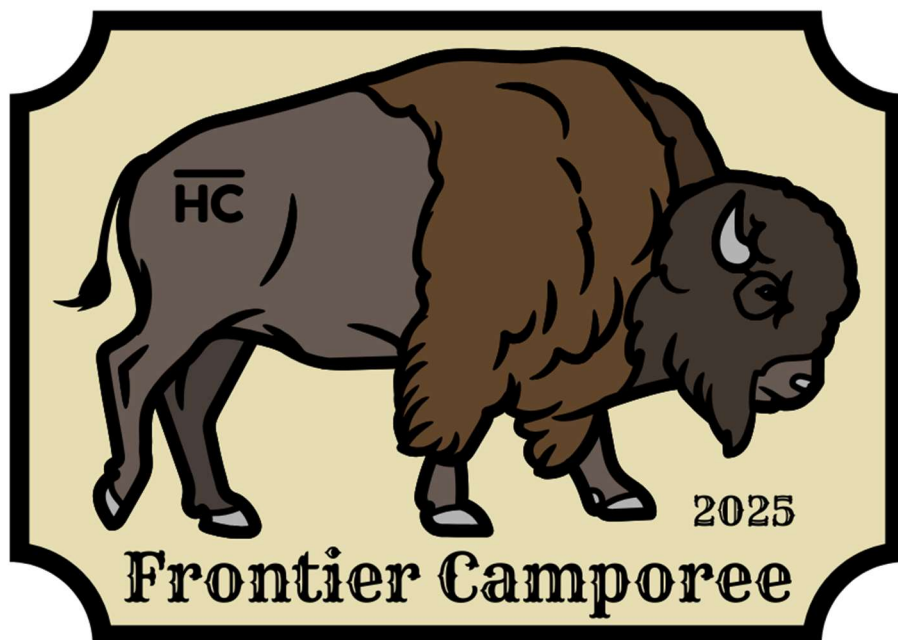


**Hawkeye Area Council  
2025 Winter Frontier Camporee  
Guide for Leaders**



**Camp Wakonda, Howard H. Cherry Scout Reservation  
4521 Boy Scouts Road, Central City, Iowa 52214  
February 21-23, 2025  
Hosted by the Hawkeye Area Council**

**Registration: <https://mycouncil.hawkeyebsa.org/Event/5024>**

**Questions? Contact HAC Program Director Chase Denison  
[Chase.Denison@Scouting.org](mailto:Chase.Denison@Scouting.org) (319)200-2248**

## Welcome

The Hawkeye Area Council welcomes you to the first annual Winter Frontier Camporee! We are very excited to be able to host Scouts and Scouters at the beautiful Howard H. Cherry Scout Reservation.

The focus of this event is to provide a unique opportunity for Scouts to interact with and learn about different aspects of early 1800's frontier and pioneering practices. The Hawkeye Area Council will be providing programming during daylight hours on Saturday February 22<sup>nd</sup>. Shortly after sunset, the HAC will be hosting a unique to this event campfire program that all participants are encouraged to attend.

Units are encouraged to utilize this Camporee as their February campout. Units are welcome to camp one or both nights starting at 5pm on Friday February 21<sup>st</sup>. All units who plan on staying should be in communication with the Council Program Director and the Camp Ranger (or designees). Details regarding arrival, set up, departure, and site utilization may be subject to change due to weather, road, and campsite conditions.

Units will be expected to provide their own food and tentage. The HAC plans to provide each campsite with a carport style shelter with heaters for units to use as a base camp area. We would like to encourage unit leaders to cook for their Scouts so that the Scouts can enjoy the programming rather than spend time with meal prep and cleanup. Unit leaders are welcome to utilize stoves inside the heated shelters within their campsites, if they do so in a safe manner.

Trading will be largely emphasized as part of the programming for this event. Please encourage your Scouts to bring items to trade with other Scouts. More details, suggestions, and rules will be listed on page 7 in the guide. **Please ensure each Scout is familiar with the guidelines and adheres to them.** During programming, individual Scouts and Patrols can be awarded "gold" that goes toward a **total Troop score**. The Troop with the most gold at the close of program will be announced at campfire and awarded a trophy.

Safety is always a concern during cold winter camping. While learning to function and participate in challenging climates is an important part of Scouting, the HAC is committed to keeping Scouts safe. Please encourage Scouts to take proper care of themselves to avoid dangerous weather-related conditions. Ensure Scouts bring appropriate cold weather gear. A guide to assist in packing and preparation will be included on page 10. The HAC will have a medic on standby during the weekend and Dakin Dining Hall will be used as an emergency warm-up shelter. That said, we encourage Scouts and leaders who are not actively experiencing weather related illness to utilize other warming options like fires and campsite shelters. This event will be held rain or shine, so please come prepared.

Questions about the Winter Frontier Camporee can be directed to HAC Program Director Chase Denison at [Chase.Denison@Scouting.org](mailto:Chase.Denison@Scouting.org). For questions regarding campsites or camping facilities, please also CC Ranger Josh at [Josh.Yoder@Scouting.org](mailto:Josh.Yoder@Scouting.org).

Yours in Scouting,



Chase Denison  
HAC Program Director

## 2025 Winter Frontier Camporee Schedule

### **Friday, February 21, 2024**

6:00PM	Registration opens
6:00PM–10:00PM	Troop arrival and check-in Campsite set-up Dinner (on your own)
8:30PM	Cracker Barrel with Scoutmasters and Senior Patrol Leaders to discuss schedule
10:00PM	Lights out, all quiet in camp

### **Saturday, February 22, 2024**

6:30AM	Reveille Breakfast (on your own)
7:30AM	Late check-in for troops
8:00AM	Opening flag ceremony
8:30AM	Activity areas open/Scout trading may begin <b>See Page 6 for list of offered activities*</b>
11:30AM–1:00PM	Lunch (on your own)
1:00PM–4:00PM	Activities and Trading resume
4:30PM–6:30PM	Dinner (on your own)
Est. 7:00PM–8:00PM	Campfire Program at main Council Ring, Winning Troop Announced
8:30PM	Cobler and Chili Cookoff/Cracker Barrel
10:00PM	Lights out, all quiet in camp

### **Sunday, February 23, 2024**

6:30AM	Reveille Breakfast (on your own) Scouts' Own service
8:30AM	Troop checkout and departure. All units out of camp by 10:00AM.

**Units are responsible for all their own meals. This includes dinner on Friday, all meals on Saturday, and Breakfast on Sunday.**

\*Listed activities may be subject to change.

## Rules and Information for the Frontier Camporee

These rules are the general framework around which this Camporee will be operated. The Scout Oath, Scout Law, and Outdoor Code are the guides for ALL behavior at this Camporee. Troops or individuals who do not conform to this spirit will be asked to leave the Camporee.

1. Scout youth are asked to pay \$30 per individual to cover programming costs. This also includes the overnight campsite fee (regardless of one or two night camping). Scouting Leaders are \$10 to attend.
2. Troops/Crews are required to sign up as a single group during registration. **This is where campsite preference is listed.** Estimated youth can be entered at that time. Units will be charged for the amount of attending youth but **will be required to pay no less than 75% of the cost of fees for estimated youth total.** (Ex. If you estimate 10 youth will attend but only 2 do, your unit will be asked to pay for 7 Scouts.)
3. Troops are encouraged to invite their Arrow of Light Scouts to attend the Camporee. Troops will be responsible for supervision of the Arrow of Light Scouts at all times.
4. Camp opens at 6:00 PM Friday. Campsites may be available for set up prior to this time if communicated with and approved by the Ranger and Program Director. Units may NOT enter for set up without prior approval and supervision from a Council staff or designee.
5. Vehicles are to remain in the main parking lot at all times unless specifically approved by Ranger or designee (ie Camp master or Camporee Staff).
6. Troops are welcome to bring their trailers to camp. Service road conditions are hard to predict, so unit trailers must have approval and direct supervision to be taken to the campsite unless otherwise directed by the Ranger. We encourage your troop and Scouts to bring what you need to be comfortable.
7. Units are expected to pack out all trash in your campsite at the end of the Camporee.
8. Troops are expected to maintain their areas by keeping it both clean and safe. Each campsite will be inspected prior to dismissal from camp on Sunday.
9. Latrine water basins will be turned off throughout camp. **Units may use the Frost-Free Hydrants** available in each campsite for drinking and cooking water.
10. Unit leaders are responsible for the supervision of their units at all times. Two-deep leadership is always required. Please enforce safety and discipline. Each troop in camp must be under the leadership of its own adult leaders with a minimum of two adults (at least 21 years of age or older) on site 24-hours per day. Adult leaders may be male or female, however, troops attending with female Scouts must always have at least one registered female adult in camp. Effective September 1, 2023, all adults staying overnight in connection with a Scouting activity must be currently registered as an adult volunteer or an adult program participant. Adult volunteers must register in the position(s) they are serving in. Registration as a merit badge counselor position does not meet this requirement.
11. Pets are not permitted during the Camporee. Service animals specifically trained to aid a person with a disability are welcome. This applies to both campers and visitors.
12. Troops are responsible for providing their own tents. The tents provided by each troop must meet the following requirement: All tentage in camp meets or exceeds fire retardant specifications by the manufacturer (CPAI-84) and "no flames in tent" is marked on, or adjacent to, each tent.

13. HHCSR has shower areas, open 24 hours a day, for both adults and youth. A separate accessible shower is also available. There are separate adult facilities for men and women. Scout-age campers have their own facility. No youth are to use adult shower areas at any time. No adults are to use the youth shower areas at any time. Leaders and Scouts are reminded to police these areas to ensure cleanliness.
14. Lost and found items will be at the Dakin Dining Hall. If the item is of high value, it will be kept with the Camporee Staff or Camp Ranger. Leaders need to remind Scouts to have their personal items marked with name and troop number. Each Scout must take care of and safeguard his/her personal property. Do not take valuables to the program areas or leave them lying unattended around camp.
15. Alcohol and illegal drugs of any type are not allowed. Possession will result in immediate dismissal from the camp property. No tobacco use of any kind is allowed in any camp structures, including tents. No Scouts under the age of 21 are allowed in the smoking area (Northern edge of main parking lot). Further prohibited items are listed on Page 6. Scouts possessing these items may be sent home from camp.
16. Privately owned guns and/or ammunition are prohibited and may not be brought in or used at any time.

## **Check-in procedures**

Check-in will be at the Dakin Dining Hall. Please have the following information available when your unit checks in:

1. A unit roster of Scouts and adults with addresses and phone numbers
2. Full and complete list of youth attendees
3. Health Forms Medical A & B for troop members and participating adults including staff. These forms will remain with the unit.
4. Medical Authorization (permission forms) for treatment signed by parent/guardian

## **First Aid**

First aid will be available at all times at the camp health office (Dakin Dining Hall). Units should have adequate first aid supplies as part of their unit's equipment. All injuries, even if treated at the unit level, are to be reported to the camp medic in a timely manner.

**All medication (doctor prescribed) must be turned in to the unit leader at the time of check-in for proper distribution.** All medication containers should be placed in a plastic bag with the Scout's name and Troop number on the bag for easy identification. Any special instructions, in addition to the information on the container, should be placed in the bag. It is the responsibility of each Scout to make sure they come to the unit leader to receive medications at the appropriate times. Medications **MUST** be in their ORIGINAL CONTAINERS! All medications (including those needing refrigeration) are to be locked up with the unit leaders. The only exception is for medications which must be always carried including asthma inhalants, bee sting kits, Epi-pens, and nitroglycerin pills.

# Details for Saturday's Activities and Events

**8:00AM – Opening Flag Ceremony with special announcements | Parade Ground**

**8:30AM – Activities Begin | Throughout Camp, see map on last page**

- Black Powder Rifles
- Archery
- Blacksmithing
- Leatherwork/Hide Tanning
- Frontier Cooking
- Frontier Campsite
- Horse Drawn Buggy
- Historical Story Telling
- 2-Person Saw Race
- Fire Building Race
- Pan Throw
- Branding
- Snowshoeing
- Cross Country Ski
- Trading
- Frontier Medicine
- 1800's Military Reenactors
- Tomahawks
- Trapping

**11:30-1:00PM – Lunch with Unit**

**1:30PM-4PM Activities Resume**

**4:00PM Activities Close; Return to Unit for Dinner**

**6:00PM – Units turn in all Gold | Dakin Dining Hall**

Camporee staff will award “gold” nuggets to Scouts during activities for individual achievements, patrol/unit efforts, and living the Scout Oath and Law. Scouts should give their gold to their Scoutmasters at dinner, who will submit it for a final unit tally. The unit with the most gold nuggets, proportional to youth attendees, wins. Their SPL will be invited to accept a trophy at Campfire to display at their meeting place.

**7:00PM Campfire | Main Campfire Ring**

Campfire programs will be different than typical HHCSR Campfire Programming. Rather than skits, staff will be telling tall tales and Western Ghost Stories. Campers are welcome to participate so long as it fits in with the theme, and they have made arrangements with campfire staff by 6PM.

Units are heavily encouraged to attend campfire as a unit, as this is when the winning Troop will be announced.

**8:30PM Cobbler Cookoff and Chili Cracker Barrel | Dakin Dining Hall**

Units and Individuals are invited to prepare a cobbler and or a chili to compete in a camp wide cookoff. Judges will be selected by Ranger Josh and results will be announced at cracker barrel. The winner will receive a trophy for their unit to keep and display at their meeting place.

# Rules and Guidelines for Trading

1. Trading is to be done between Scouts. Adults may not trade with Scouts.
2. All items traded must adhere to the Guide to Safe Scouting.
3. Any and all knives that are traded must be in alignment with the Guide to Safe Scouting and unit policy.
  - a. Anyone trading a knife must be able to produce their Totin' Chip at any time.
  - b. Iowa Law states "it is illegal to conceal carry a knife with a blade of more than 5 inches, a switchblade, a dagger, a stiletto, a balisong knife, a cane sword or a lipstick knife."
  - c. Fixed blade knives are permitted, but they must be traded with sheaths or other proper means for safe storage.
  - d. Axes, Tomahawks, and Saws are permitted so long as they are safely handled and the Scouts has their Totin' Chip.
  - e. **Throwing Knives are PROHIBITED.**
  - f. Any Scout who is observed demonstrating any unsafe behavior may have their blade (knife, axe, etc.) confiscated by any adult leader. Adult leaders who confiscate said blades are to bring the blade and the Scout in question to the Scout's Scoutmaster. Units are encouraged to reasonably and positively handle disciplinary outcomes. If the Adult leaders deem it reasonable and necessary, all parties may consult with Camporee Staff.
4. **Firearms and live firearm ammunition are PROHIBITED.**
  - a. Ammo casting, spent shells, art made with spent ammunition, and jewelry are permitted so long as the round is not functional.
5. **Fireworks or other explosives are PROHIBITED.**
6. Pelts, furs, shells, feathers, and other animal parts are free to be traded so long as they are tasteful, responsibly sourced, and do not break any listed rules.
7. **Scouts may NOT trade with Food or U.S. Currency.**
8. Scouts are discouraged from trading high-value items (Quality Watches, Expensive Gaming Systems, etc.). Scouts should refrain from trading highly sentimental items, as it is more likely to lead to less positive outcomes.
9. Scouts are encouraged to keep trades fair for all Scouts. Trade agreements made between Scouts are considered final and complete when Scouts close the trade with a handshake.
10. This list of rules may not be exhaustive. Should any Camporee Staff or Adult Leadership identify any problematic or unsafe items being traded, they are permitted to direct Scouts to store these items or even confiscate them. Confiscated items should be brought to Camporee Staff for further conversation.

## Ideas for Items to Trade:

- |                   |                 |                      |
|-------------------|-----------------|----------------------|
| • Antlers/Pelts   | • Model Cars    | • Art                |
| • Toys            | • Memorabilia   | • Sporting Goods     |
| • Collectibles    | • Camping Goods | • Knick-knacks       |
| • Card Game Cards | • Tools         | • Knives (See Above) |





## Leave No Trace Principles in Practice at the Frontier Camporee

Scouting has embraced the Principles of Leave No Trace to provide a framework for planning, preparing, and making good decisions for all our outdoor activities.

As with all BSA activities, we request that units follow the principles of Leave No Trace throughout camp and at their campsite. Also relevant for camp decorum is making sure that Scouts are aware of and follow the Outdoor Code and Outdoor Ethics. The BSA has resources on Outdoor Ethics and Leave No Trace at [this page](#).

### The Leave No Trace Seven Principles

- |  |                                     |
|--|-------------------------------------|
| 1. Plan Ahead and Prepare              | 5. Minimize Campfire Impacts        |
| 2. Travel and Camp on Durable Surfaces | 6. Respect Wildlife                 |
| 3. Dispose of Waste Properly           | 7. Be Considerate of Other Visitors |
| 4. Leave What You Find                 |                                     |



Visit the BSA's Leave No Trace [webpage](#) for more information about each of the seven principles.

## Guidelines and Recommendations for a Sustainable Outing at the Howard H. Cherry Scout Reservation

The HAC Conservation Committee serves as stewards for Camp Wakonda, and we hope that all who come to use the space share our enthusiasm for sustaining it for the generations to come. Maintaining a broad-use property so that it can be sustainably preserved for future use requires consistent and intentional effort by any and all who use the space.

Whether you are a Scouting unit from the HAC or a neighboring council or you are a non-Scouting group that is holding an event in our treasured and beautiful natural setting, we hope you find these guidelines and recommendations helpful for a sustainable outing or event.

**Recommendation 1: Use reusable items. Avoid single-use plastics.**

**Recommendation 2: Recycle what you can. Take home and compost what you can.**

**Recommendation 3: Turn off lights when not in use.**

**Recommendation 4: Use heat and A/C conservatively.**

**Recommendation 5: Follow guidelines on driving at camp. Encourage walking.**

**Recommendation 6: Follow the Leave No Trace Seven Principles at all times.**



### Outdoor Code

As an American, I will do my best to —

Be clean in my outdoor manners.

Be Careful with fire

Be Considerate in the outdoors.

Be Conservation-minded

# Packing Guide

A Scout is prepared. As such, Scouts and their units should plan appropriately for this event based on weather forecasts. Experienced Scouts and leaders should assist their Scouts in planning and packing for this event. Ensure any Arrow Of Lights attending with your unit are also properly prepared. Scouts and Units should plan to bring all of their regular campout gear AND the items below.

## Special Items for Cold Weather Camping:

- Cold Weather Rated Sleeping Bag
- Sleeping Bag Liner
- Long-sleeved shirt
- Long pants (fleece or wool)
- Sweater (fleece or wool)
- Long underwear (polypropylene)
- Hiking boots or sturdy shoes
- Socks (wool or synthetic)
- Extra Socks for sleeping
- Warm parka or jacket with hood
- Stocking hat (fleece or wool)
- Waterproof Bags/Containers
- Mittens or gloves (fleece or wool) with water-resistant shells
- Wool scarf
- Rain gear
- Extra underwear (for longer trips)
- Waterproof (Sorel) Boots
- Coveralls/Bibs
- Bandana/Hankie
- Mug for hot drinks
- Extra Blankets
- Handwarmers

## Additional Advice:

- **Cotton is bad, wool is good.** Cotton retains moisture. Blue jeans and sweatpants are not advisable for winter camping, although dry sweatpants can be worn in the sleeping bag. Wicking synthetics wick moisture away from the skin and allow it to evaporate.
- **Layering is important.** One-piece suits are good only when inactive and not recommended for winter campouts. Throughout the day Scouts will be active and need to wear layers of clothing that can be added and removed.
- **Putting clean, dry underwear (and socks) on when going to bed is crucial.** Scouts will need to bring a spare pair of underwear and long underwear that they can change into and wear while in their sleeping bags, as well as a pair of dry socks for sleeping. That night's underwear and socks can be worn the next day, as long as you have another dry set for the next night.
- **Most heat is lost from the head.** Bring a 2nd dry stocking cap for night, or a hooded sweatshirt, to keep head warm and out of the sleeping bag. For really cold weather a balaclava can cover your face while leaving your mouth and nose open to breathe without wetting the cloth. Do NOT breathe into your sleeping bag – you will get wet and cold.
- **Dehydration can help cause hypothermia.** Drink 2-3 liters of water during the day. Storing your water bottle upside down in the snow (next to your tent where you can find it) will help prevent the lid from freezing on.
- **Hot food and drinks raise core temperature.** Units should have hot drinks on standby at campsites. Hot drinks will also be available in Dakin.
- **Physical activity warms you up.** If cold, move!