

Schedule

Friday, May 2nd, 2025

- Optional Camping Overnight. A Camporee Staffer will be on site.

Saturday, May 3rd, 2025

- 7am to 8:45am – Check In (West Scoutcraft Shelter) – *don't forget your Health Forms!*
- 8:50am – Opening
- 9am to 12pm – Program
- 12pm – Lunch in Campsites (provided by units)
- 1:30pm to 5pm – Program
- 5pm — Awards/Closing
- Optional Camping Overnight. A Camporee Staffer will be on site.

Program

Morning Program: In the morning Scouts will work on different skills that will be used later during the Amazing Race. All skills will be kept within the Scout – First Class range:

- Morse Code
- Communication & Teamwork
- Knots/Lashings
- Ecology
- First Aid
- Fire Building
- Map and Compass Course

Afternoon Program: In the afternoon Scouts will put their skills to the test in the Amazing Scout Race:

At the beginning of the Race, teams will be given a Map and a Passport. They will navigate the world, conquering challenges and puzzles using the Scout Skills they practiced in the morning.

- Map
 - The World is our Playground at this Camporee! The challenges will take place at important locations in different countries on different continents. The Camporee Map will be designed to show these locations. For instance, in South America, teams might be required to visit Machu Picchu. Instead of being told where to go, teams will be given clues guiding them to their next destination. They will need to reference their map and use their knowledge of those locations to decide where to go.
- Passport
 - Each team will be given a passport. Like a traditional passport, this will be stamped every time the team arrives in a new country.
- Route Info Clues
 - Route Information clues may specify how the teams must travel, and instruct teams about what type of location they're traveling to (such as a specific location in another city or country, another location within the team's present city, or the Finish Line of the race)
- Roadblock
 - The patrol will be stopped on the road and challenged with a Roadblock Challenge. This will require one member of the patrol to demonstrate basic knowledge of Scouting History (Scouts will be able to use their Handbook)
- Detours
 - A Detour presents the team with a decision between two tasks, each with its own pros and cons. Typically, one task is less physically demanding than the other but is tedious or requires some amount of time or thinking to complete, while the other is usually a more physically demanding or frightening option that, depending on the team's ability, may take less time to complete. The decision as to which task to attempt lies solely with the team.
- Time
 - Scouts will be timed at each station but not when travelling between each station.

Teams should be kept small, 3-5 Scouts, to enable them to work together to solve challenges and puzzles. Scoring will be based upon the time at each station, with performance consideration given to teamwork and leadership throughout the race.

SCOUTS SHOULD BRING:

*As with all hiking/outdoor adventures, these are the basic essentials that a Scout should have with them for the day. We will not be checking packs, but every patrol should have at least one full set with them. Those things marked * are the ones that they'll probably find particularly useful.*

The “Scout Basic Essentials”:

- Pocket knife*
- Raingear
- Trail Food
- Flashlight*
- Extra Clothing
- First Aid Kit*
- Sun Protection
- Compass*
- Matches & Fire Starters*
- Water Bottle/Water
- Extra Clothing
- Trail Food

Additional stuff:

- Notebook/paper
- Pen or pencil

Scouts should dress for the weather, and wear decent footwear – no crocs, sandals, etc. Gym shoes or hiking boots are the fashion of the day.