

EAST CAROLINA COUNCIL
PRESENTS

SCOUTOREE
CAMP BONNER NORTH

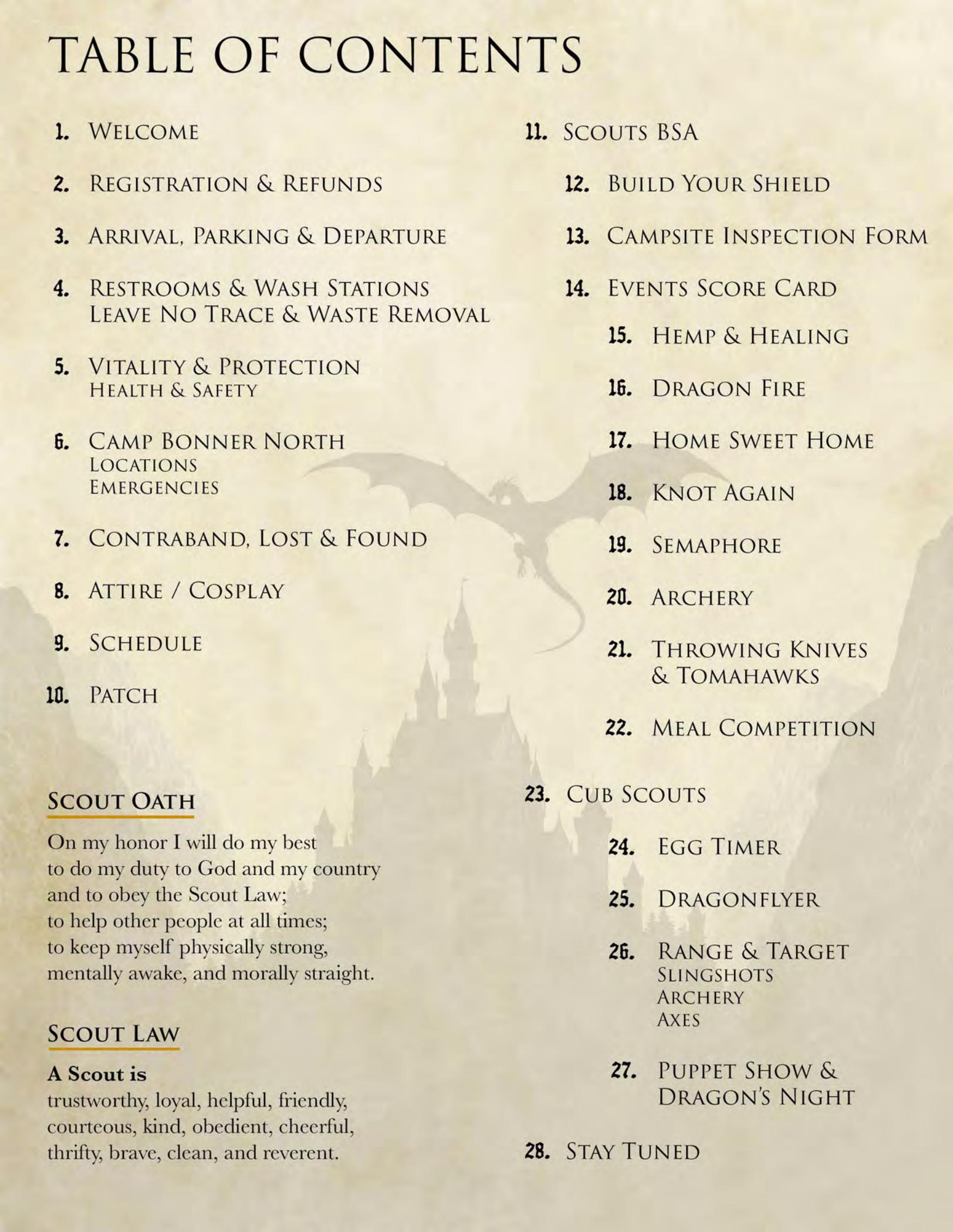
MAY 2 - 4

CONQUEST

A MEDIEVAL TALE PART I

BOOK OF KNOWLEDGE

TABLE OF CONTENTS

- 
1. WELCOME
 2. REGISTRATION & REFUNDS
 3. ARRIVAL, PARKING & DEPARTURE
 4. RESTROOMS & WASH STATIONS
LEAVE NO TRACE & WASTE REMOVAL
 5. VITALITY & PROTECTION
HEALTH & SAFETY
 6. CAMP BONNER NORTH
LOCATIONS
EMERGENCIES
 7. CONTRABAND, LOST & FOUND
 8. ATTIRE / COSPLAY
 9. SCHEDULE
 10. PATCH
 11. SCOUTS BSA
 12. BUILD YOUR SHIELD
 13. CAMPSITE INSPECTION FORM
 14. EVENTS SCORE CARD
 15. HEMP & HEALING
 16. DRAGON FIRE
 17. HOME SWEET HOME
 18. KNOT AGAIN
 19. SEMAPHORE
 20. ARCHERY
 21. THROWING KNIVES
& TOMAHAWKS
 22. MEAL COMPETITION
 23. CUB SCOUTS
 24. EGG TIMER
 25. DRAGONFLYER
 26. RANGE & TARGET
SLINGSHOTS
ARCHERY
AXES
 27. PUPPET SHOW &
DRAGON'S NIGHT
 28. STAY TUNED

SCOUT OATH

On my honor I will do my best
to do my duty to God and my country
and to obey the Scout Law;
to help other people at all times;
to keep myself physically strong,
mentally awake, and morally straight.

SCOUT LAW

A Scout is

trustworthy, loyal, helpful, friendly,
courteous, kind, obedient, cheerful,
thrifty, brave, clean, and reverent.

— WELCOME —

SCOUTOREE

CONQUEST PART I

PRESENTED BY EAST CAROLINA COUNCIL

Dearest Adventurer,

Thank you for joining the next great adventure in Scouting.

Scoutoree is finally about to happen, after a year of thinking, rethinking, planning, and developing.

The first Scoutoree will take units to a medieval fantasy age, titled CONQUEST. Units will jump back in time as explorers searching for Scouting's oldest values.

As PART I of A TIMELESS VALUES TRILOGY, CONQUEST brings all three East Carolina Council districts into the action as kingdoms. When the fog clears, one troop, and therefore one kingdom, will be crowned upon a throne at the Saturday night program. PART II will be revealed after the crowning ceremony.

Contained within this guide are details about the journey ahead. Costumes and cosplay are encouraged to enhance the experience. I can't wait to see you on the trail.

Thank you for being a part of the magic of Scouting.

Jordan Salter

Scoutoree Chief

252 515 0815

jordan@scoutoree.org

REGISTRATION

Register at ecc.tentaroo.com. The event is listed as **CONQUEST SCOUTOREE (Formerly Council Camporee)**.

The cost is \$20.00 per person until April 17, 2025. Youth four-years-old and under are free. Late registration increases to \$30.00 starting April 18, 2025.

Anyone attending the event at any time must be registered on ecc.tentaroo.com.

Registration will close on April 29, 2025, at 11:59 PM.

REFUNDS

The unit leader must submit a written request to the East Carolina Council Service Center prior to the start time of the event. This Refund Policy applies to all camps, events and activities of the East Carolina Council, Scouting America unless otherwise stated.

Who to Contact

All individual refunds are to be requested in writing and can be sent by mail or email to teresa.rose@scouting.org.

Transfers & Rollovers

Fees may be applied to another individual attending the same event, camp or activity if arranged with approval in advance.

Fees cannot be rolled over to a camp, event or activity to occur at a later time.

Extenuating circumstances (i.e. relocation, illness with physician's note) may be the exception and are at the discretion of the Council.

Postponed events

Postponed events, camps or activities due to weather or other unforeseen circumstances will be issued store credit with the East Carolina Council, only if the participant would be unable to attend the make-up date, at the discretion of the council.

Cancellation fee

A cancellation fee will be subtracted from refunds to cover bank fees and processing costs. Events or activities with fees less than \$10 will generally not be refunded.

Refunds that are made 30 days or later from the event will be a full refund, minus any bank fees. Refunds made 7 days to 30 days prior to the event will be given a half refund. Refunds less than a week prior to the event will be up to the discretion of the council based on materials already purchased for the event.

No refunds will be issued once the event starts.

ARRIVAL

Leader Check-in Time

12 PM

Please check-in with the Scoutoree Chief upon arrival by calling 252 515 0815.

General Check-in Time

3 PM

Please check-in at Camp Bonner North's main gate on Harvey Road. A Scoutoree official will ask for names of registered members in the vehicle and unit #. You will be given a parking pass, camp map, and be directed to your campsite.

PARKING

Attendees will be able to park near their campsite after check-in. Please make sure that your parking pass is displayed on the rear-view mirror. Your vehicle should be parked so that it does not hinder access in any way through camp for event attendees, Scoutoree officials, emergency services, etc.

DEPARTURE

Leaders: A designated, registered leader needs to inform the Scoutoree Chief that their unit has vacated the campsite so a final campsite inspection can take place.

Checkout Time

10 AM

Please be sure that all belongings are packed for final departure. Be mindful of Leave No Trace and lessen your camping footprint however possible. Remember, pack in, pack out.

RESTROOMS & WASH STATIONS

Portable toilets and wash stations will be provided by Council and positioned around camp so that all campsites can have proper restroom access.

Camp Bonner North is a primitive camp. There are no permanent restroom or wash facilities. Water access is available at 60 sites.

If your unit desires additional portable toilets or wash stations, please email the Scoutoree Chief at jordan@scoutoree.org.

LEAVE NO TRACE

Ground fires are allowed in camp. An alternative is the use of a portable raised patio fire pit. Firefighting equipment consisting of one (1) water bucket, one (1) sand bucket, and a dedicated shovel needs to be maintained at each campsite. Each campsite can only have one (1) fire pit. A designated fireguard is required.

Be respectful of all nature and wildlife in the camp. Do not feed, collect, injure, or disturb nature or wildlife. This camp is their home, and we are just visiting.

The cutting of live trees is not permitted. Use fallen, dead wood only for fires.

Wastewater should not be disposed of within 50 feet of campsite.

WASTE REMOVAL

There are no dumpsters at Camp Bonner North. All garbage removal is the responsibility of each unit. Pack in, pack out.

HEALTH & SAFETY

BALOO-trained

All Cub Scout Packs must have at least one BALOO-trained leader. Two BALOO-trained leaders are recommended.

Youth & Fire

Cub Scouts and other youth are not permitted within five (5) feet of a campfire unless they are cooking. Webelos and Arrow of Light Scouts are the only Cub Scout rank permitted to cook outdoors under adult leader supervision.

Fuel

The only fuel allowed at Camp Bonner North is propane and butane. Fuel cannot be stored in or near tents. Cub Scouts cannot operate fueled devices. Gas generators are not permitted (except for use with medical devices and with the permission of the Scoutoree Chief 252 515 0815).

Campsite organization

Each campsite must have designated areas for tents, cooking, and play. Cooking areas must be roped off. Individual families cannot set up cook stations next to their tents.

Cub Scouts and Scout BSA units cannot camp in the same site, nor the same areas of camp. Cub Scouts and Scouts BSA units will have areas at Camp Bonner North exclusive to both types of units. Units will be assigned to campsites based on their history of placement first.

Footwear

Closed-toed shoes must be worn while in camp at all times. This applies to all attendees. Flip-flops, sandals, and Crocs are inappropriate footwear.

Quiet hours

Quiet hours are between 10 PM and 7 AM. Cub Scouts must remain in their campsite during these hours unless accompanied by a parent or guardian.

Youth Protection

The registered unit leaders are responsible for their unit at all times. Each unit must have two-deep leadership and follow the no one-on-one guidelines as set for in Youth Protection Policies. Follow tenting policies as detailed in Scouting's Barrier to Abuse found in the Guide to Safe Scouting.

Buddy system

The buddy system is to be used at all times. Scouts are not allowed to roam freely through the camp at any time. Refer to the Sweet Sixteen of BSA Safety.

Campsite courtesy

No one is allowed to take shortcuts through the campsites of other units for both privacy and security.

Personal medications

Units and caregivers will be responsible for any medications for Scouts. Each unit should be equipped with an adequate first aid kit and must have current Annual Health and Medical Reports with them for every participant including caregivers and siblings.

CAMP
BONNER
NORTH

Main Gate
via Harvey Rd



KING'S FIELD
SCOUTS BSA
Events

Trading Post



Venture
Village

Court of Crowns
Queen's Court



DRAGON'S WATCH
CUB SCOUTS



SCOUTOREE.ORG

EAST CAROLINA COUNCIL SCOUTOREE 2025

CAMP BONNER NORTH

679 Harvey Rd Blounts Creek NC 27889

Here's what to know about Bonner North:



It is a primitive camp.

No permanent toilets.

No showers.

*Portable toilets will be available
throughout camp.*

IN CASE OF EMERGENCY

For serious medical emergencies, dial **9-1-1**.

*A medical professional will be available at camp
for immediate care.*

EVACUATION DUE TO WEATHER

In case of a camp-wide evacuation, units and families will drive to Beaufort County Community College, and shelter at the bottom of Building 5 for safety. The college is a 7-minute drive/3.5 miles away: **5337 US-264, Washington, NC 27889**

Points of Interest:



Main Gate via Harvey Road

Check-in starts 3 PM on Friday May 2



Trading Post

Purchases support Scouting



Venture Village

Quarters for medieval villagers



Court of Crowns

Crowning Ceremony

Saturday May 3 at 7:45 PM

Queen's Court

Meal competition submission

Saturday May 3 at 1 PM



Dragon's Watch | Cub Scout events



King's Field | Scouts BSA events

CONTRABAND

Transporting contraband through the temporal door is strictly forbidden.

Do not bring:

Alcohol

Explosive devices (Firearms, fireworks, etc.)

No firearms, fireworks, or explosives are allowed in camp. Only law enforcement officers operating within their jurisdiction and range safety officers managing shooting sports events may carry firearms onto the camp property. No exceptions.

Personal motorized vehicles

No personal transportation vehicles are permitted. Leave bicycles, skateboards, skates, scooters, ATVs, and golf carts at home.

Alcohol & illegal drugs

No alcoholic beverages or illegal narcotics (including cannabis) are permitted at this event or any Scouting event.

Pets

No pets are allowed at camp at any time. Service animals are permitted. Please notify the Scoutoree Chief 252 515 0815 if you have a service animal.

Tobacco

Adult leaders must support the attitude that we are better off without tobacco. Use of any tobacco products, including electronic cigarettes, vapes, and chewing tobacco, may only be used in the designated tobacco use area, and never within the view of any Scouts or other youth.

Any attendee violating these Rules and Regulations or acting in a manner inconsistent with the Policies and Principles of the Scouting America is subject to dismissal from the event with no additional notice and no refund of any fees.

LOST & FOUND

If after you've left Scoutoree 2025 at Camp Bonner North you discover personal belongings have been left behind, please contact the Scoutoree Chief to inquire about items turned in during the event or after its conclusion. Items will be held for thirty (30) days after the event.

Jordan Salter
252 515 0815
jordan@scoutoree.org

ATTIRE / COSPLAY

As explorers of a foreign land, it is advised to dress appropriately for the time period. All costumed attire should be inspired by medieval/renaissance periods in history.

Please ensure:

Your selected attire/costume/cosplay aligns with the Scout Oath and Law.

Faces remain uncovered for safety and security.

WARNING:

NO play/real weapons allowed.



What's permitted:



“Armored” costumes



Shields



Magic staves / wands



Lights on costume



Head gear (face must remain uncovered)

Let's have the most fun we can have at Scoutoree. Please respect each other and members from other units.

No horseplay or roughhousing will be permitted at Scoutoree.

Friday May 2

3 PM

Check-in

Main Gate via Harvey Rd

9 PM

Leader meeting

Court of Crowns

10:30 PM

Light's Out

Saturday May 3

7 AM

Reveille

8:30 AM

Kingdoms raise banners

Court of Crowns

9 AM

The Game Begins

KING'S FIELD for Scouts BSA

DRAGON'S WATCH for Cub Scouts

12 PM

Lunch

1 PM

The Game continues

KING'S FIELD for Scouts BSA

DRAGON'S WATCH for Cub Scouts

7:15 PM

Kingdoms lower banners

Everyone stays for evening program

Court of Crowns

7:30 PM



Crowning Ceremony

10:30 PM

Light's Out

SCHEDULE

Schedule subject to change.

Visit Scoutoree.org for updates.

Saturday Special Events

Meal competition submission 1 PM

for AOLs and Scouts

Queen's Court at Court of Crowns

Puppet Show 6 PM

DRAGON'S WATCH

Dragon's Night + Shadow Puppets 9 PM

DRAGON'S WATCH

Sunday May 4

7 AM

Reveille

8:30 AM

Interfaith Service

10 AM

Checkout

SCOUTOREE

CONQUEST PART I PATCH

On May 3, a new king,
or queen, will take the throne
at CONQUEST.

The design features familiar
medieval fantasy symbols and
Scouting emblems. Each
registered attendee will receive
a 3" patch with button loop.

EXPERIENCE THE TRILOGY

Attend all three parts of
A TIMELESS VALUES
TRILOGY to complete
the set.



SCOUTING  AMERICA



PRESENTED BY EAST CAROLINA COUNCIL

SCOUTS BSA EVENTS

GAME "CONQUEST"



SCOUTS BSA

POINTS

- 1 Points are awarded cumulatively.
- 2 Events are judged on a 10-point scale.
- 3 Two events have bonus points:
Throwing knives and tomahawks.
- 4 86 total points.

KING'S FIELD



Patrols will adventure to King's Field, a proving ground of sorts where they'll encounter all manner of competitions to determine top patrol, top troop, and the next kingdom to rule the Council's Table.

THREE KINGDOMS. ONE THRONE.

EVENT 1

HEMP & HEALING

EVENT 2

DRAGON FIRE

EVENT 3

HOME SWEET HOME

EVENT 4

KNOT AGAIN

EVENT 5

SEMAPHORE

EVENT 6

ARCHERY

EVENT 7

THROWING KNIVES

EVENT 8

TOMAHAWKS



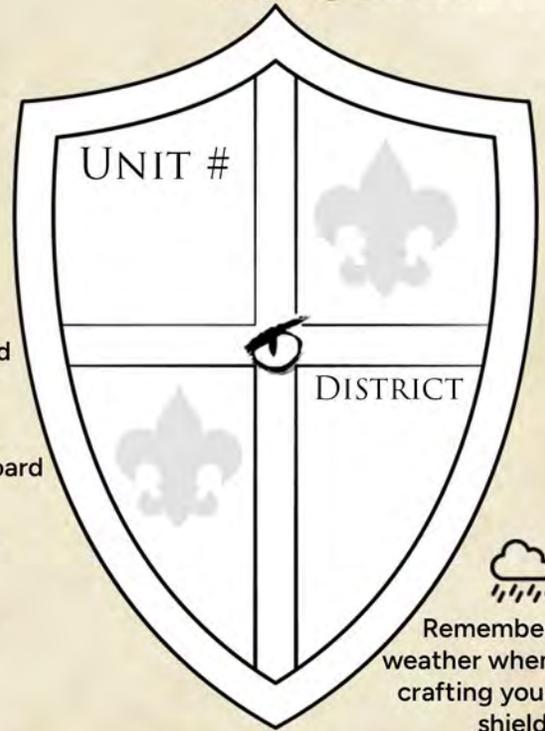
"We are not a club or a Sunday school class, but a school of the woods."

~ Lord Robert Baden-Powell

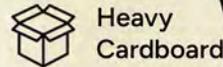
BUILD YOUR SHIELD

QUEST "A House United"

	POINTS	
	5	Coat of arms presented on shield.
	5	Shows effort, decorated.
	10	Unit # and district represented.
	!	Don't forget to post the shield on your gateway.



Recommended materials



Heavy Cardboard



Wood



Metal

Size



At least 2 ft x 2 ft



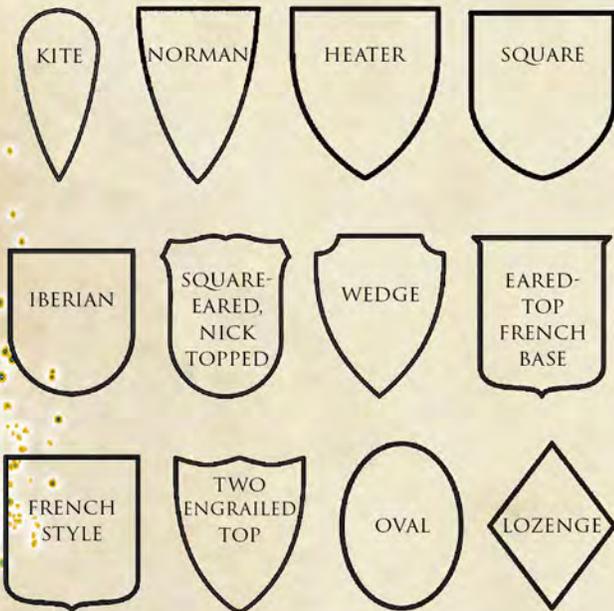
Remember weather when crafting your shield.

Example depicted above. Sections not required.

SHAPE YOUR LEGACY

Rally your unit to build a House your Scouts will be proud to represent at CONQUEST. A house is a kinship group at heart, anchored by members who share a common bond and legacy.

Start building your legacy by designing a coat of arms on a shield. See examples of shield shapes below.



Shield must be large enough so that inspectors can read Unit # and district name with ease on your gateway.



Show effort with regard to decoration and ornatation.



Any applied language or imagery must align with the Scout Oath and Scout Law.



CONQUEST

MAY 2-4

SCOUTOREE 2025
CAMP BONNER NORTH

SPL _____ QUARTERMASTER _____ SCOUTMASTER _____

DISTRICT _____ COUNCIL _____ DATE *May 3, 2025*

UNIT # _____

OVERALL

FIRE

20

FIRST AID

20

KITCHEN

20

CAMPSITE

20

BANNERS

30

GATEWAY

30

CAMPSITE INSPECTION

FIRE Check & Total

5 Fireguard chart posted.

5 Bucket of sand and water by fire.

5 Campfire area properly cleared and secured.

5 Fire watch on duty/ fire out.

TOTAL

FIRST AID Check & Total

5 First aid kit stocked and organized.

5 First aid log book present.

5 Medical forms available.

5 One adult CPR/First Aid Trained with certificate posted.

TOTAL

KITCHEN Check & Total

5 Duty roster, menu, and schedule posted.

5 Sanitary kitchen area.

5 Food properly stored.

5 Garbage bag available.

TOTAL

CAMPSITE Check & Total

10 Campsite is neat and clean in appearance.

10 Emergency contacts posted:

- Scoutmaster
- Senior Patrol Leader
- Assistant Scoutmaster

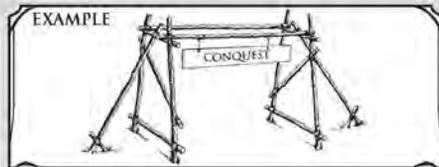
TOTAL

BANNERS & GATEWAY

COAT OF ARMS OUT OF 20

US FLAG 5

UNIT FLAG 5



GATEWAY Check & Total

5 US flag and unit flag displayed.

10 Well-constructed, sturdy.

15 Coat of arms posted on gateway.

BANNERS TOTAL

OUT OF 30

GATEWAY TOTAL

OUT OF 30

UNIT HOUSE

COAT OF ARMS Check & Total

5 Presented on shield.

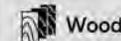
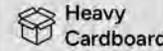
5 Shows effort, decorated.

10 Unit # and district represented.

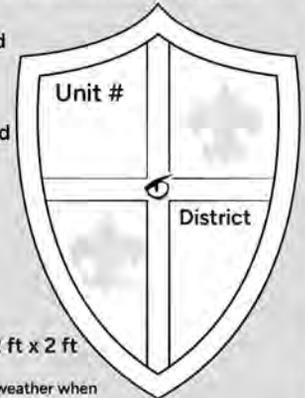
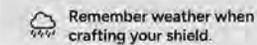
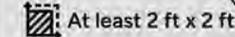
TOTAL

Example depicted below. Sections not required.

Recommended materials



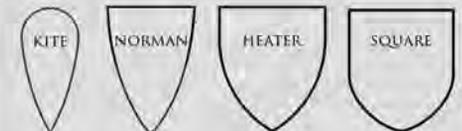
Size



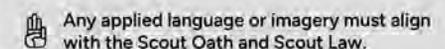
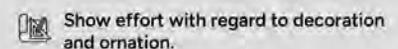
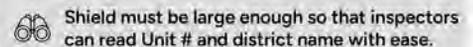
BUILD YOUR HOUSE

Rally your unit to build a House your Scouts will be proud to represent at CONQUEST. A house is a kinship group at heart, anchored by members who share a common bond and legacy.

Start building your legacy by designing a coat of arms on a shield. See examples of shield shapes below.



RULES



SPL NOTES ATTENDING PATROLS

DRESS FOR CONQUEST | RULES

Medieval costumes/cosplay are encouraged.

Have fun, be safe, and be respectful.

No real/play weapons allowed.

Faces must remain uncovered.

Out of 140 points

INSPECTION SCORE

INSPECTOR NOTES

INSPECTOR NAME

QUANTITY QUARTERMASTER NOTES

HEMP & HEALING

QUEST *"It's just a flesh wound."*

Poisonous Plants

A strange green leaf hangs from the knight's visor. Remove and treat for poison.

POINTS

 **10**

 **FIRST AID**

- 1 Patrol brought all materials
- 2 Carried injured knight to safety.
- 3 Identified three (3) poisonous plants and provided treatment.
- 4 Located and treated wounds and burns.



You arrive at a field afire. A knight lays at its edge...

Your Patrol encounters an injured knight on your path to the Council's Table. He has sustained various injuries and needs urgent medical care. Use your Patrol's first aid skills to treat the wounded knight.

CARRY KNIGHT TO SAFETY

Create a makeshift stretcher using basic materials. Carry the knight thirty (30) feet out of range of encroaching dragon fire.



TREAT WOUNDS AND BURNS ON THE KNIGHT



Dragon fire has scorched the knight. Be prepared to treat them for second and third degree burns.

You also notice puncture wounds in the armor's openings near the joints of the legs and arms. Treat these wounds so that the knight may continue to uphold their Oath.



*"We are not a club or a Sunday school class, but a school of the woods."
~ Lord Robert Baden-Powell*

"A Scout is supremely confident of their own power, and dislikes being treated as a child."

~ Lord Robert Baden-Powell

CONQUEST PART I

KING'S FIELD  EVENT 2

DRAGON FIRE

QUEST "Quail on Earth"



POINTS

- 1 First string burned. 18 inches high.
- 2 Second string burned. 24 inches high.
- 3 Third string burned. 30 inches high.
- 4 Patrol brought all materials.



FIRE



As night falls, your Patrol finds a safe place to set up camp and eat. Create dragon fire for warmth and cooking.



The clock is ticking. Compete for best time. 15 minutes max allotted. Time starts at sight of first smoke.



FIRE STRIKERS

From the Iron Age to the Middle Ages and after, the use of fire strikers are common. Flint and steel are recommended for full points.



MATERIALS

KINDLING, FLINT & STEEL

Patrols will have five (5) minutes to build their fire stack. Bring kindling and wood. 30 INCHES

Use flint and steel or the friction method to receive full points. Bring a fire striker. 24 INCHES

The use of lighters or matches will result in a 4-point deduction. Do your best. 18 INCHES

HOME SWEET HOME

QUEST *"Softly falls the light of day..."*



POINTS

- 1 Deconstructed tent for next party.
- 2 All members of the Patrol participated.
- 3 Located safe place to set up camp.
- 4 Patrol completed tent, including rain fly, and stakes in ground.



CAMPING



00:01

Tent building will be timed. Expect an A-frame style tent.



*...as our campfire fades away.
Silently each Scout should ask,
have I done my daily task?
Have I kept my honor bright?
Can I guiltless sleep tonight?*

*Have I done and have I dared,
everything to be prepared?*

AIR, LAND, AND SEA

Branches above? Ground too low? Flooding a concern? It should be. Observe your surrounding area for hazards before setting up camp. Your environment can be just as unforgiving as the creatures in the night.



All tent building materials will be provided at the event site. Expect an A-frame style tent.



*"The object of the patrol method is not as much saving the Scoutmaster trouble as to give responsibility to the Scout."
~ Lord Robert Baden-Powell*

KNOT AGAIN

QUEST "Second Breakfast"

	POINTS	
	1	Tie two (2) knots.
	2	Tie four (4) knots.
	3	Tie six (6) knots.
	4	Tie eight (8) knots.
	KNOTS	



*Something's watching.
And waiting...*



The clock is ticking. Compete for best time.

Your Patrol enters a densely webbed passage. An arachnid of unbelievable size drops from above to follow you in. As your Patrol races for the exit, tie knots to slow the beast down so you can escape.



SQUARE KNOT

An ancient and simple binding knot used to secure a rope or line around an object. The knot lies flat when made with cloth and has been historically used for tying bandages.



CLOVE HITCH

Commonly used in pioneering to start and finish a lashing.

TIMBER HITCH

A knot used to attach a single length of rope to a piece of wood for hauling or hoisting.



TWO HALF HITCHES

A general purpose hitch. It is typically used for tying rope, with a right-angle pull, to a pole or ring.



TAUT LINE HITCH

An adjustable loop knot for use on lines under tension.



SHEET BEND

Used for joining two ropes of unequal size.

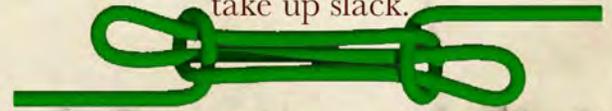


BOWLINE

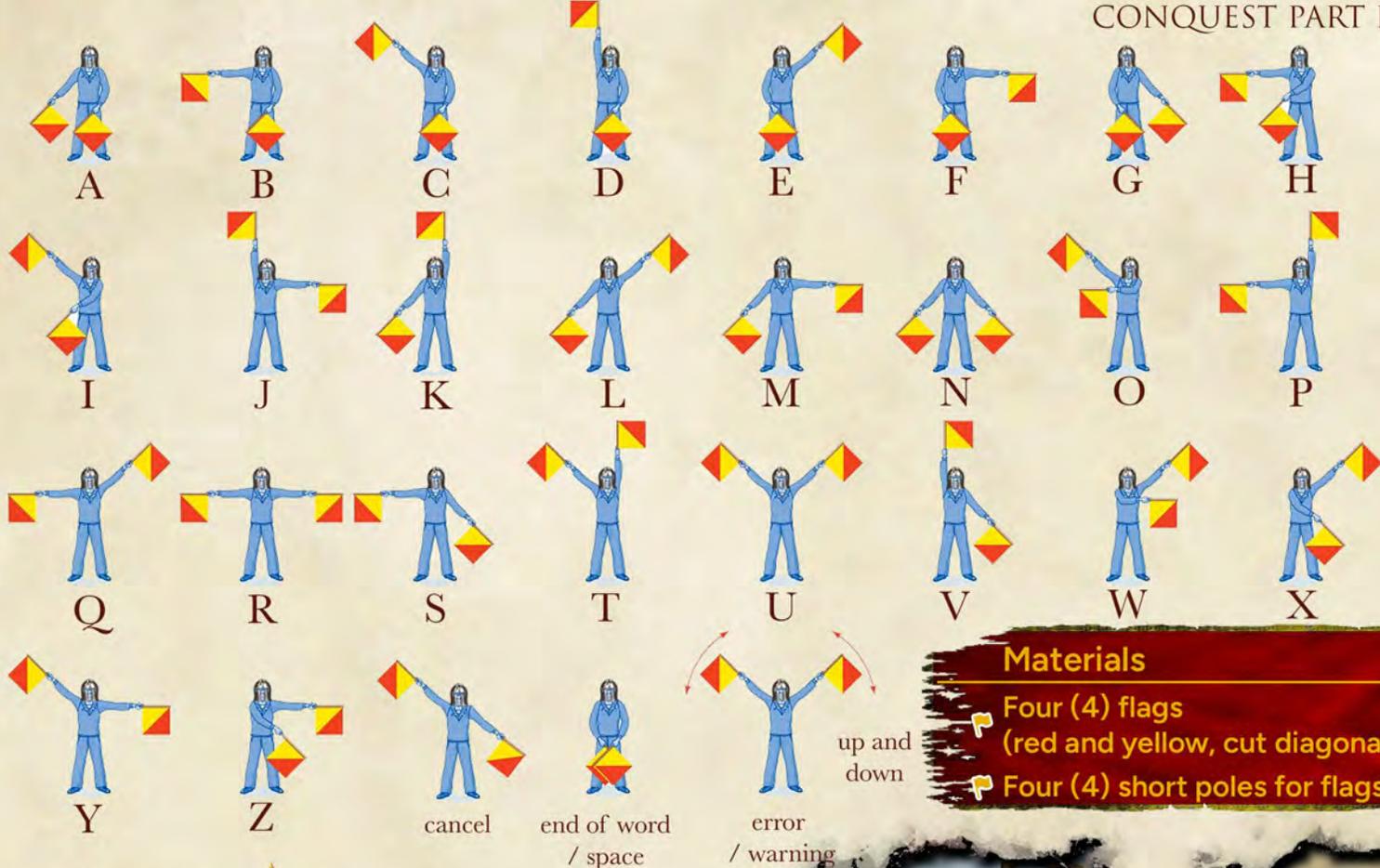
Used to make a fixed loop in the end of a line. It is relatively easy to untie when not under load.

SHEEPSHANK

Typically used to shorten a rope or take up slack.



"We do not want to make Scout training too soft." ~ Lord Robert Baden-Powell



Materials

- Four (4) flags (red and yellow, cut diagonally)
- Four (4) short poles for flags

KING'S FIELD  EVENT 5

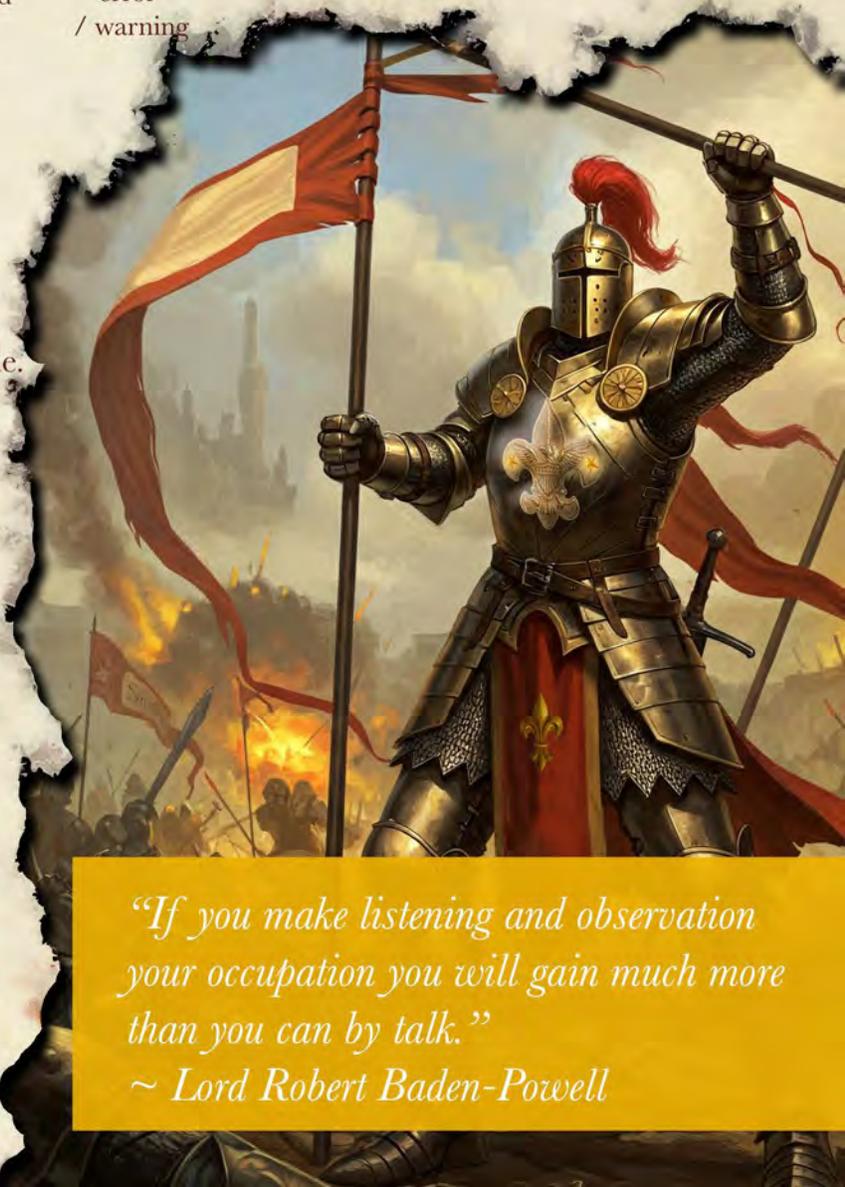
SEMAPHORE

QUEST "Can you see me now?"

After escaping the White Widow, your Patrol was separated in the scuffle. Use semaphore flags to establish a meeting place. Patrols will break into two teams to send messages.

POINTS

- 2 Patrol brought all messaging materials.
- 4 Team A sent message to Team B.
- 4 Team A received answer from Team B.



"If you make listening and observation your occupation you will gain much more than you can by talk."
 ~ Lord Robert Baden-Powell

ARCHERY

QUEST *"Aim small, miss small"*

POINTS

1 Hit black zone.

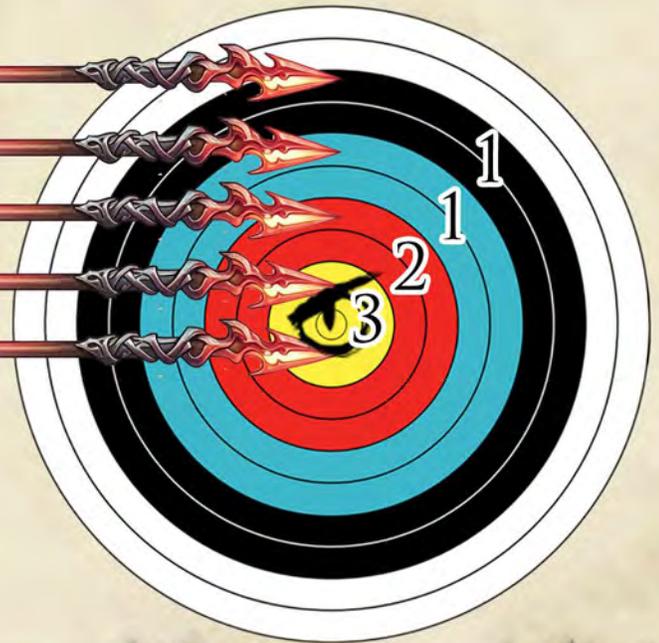
1 Hit blue zone.

2 Hit red zone.

3 Hit outer yellow zone.

3 Hit inside the Eye.

*Points are awarded cumulatively.
Once a zone is hit, no more points
will be awarded for that zone.*



ARCHERY

*It's the eye of the dragon. It's the thrill of the game.
Rise up to the challenge. The Throne is yours to claim.*

Conquest is a long-range game. Your Patrol has signed up to participate in the Archery competition. Show your competitors that your Patrol can be the difference in your kingdom's victory and their kingdom's defeat.



*Each Scout in your patrol
has five arrows in their
quiver.*

*Make each arrow
count. Concentrate on
what hasn't been hit.*



*"The spirit is there in every Scout;
it has to be discovered and brought to light."
~ Lord Robert Baden-Powell*

KNIVES & TOMAHAWKS

QUEST "Hawk Eye"

POINTS	
	1 1 stick.
	2 2 sticks.
	3 3 sticks.
	4 4 sticks.
	3 BONUS Stick the Eye.

Points are awarded cumulatively. Stick four total throws among your Patrol anywhere on the target for 10 points.

KNIVES & HAWKS

24" diameter

6" diameter

BONUS Eye
3 points



Targets are made of round tree trunks **24 inches** in diameter.

King's Field is a proving ground of sorts. Time to prove.

You finally arrive at King's Field after using semaphore to reunite. Your Patrol has signed up for Range & Target activities. Throwing knives and tomahawks catch your eye as competitions your Patrol can excel at.



5
Each Scout in your Patrol has five throws.

15 feet

Throwers will stand 15 feet away from the target face.



*"The spirit is there in every Scout; it has to be discovered and brought to light."
~ Lord Robert Baden-Powell*

WHEAT, PROTEIN & DAIRY

QUEST *"Best Campfire Sandwich"*

Who can enter: AOLs, Scouts

Stay tuned for prize reveals.



**COOKING
COMPETITION**

INGREDIENTS

- 1 Sliced bread, bagel, or other
- 2 Meat, poultry, or fish
- 3 Cheese
- 4 Veggies accepted

 **FIRST PLACE**

Camping cookware set

 **SECOND PLACE**

Cooking knife set

 **THIRD PLACE**

CanCooker

Sandwich submission:

Saturday, May 3 at 1 PM

Mark unit # on container

Location:

*Queen's Court at
Crowning Field*

Campfire

The ingredients are provided above. The only heating / cookware requirement is that qualifying entries must be cooked using a campfire.



"The real way to gain happiness is to give it to others." ~ Lord Robert Baden-Powell

CUB SCOUT EVENTS

GAME “End of an Age”



Fellow Cub Scout Leaders,

I'm delighted to invite you and your Cubs to a very unique annual experience created just for units like yours.

By delving into our imaginations we can create magical worlds, both old and new.

Thank you for exploring with the Scoutoree Team.



CUB SCOUTS

Jordan Salter

DRAGON'S WATCH

Explore an enchanted land known as Dragon's Watch, created just for Cub Scout packs. Defend your forest using archery and slingshot skills. Protect dragon egg nests from being pillaged by thieves and your forest from being plundered by the outside world. The adventure of a lifetime is waiting.

END OF THE AGE OF DRAGONS

**EVENT 1 / DEFEND
EGG TIMER**

**EVENT 2 / SIGNAL
DRAGONFLYER**

**EVENT 3 / TOMAHAWKS
HAWK EYE**

**EVENT 4 / SLINGSHOTS
DRAGON EYE**

**EVENT 5 / ARCHERY
ARROWS OF LIGHT**

**EVENT 6 / SHOWMANSHIP
PUPPET SHOW | 6:45 PM**

**EVENT 7 / THE WATCH LIGHTS UP
DRAGON'S NIGHT | 9 PM**



EGG TIMER

QUEST "Save as many as you can"



The Object

Egg Timer is a fast-paced game that will excite and energize your Cubs. This level of fun can show Cubs that with numbers, energy, and direction, great challenges can be overcome.



Try: Adjusting time
Two thieves in a nest
Adjusting distance*

DEFEND

All materials provided at event.

egg HEIST

Thieves from the outside world are invading Dragon's Watch. Precious dragon eggs are being looted from their nests. Overwhelm the thieves in numbers by throwing the eggs back into the nest.



*2 minutes**
00:01

How It Works

Thieves can be played by Cubs or adult leaders. The thief will stand in the nest. To accommodate Lions and Tigers, two nest sizes will be available. Nests will be filled with eggs, which thieves will toss out while Cubs are tossing back in.

EGG TIMER



DEFEND



As thieves attempt to steal endangered dragon eggs from Dragon's Watch, your pack throws them back into the nest.



Hurry! Packs only have 2 minutes before the thieves run off. The best defending pack will have the least amount of eggs outside the nest once time expires.

"Vigorous Scout games are the best form of physical education because most of them bring in moral education." ~ Lord Robert Baden-Powell

DRAGONFLYER

QUEST *"Let the others know"*



The Object

Dragonflyer is a game about communication. Several styles can be played to change up the pace and level of skill.



SIGNAL

*Try: One-word notes
Finishing sentences
Color sequences*

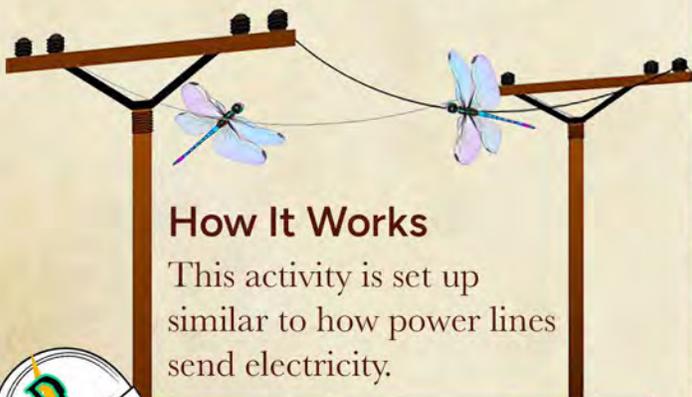
All materials provided at event.

INVASION

Thieves from the outside world are invading Dragon's Watch. Dragonflies act as messengers in the forest's communication network. Send word ahead to other friends in the forest to prepare for uninvited guests.

In an emergency, speed, clarity, and efficiency are paramount. Send word as quick as you can. Time is of the essence.

FAST, RELIABLE SERVICE
provided by  Cub Energy



How It Works

This activity is set up similar to how power lines send electricity.



Lines are fed through short PVC pipes that act as dragonflies. Cubs will break into two teams, one on each line. One side will clip a part of the message to a dragonfly and throw it across the line to the other side of the team.

The second line will also have its own team, racing messages back and forth. The first team to complete the message wins.

DRAGONFLYER



SIGNAL



Dragon's Watch is nestled in a large, beautiful green forest. As thieves invade, alert other parts of the forest using dragonflies to send notice.

Break into teams on each line.
Clip messages on the dragonfly's leg.
The first team to send all messages back and forth in the correct order wins.

If you make listening and observation your occupation you will gain much more than you can by talk. ~ Lord Robert Baden-Powell

RANGE & TARGET

QUEST "Dragon Eye"



Do Your Best

Cub Scouts will be able to participate in three range and target activities.



SLINGSHOTS



ARCHERY



AXES

4. ARCHER

ARROWS OF LIGHT



RANGE & TARGET

Your values shine through a dense forest against the dark will of invading thieves. May the light of the Oath and Law bring warmth to all hearts.



Listen to all instructions delivered by Rangemasters. Cub Scouts can earn the Archery adventure at Dragon's Watch. Lions and Tigers require adult partner.

"The spirit is there in every Scout; it has to be discovered and brought to light."
~ Lord Robert Baden-Powell

3. SLINGSHOTS

DRAGON EYE



RANGE & TARGET

Your accuracy is legendary throughout the land. Training increases focus and builds strength across the pack. Aim small, miss small.



Listen to all instructions delivered by Rangemasters. Cub Scouts can earn the Slingshot adventure at Dragon's Watch. Lions and Tigers require adult partner.

"A Scout carries out suggestions more wholeheartedly when they understand their aim."
~ Lord Robert Baden-Powell

5. AXES

Cub Scouts will also be throwing soft axe-like objects.



PUPPET SHOW

QUEST "Showmanship"



The Show

Puppetry dates back to 3000 BC. It's one of the oldest forms of entertainment and one of the most popular in Dragon's Watch.



Try: *Paper bag puppets
Noisemakers
Adult involvement*

THEATER

Stage with curtains provided.

YOUR IMAGINATION IS THE LIMIT

Regale your fellow Watchers with great tales of your Pack's adventures. Write a short tale, sing a song, tell some jokes. Your imagination is the limit.



The stage will be set up for hand puppets and puppets with strings.



*Saturday May 3
Puppet Show*

6 PM

*Shadow Puppets
at Dragon's Night
After Campfire*



part ii
May 1 - 3
2026



See the rebel at Scoutoree