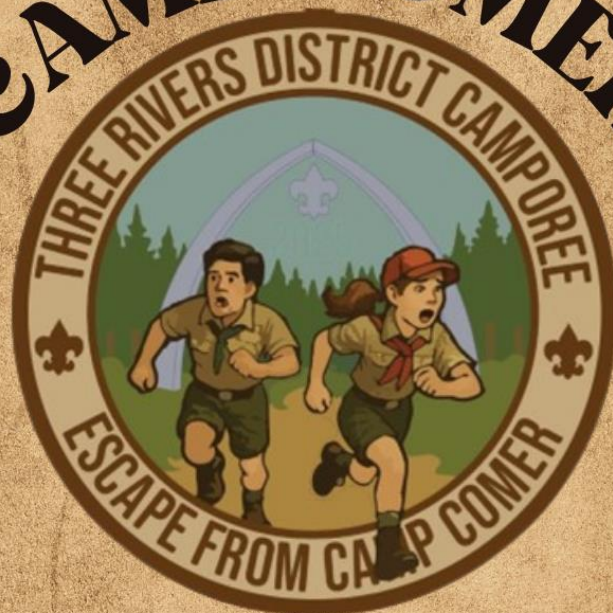


THREE RIVERS DISTRICT PRESENTS

ESCAPE FROM CAMP COMER



SEPTEMBER 5 - 7 2025

CAMP COMER RESERVATION



Scan QR code To Register

Three Rivers District Volunteers and Scouts,

Thank you for considering the 2025 Fall Camporee as part of your annual program.

This guide was created to give you an overview of the camporee and what's in store. We feel we have developed an event that will be beneficial and fun for your troop while giving them an opportunity to work on teamwork.

Please take some time to review this guide, share it with your troop, and make plans to attend. If you have any questions, please feel free to reach out to us.

We hope to see all of you in September at Camp Comer!

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“Escape From Camp Comer”

Your troop is heading to the beautiful, always sunny Camp Comer to meet up with some friends from a Venturing crew for a weekend of fun and scout skills in the great outdoors. But upon arriving at camp, you discover that while there is evidence that your friends have been there, they are nowhere to be found. Can you solve the clues that have been left behind? Will your troop be able to “Escape from Camp Comer”?

Get ready for an action-packed weekend of teamwork, adventure, and problem-solving! This fall’s camporee brings an exciting twist with our *Escape Room* theme, turning the camp into a sprawling outdoor puzzle. Scouts will face challenges that test their minds as much as their skills – solving riddles, deciphering codes, and navigating a series of scout-theme scenarios designed to build leadership, communication, and resilience.

This guide is your essential resource for navigating the weekend. Inside, you’ll find schedules, event details, safety protocols, and tips to help your troop make the most of this unique Camporee experience. Whether your scouts are seasoned puzzle-solvers or brand-new thinkers, they’ll be working together to “escape” by completing stations and unlocking the final challenge.

Let the games begin – and may your troop rise to the challenge! Are you ready to lead your scouts on a weekend they’ll never forget?

General Information:

Camporee Date	September 5-7, 2025
Camporee Location	Comer Scout Reservation
Cost of Event	\$20.00 per Scout and Leader

Who Can Attend:

The 2025 Three Rivers District Fall Camporee is a Scouts BSA event only. Cub Scouts, Webelos are **not** invited to this event. AOLs may attend by registering with the troop they are planning to join. Attendance at this event is done on a Troop basis. Individual Scouts should not attend the event without their troop.

Registration:

Registration will be available in two different formats for the camporee. Troops may register through jotform for the camporee or troops may send a roster of attendees to Amanda Moore prior to the event. Unit Registration will close on August 28. Final registration must be made by then to ensure proper resources. Individuals may be added to the roster during check-in. Rosters may be submitted to rgmchop@aol.com

Camporee Fees:

The cost for the camporee is \$20.00 for both youth and adults. This fee includes a camporee patch, insurance, program supplies, and recognition items.

Check-In:

Check-In for the event will be in the Dining Hall. Check-In will begin at 6:00pm on Friday, September 5. We ask that the Scoutmaster and SPL check the troop in. At check-in, please present a troop roster, finalize any outstanding payments, and communicate any special needs to the camporee staff.

Housing:

Camporee attendees will be housed in campsites at Camp Comer. Troops may reserve a specific campsite for the camporee by submitting that request to Amanda Moore or by selecting a campsite when registering through jotform. Campsite selection will be on a first-come first-served basis.

Health and Safety:

All participants (youth and adult) will be required to have a current BSA Health Form (Part A & B) with them at the camporee. Troops are welcome to keep these in their campsite during the event.

Any medication should be administered by the troop during the weekend. Medication should be kept in a secure location under lock. If any individual has medication that should be refrigerated, please communicate that to the camporee staff upon check-in.

A full-time medic will be on property throughout the event. They will be located in the Medic Lodge at the Camp Administration building.

All adult leaders will need to have a current certificate of Youth Protection Training that is valid throughout the camporee.

Scouts should practice the buddy system when traveling throughout camp during the camporee.

Leadership In Camp:

The camporee will be under the direction of the Camporee Chairman and staff. Leadership of Scouts during the weekend is the responsibility of the Scoutmaster and SPL. Unit leadership should manage any issues that arise within your unit. All troops are required to have two-deep leadership on site for the entirety of the camporee.

Meals:

Friday dinner, Saturday breakfast, Saturday lunch, Saturday dinner and Sunday breakfast will be the responsibility of each troop.

The camporee staff will also provide a cracker barrel for the Scoutmaster and Senior Patrol Leader of each troop on Friday night.

Quiet Time:

TAPS will be at 11:00PM each night. Scouts are expected to be in their campsite at this time. No Scouts should be wandering camp after TAPS each evening.

Program Information:

Camporee Trading Post:

There ***might*** be a camporee trading post located in the Dining Hall. We will have an assortment of memorabilia, drinks, and snacks available for purchase.

Scoutmaster/SPL Cracker Barrel:

There will be a cracker barrel on Friday night for both the Scoutmaster and Senior Patrol Leader of each unit participating in the event. During this cracker barrel a general information meeting will be held to go over the schedule, weekend events, and answer general questions about the weekend.

Game Night:

On Friday night there will be Game Night in the Dining Hall. Troops are encouraged to bring their favorite table game. Points will be awarded for participating. Extra points will be awarded for getting someone from another troop to play with you.

Escape From Camp Comer:

On Saturday morning, the main event will be an escape room-like adventure, where patrols will use orienteering skills to navigate their way through the camp. Bearings and other hints to their next locations will be obtained by working as a team to solve puzzles.

Troop Competitions:

Troops will compete in competitions based on teamwork. There will be a first, second, and third overall winner for each competition. Competitions subject to adjustment. Final Guide will be given out at SM/SPL meeting, The competitions will be as follows:

EVENT	LOCATION
Blindfold Knot Tying	Handicraft Shelter
Radioactive Isotope	Gilwell Field
Prisoner's Escape	Dining Hall
Build It	Shelter 6
Compass Reading	Parade Field
Ball in a Maze	Volleyball Court
All the Marbles*	Volleyball Court

Fall Flavor No-Cobbler Dessert Competition:

Classic dessert competition with a twist. Patrols will blind select a closed paper lunch sack which will have one ingredient from list A and one from list B. They will need to create a dessert using these two flavors. They needn't use the exact ingredients they have been given as long as the flavor profiles are featured. For instance, if they are given a can of apple pie filling, they may choose to get fresh apples and use them some other way. Flavor selection will be done on Friday night so that if adults need to go to the store they will have time. Cobblers, crisps, dump cakes (if they look like cobblers) or other cobbler- like desserts will **not** be judged. Be creative and make something different!

List A: Apple, Pear, Pumpkin

List B: Butterscotch, Chocolate, Cinnamon, Maple

Camporee Champion:

The camporee will award a Camporee Champion to one troop. This champion will be determined by participation in events and activities, competition results, and overall Scouting spirit. The scoresheet can be found in the appendix of this guide. This will be administered by the camporee staff.

Saturday Night Campfire:

On Saturday night there will be a campfire at the old council ring. We ask that each troop prepare a song or skit to perform. Nacha Sipo Chapter of Coosa Lodge will plan and manage the campfire. If you would like an OA election during the camporee communicate that to our Chapter Chief.

Patch Trading Extravaganza:

Immediately after the campfire participants will have an opportunity to take part in the Patch Trading Extravaganza. Each Scout will receive a bag of four patches to be able to trade with other Scouts. One patch (unbeknownst to all participants) will be a special designated patch. Whoever ends up with that patch at the end of the trading will receive a recognition item.

Fellowship Time / Dessert Competition:

While the Patch Trading Extravaganza is in swing, participants and adult leaders will have an opportunity to fellowship in the dining hall. Troops may participate in the Dessert Competition. Each troop may submit up to two

desserts for judging. There will be an award for best dessert. After judging, desserts and ice cream will be shared with all those presents.

Scout Vesper Service:

A Scout is Reverent. On Sunday morning we invite you to attend the Scout Vesper service which will be led by our host troop for the event.

Closing Ceremony:

At the completion of the vesper service, we will hold a closing ceremony to award winners of each competition and the Camporee Champion

APPENDIX



**Three Rivers District
2025 Fall Camporee Schedule
“Escape From Camp Comer”**

Friday September 5

6:00PM – 8:00PM	Check-In	Scoutmaster’s Lounge
8:00PM	SM/SPL Cracker Barrel	Scoutmaster’s Lounge
8:15PM-10:30PM	Game Night	
11:00PM	TAPS	Campsite

Saturday September 6

6:30AM	Reveille	Camp-Wide
7:00AM-8:00AM	Breakfast	Campsite
8:15AM	Morning Assembly	Parade Field
9:00AM	Escape from Camp Comer	Leave From Parade Field
12:00PM	Lunch	Campsite
1:30PM – 4:00PM	Troop Competitions	Camp-Wide
5:30PM	Evening Retreat	Parade Field
6:00PM	Dinner	Campsite
8:00PM	Campfire	Old Council Ring
9:00PM -10:45PM	Patch Trading Extravaganza Fellowship / Dutch Oven Dessert	Dining Hall
11:00PM	TAPS	Campsite

Sunday September 7

6:30AM	Reveille	Camp-Wide
7:00AM-8:30AM	Breakfast	Campsite
8:45AM	Morning Assembly	Parade Field
9:00AM	Vesper Service/Closing Ceremony	Arena
10:00AM	Pack Up/Clean Up/ and Departure	Camp-Wide

Packing List

Three Sets of Pants and Shirts	Pillow	Hiking Stave
Four Pair of Socks	Jacket or Pullover	Spending Money (optional)
Four Pair of Underwear	Rain Jacket (dependent on forecast)	
Hat or Headgear	Compass	Troop / Patrol Flags
Sturdy Hiking Boots or Tennis Shoes	Mess Kit	Scout Handbook
Extra Shoes (Encouraged) Flip Flops for Shower House (Optional)	Scout Patches for Trading (Optional)	
Toiletries	Coffee Cup (optional)	Book of Faith (Optional)
Towel	Scout Uniform for Evening Retreat, Campfire, and Scout Vesper	Flashlight
Sleeping Bag / Blankets	Sunglasses (Optional)	Pocketknife (With SM approval and Totin Chip)
Water Bottle (strongly recommended)	Wood For Campfires in the Campsite (Optional)	Notebook and Pen (Optional)
BSA Medical Form (Parts A and B)	Troop / Individual First Aid Kit	Camp Chair (strongly recommended)

Competitions

“Escape From Camp Comer” – Morning event

For the escape game in the morning, patrols will need one daypack with a compass, a notebook, and pencil, a scout handbook and a personal first aid kit. Scouts are highly encouraged to have their own water bottle.

The backpack, compass, paper and pencil are essential to the game.

Tip: Plan a trip to an escape room as a troop or purchase an escape room in a box for a troop meeting. Many subscription services offer single non-subscription boxes

Blindfold Knot Tying Relay – Afternoon event

This timed relay will involve a scout running up to a table, pulling a card from a hat with the name of a knot. They will then put on a blindfold and tie the knot. When the judge declares they have tied the knot correctly. The scout can remove the blindfold and run back to tag the next scout. The knots include Square, Bowline, Two half-hitches, Taut line, and sheet bend. Best time wins the competition.

Radioactive Isotope – Afternoon event

Teams work together to transport a container of “Radioactive” material to a safe zone using ropes.

Prisoner’s Escape – Afternoon event

Scouts are handcuffed with rope and then have their handcuffs intertwined with another scout. At the signal they will need to disentangle from the other scout without untying the knots or slipping the loops off their wrists. When all the scouts in the troop are free, their time will be recorded.

Build It – Afternoon event

Troops will be given a short time to review the building materials and plan and then at the signal must construct the tallest free-standing tower in the allotted time. Height determines winner.

Compass Reading – Afternoon event

There will be 8 numbered stakes with arrows in the playing area. Scouts take turns going to a stake. Determine what the stake is pointing at and take a bearing to that object. Stakes can be completed in any order. Time and accuracy will determine the winner.

Ball in a Maze – Afternoon event

One member of the patrol will be blindfolded and will maneuver around objects to reach a volleyball using the voice command of his teammates. If a player touches an obstacle he will need to freeze for 10 seconds before he continues. Time determines the score.

All the Marbles Tournament – Afternoon event **

All troops will need to report to the Volleyball court for this last event at the same time. Teams of equal size will compete against each other in a bracket-style tournament.

Tennis balls (our marbles) are lined up in the center of the court. Teams are lined up opposite each other. At the signal, scouts race to the center and grab a ball and take it back behind their line, setting it on the ground. They can then return to the center and grab another ball. If all the balls are taken, they can go to their opponent's line and steal a ball. Balls can only be picked up from the ground. Scouts can only pick it and hold one ball at a time. No knocking balls out of hands. When the whistle is blown, the team with the most balls behind their line wins. Best two out of three rounds.

2024 Three Rivers District Fall Camporee

Camporee Champion

Scoresheet

Attend the SPL/SM Cracker Barrel	5 points
Participate in Game Night	5 points
Get another troop to play with yours	10 points
Troop Displays Troop Flag in Campsite, Assemblies, and Campfire	10 points
Troop Attends Morning Assembly (Saturday)	5 points
Participate in The Escape Game	15 points
Troop Competitions By Event	Participate: 1 point 3 rd Place Finish: 3 points 2 nd Place Finish 5 points 1 st Place Finish 10 points
Troop Attends Evening Retreat	5 points
Troop Attends Evening Retreat in Field Uniform (Class A)	10 points
Troops Attends Campfire	5 points
Troop Attends Campfire in Field Uniform (Class A)	10 points
Troop Submits a Dessert	10 points
Troop performs a song or skit at campfire	10 points per skit/song Maximum (2)
Troop Attends Morning Assembly (Sunday)	5 points
Troop Attends Morning Assembly in Field Uniform (Class A)	10 points
Participate in All the Marbles	5 points
Troop Attends Scout Vesper Service	5 points
Troop Attends Scout Vesper Service in Field Uniform (Class A)	10 points
Troop Attends Closing Ceremony	5 points