



Saturday Stations		Friday Night Games
Scottish Highland Games	Wild West	F1. Corn Hole
1. Log Cutting & Ax Chopping - Scouts BSA only	9. Archery	F2. Hula Hoop Challenge
2. Scottish Links Putt Putt	10. Lasso the Skippy	F3. Croquet
3. Tug of War	11. Pony Express	F4. Speed Basketball Shooting
4. Weight over the Bar	12. Saloon Games	F5. Jarts
Pirate Cove	60's Space Race	F6. Softball Toss
5. Pirate Battleship	13. Rockets	A. Staff Area
6. Treasure Map	14. Shooting for the Galaxies	B. HQ/ Registration/ First Aid
7. Pirate Obstacle Course	15. Lunar Roving Vehicle (LRV)	C. Check-In
8. Target Range	16. Time Machine Push Car Racing	D. Water/ Bath House

**Schedule of Events****as of 16-Feb-23****Friday, September 22nd**

- 5:30 - 9:00 pm -----Arrive, Set - Up Camp and Register at HQ
- 8:00 - 11:00 pm-----Friday Activity
- 9:30 pm-----Youth and Adult Leaders Meeting at HQ
- 11:00 pm -----Taps (Lights Out / Quiet Time - Applies to all)

**Saturday, September 23rd**

- 6:45 am -----Rise and Shine, Breakfast
- 7:30 - 8:30-----Day Registration at HQ
- 8:30 - 9:00-----Orientation for Station Judges at HQ
- 8:30 - 9:00-----Leader Orientation at HQ
- 9:00-----Opening Ceremony at Flagpole
- 9:30 - 12:00-----All Events Open
- 12:00 - 1:00-----Lunch
- 1:15 - 5:00-----All Events Open
- 4:30 - 5:00-----Individual Competitions at HQ
- 5:15-----Flag Lowering
- 5:30 - 7:30-----Dinner, Clean - up
- 7:45-----Prepare For Campfire/Awards Show at Flag Pole
- 8:00 to 9:30-----Campfire/Awards Show
- 11:00 -----Taps (lights Out / Quiet Time - Applies to all)

**Sunday, September 24th**

- 7:00 - 8:30 am -----Rise and Shine, Breakfast
- 9:30 am -----Religious Service and Closing at Flag Pole
- 10:00 am -----Break Camp - Vehicles are allowed back at Campsites

**Camp-o-ree Camp Rules & Regulations - 2023**

1. All BSA, Youth Protection, & Metropark Rules must be adhered to.
2. All Scout Leaders must act in accordance with the Scout Oath and Law, and follow youth protection guidelines, at all times.
3. All rules in the "Guide to Safe Scouting" must be adhered to at all times.
4. Each unit must maintain "**Two Deep Leadership**" at all times.
5. Scouts must use the buddy system at all times.
6. All youth medications must be administered by the unit leader.
7. All injuries must be reported to the Camporee Health Officer, so they may be logged.
8. Only those registered with the Boy Scouts of America and their parents/siblings are allowed to attend.
9. "**Vehicles are not allowed in the campsites.**" All vehicles must be parked in designated parking areas Friday night till Sunday Morning **after Religious Service/Closing** (approx. 10:00 am)
10. Shoes or Boots must be worn at all times outside of tents. No open toe shoes will be allowed.
11. Leave No Trace Camping rules shall be enforced. Climbing of trees is prohibited. Leave all live trees alone.
12. **Lights out** means **Quiet** (Youth and Adults).
13. Use of **Offensive Language** is prohibited.
14. Possession or use of alcohol, fireworks, or illegal drugs is strictly prohibited. Any violations of this rule will result in notification to the proper authorities and expulsion from camp.
15. Smoking is not allowed at the Fall Camporee. Any violators will be asked to leave.
16. Ground Fires are not allowed outside of existing fire rings or above ground fire pits that you bring.
17. All participants are to remain in the Stony Creek: Ridgewood area.
18. The Metroparks do not allow drones to be flown in their parks, please leave your drone at home.



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MICHIGAN CROSSROADS COUNCIL