

2025 Coweta District Fall Camporee

October 3-5, 2025



Camp Jim Stephens

Newnan, Georgia

August 27, 2025

Dear Scoutmaster,

Prepare for Launch!

The Coweta District of the Flint River Council is thrilled to invite you and your troop to embark on an extraordinary mission at our Fall Camporee, launching from **October 3rd to 5th** at **Camp Jim Stevens**. This year, the Coweta Chapter of the Order of the Arrow is proud to serve as mission control for a **space-themed** adventure that's truly out of this world!

Your Scouts will navigate through a universe of exciting games, competitions, and fellowship opportunities designed to ignite their passion for discovery and teamwork. As part of their journey, participants will have the unique opportunity to earn the **Space Exploration Merit Badge** — unlocking knowledge about the cosmos and space travel while honing their scouting skills.

Whether they're mastering the art of space navigation, completing challenges in zero gravity (or close enough!), or collaborating in interstellar team events, your Scouts will experience a camporee like no other. The stars are aligned for an unforgettable weekend of fun, learning, and camaraderie under the vast sky of Camp Jim Stevens.

We look forward to seeing your crew ready to suit up and launch into this stellar event! Prepare your packs, ready your units, and get ready for blast-off!

Clear skies and steady rockets,

Ashlyn Rusk, Chapter Chief
Coweta District OA Chapter
2025 Coweta District Fall Camporee

Overview:

Theme: Space

Location: Camp Jim Stephens

Dates: October 3-5, 2025

Cost: \$10.00 per person

Events:

1. Golden Spoon
2. Spirit Stick
3. Best Overall Unit (includes Golden Spoon, Spirit Stick and events below):
 - a. Best Campsite Inspection
 - b. Best Skit
 - c. Tug of War
 - D. Volleyball
 - e. Wischixin
 - g. Camp-wide Game
 - h. Rocket Launch
4. NEW AND IMPROVED : Golden Axe Competition

Contact Information:

Camporee Advisor - James Antonucci James.Antonucci@gmail.com 404-697-5314

Event MB Counselors - James Antonucci

OA Chapter Advisor - Scott Kavanaugh

District Commissioner - Tripp Prevatte

District Executive - Mickey Goodwin (Acting)

2025 Coweta District Fall Camporee

- TENTATIVE PROGRAM SCHEDULE -

(Official schedule will be distributed at the camporee)

FRIDAY, OCTOBER 3, 2025

5:00-7:00 PM	CHECK-IN – Troops camp in traditional campsites. Please follow directions for unloading gear and parking. Unit Leader must register at Camporee HQ Check-in location.
8:00-8:30 PM	CAMPOREE STAFF MEETING at HQ
8:30-9:00 PM	ACTIVITY VOLUNTEER MEETING at Camporee HQ. We need all Order of the Arrow members at this meeting
9:00-10:00 PM	SPL and SCOUTMASTER MEETING & Cracker Barrel at HQ
10:30 PM	TAPS - Fires and lights out. QUIET TIME until 6:30 AM

SATURDAY, OCTOBER 4, 2025

7:15 AM	REVEILLE. Prepare breakfast and clean-up at Troop Campsite
7:45 AM	VOLUNTEERS report to HQ and prepare for events
8:45 AM	OPENING CEREMONIES – CLASS B uniforms. Troops bring flags. Troop formations on Parade Field. - Flag raising, prayer, welcome, announcements.
9:00–12:00 PM	ACTIVITY PERIOD - CLASS B uniform/Scout t-shirts. *BRING BLUE CARDS*
12:00-1:00 PM	LUNCH at Troop Campsite
1:00 – 4:30PM	ACTIVITY PERIOD *GAMES* - CLASS B uniform
4:45-6:15 PM	DINNER and FREE TIME at Troop Campsite.
5:30-6:00 PM	GOLDEN SPOON Deliver entry to HQ
6:30 PM	FLAG LOWERING CEREMONY - CLASS A uniforms. Troops bring flags. Troop formations on Parade Field.
8:30 PM	CAMPFIRE and SKITS

10:30 PM	TAPS - Fires and lights out. QUIET TIME until 6:30 AM
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SUNDAY, OCTOBER 5, 2025

7:30 AM	REVEILLE. Prepare breakfast and clean-up at Troop Campsite
9:00 AM	FLAG RAISING CEMEMONY – CLASS A uniforms. Vespers
9:30 AM	AWARDS CEREMONY. Final announcements.
10:00 – 11AM	CHECK-OUT and DEPARTURES - Scoutmasters report to HQ prior to departure to pick up patches, blue cards, etc.
11:00 AM	DEPARTURE for ALL UNITS and SCOUTS

Camporee Guidelines and Important Information

A. GUIDELINES: The rules and guiding principles for the 2025 Fall Camporee shall be the Scout Oath and Scout Law. Safety guidelines shall meet or exceed those outlined in the BSA Guide to Safe Scouting.

B. REGISTRATION: Register online at

<https://www.flintrivercouncil.org/registration/calendardetail.aspx?activitykey=3097864&orgkey=2323&ReturnURL=//www.flintrivercouncil.org/app/calendar/month/2323/2025-05-01/2323/0/> No walk up registrations will be accepted.

C. PAYMENT: Submit the completed registration online and pay all fees to Council Office prior to arrival at camp. Please bring receipt to show payment has been received. Late payment may result in not receiving event patch.

D. COST: \$10 per person. Due to planning requirements and the limited budget, there will be NO REFUNDS. You may transfer registration fees to another participant.

E. DRIVING DIRECTIONS: Camp Jim Stevens is located at 611 Boy Scout Road, Newnan, Georgia 30263.

Highway 34 West (Bullsboro Drive) toward Newnan
 Turn RIGHT onto Highway 34 Bypass (Farmer Industrial Blvd.)
 Continue, crossing Highways 29, 70, and Alt 27/16
 Turn RIGHT onto Highway 34 West (Franklin Hwy.) toward Franklin

Go 4.7 miles, and turn RIGHT onto Pierce Chapel Road
Turn immediately LEFT onto Sanders Davis Road
Go about ½ mile, and turn RIGHT onto Boy Scout Road
Go 1.3 miles, Camp Jim Stephens is located on the right - past a yellow house and

creek. **F. MISC. CAMPOREE EVENT RULES:** Please follow these additional event rules:

- Absolutely no personal firearms, ammunition, archery equipment, fireworks, explosives, etc. may be brought to the Camporee.
- No pets are allowed during this event.
- No alcoholic beverages or illegal drugs are permitted.
- No smoking, vaping or tobacco use during events or in campsite areas. Adults are asked not to use any smoking products in the presence of Scouts. Designated smoking area is located outside of the main gate to the Camporee site. Leave no trace and fire safety rules apply.
- No Refunds

G. CHECK-IN PROCEDURES: Check-in on Friday will be from 5:00 PM to 7:00 PM. For Saturday arrivals, please check the Camporee Program Schedule and, if possible, arrive before the program day starts. At check-in, each unit should be prepared to present the following:

1. Final Unit Roster: Your Final Unit Roster will be used to assign groups for the event schedule.
2. Complete BSA Health and Medical Record Forms and proof of insurance for each person listed on the roster. Arrange the forms in alphabetical order (last name). Every participant (youth or adult) must have a medical record form on file in order to participate in the event.
3. Registration Information and Fees Recorded. The registrar will have information on registrations and fees paid. If you are late to register, please bring your receipt/proof of payment, or a check (or cash) to cover fees.

H. CHECK-OUT PROCEDURES: Follow the Outdoor Code in preparing your site for check-out. If you brought it to Camporee, you will need to haul it out, including trash. This is a remote site, so general trash collection service will not be provided by Camporee Staff. Prior to departure, your Unit Leader should go to the Camporee HQ Check-Out Area to pick up their program souvenir envelope containing patches. Please pick up this envelope before leaving. ***All units need to be checked out by 11AM on Sunday.***

SATURDAY CHECK-OUT: For Troops requiring a check out on Saturday, these troops should specify their anticipated check-out time on their Final Unit Roster. Except for emergencies, no unit will be allowed to check-out after dark in the interest of the safety of all participants.

I. PARKING VEHICLES AND UNLOADING EQUIPMENT: Please park vehicles at the edge of the tree line across the road from the parade field. Cars in the driveway area of the blockhouse will become blocked and should not expect to leave between 9AM - 4:30PM or possibly later on Saturday. While each Troop may have one trailer in their campsite, no vehicles will be allowed to

remain in the campsite after loading/unloading.

J. FIRST AID: Emergency medical services will be provided during the Camporee from the Camporee HQ area (exact location TBD. Look for signs.). They are available for all major first aid needs. Each Unit should also have a good first aid kit in their campsite to handle any minor first aid occurrences.

K. CAMPSITES: During Friday check-in, staff at the block house will direct units to a campsite area which should accommodate the unit's size. Troops which have a permanent home site should use them. Other campsite selection is on a first come, first serve for all other troops.

L. ASSEMBLIES / VESPERS PROTOCOL: When reporting to the parade field for events and vespers, please observe the following protocol

- Muster units at the parade field promptly in a semi-circle formation around the flagpole.
- Report to the parade field in formation, singing a unit song or patrol yell. • Display unit and patrol colors while in formation.
- When roll call is taken, SPL or acting SPL of each unit respond accordingly. If you do not know proper protocol for answering "roll call," we will review at cracker barrel.
- SM - please encourage your Chaplain Aides to participate in the Vespers Service on Sunday. You will receive more information regarding Chaplain Aide participation before the Camporee or at the cracker barrel

M. UNIFORMS OF THE DAY: Class A uniforms are required at the following events. If headgear is worn it must be scout related:

- Flag raising and lowering assemblies (except Saturday Flag Raising, see below) • Saturday Campfire
- Sunday Vespers service

Class B uniforms should be worn during all other Camporee events and Saturday Flag Raising ONLY.

N. COOKING & FIRES: Any changes to the Fire Restrictions will be announced when checking-in.

1. Wood fires in fire circles are allowed.

- Units should plan to supply their own wood for campfires. Dead wood may be removed from the ground on the premises.
- Make sure fire rings are of adequate size to completely contain your

campsite fire.

- Do not build a fire larger than what is reasonable needed for cooking at your campsite

2. Safety:

- When using stoves or fires, follow BSA procedures for supervision of young people.
- Build campfires well away from tents, tarps or overhanging brush/trees.
- Keep wood and other fuel sources away from fire.
- Have a bucket filled with water or dirt, and a shovel in close proximity to your fire ring.
- Never leave a fire unattended.
- Thoroughly extinguish all fires.

O. WATER: Potable water will be provided via a water truck located at the main campsite sufficient for consumption and cooking/cleaning to cover your entire stay. Bring your own containers to transport water.

P. TRASH: This is a low impact event. Everything brought in must be packed out, including trash, garbage, etc. Do not put any of these into the campground's trash/garbage containers or leave trash at the site. NOTE: Trash may NOT be burned in lieu of carrying it out.

Q. PORTABLE TOILETS: Portable toilets will be located near campsites and activity areas. Please remind your scouts to be courteous, keep the toilets clean, and observe posted restrictions for "Adult Leaders" and "Staff Only." Please advise staff when additional toilet paper or other service is required. Do not dig latrines.

R. HEALTH & SAFETY REMINDERS:

1. BSA policy prohibits passengers in beds of pickup trucks, whether or not pickup bed is covered.
2. Drivers please maintain safe speed and drive cautiously on camp property, watching out for adults and youth. The speed limit for camp is 15 miles per hour.
3. Follow manufacturer's safe storage instructions when using liquid or propane fuel for cooking or illumination.
4. Keep an appropriate fire extinguisher rated for flammable liquids accessible in your campsite.
5. NO FLAMES IN TENTS!
6. Units should take care of minor injuries if possible. A Red Cross certified individual will be on staff in case of emergency. If medical attention is needed, have authorization forms for medical care/treatment readily available.

S. QUIET TIME: All lights and fires are to be extinguished by 10:30 pm. As a courtesy to others, please do not disturb other peoples' peace and quiet at any time and observe QUIET TIME from 10:30 pm to 6:30 am. In order to enhance everyone's experience,

generators are not permitted at any time.

T. MEALS: Troops should plan on preparing their own meals while at camp.

U. BLUE CARDS: Troops planning on participating in the Space exploration Merit Badge activities must bring a sufficient supply of Blue Cards for each Scout in their unit.

Special Requests:

If there are participants in your unit that require special accommodations, please notify *us* as soon as possible so the necessary arrangements can be made.

2025 Coweta District Fall Camporee

PROGRAM:

- Scouts will have the opportunity to attend all the activities.
- Patrols/ Troops must attend each activity as well as campfire to earn participation points for the Best Overall Unit or Spirit Award.
- Scoring for ALL competitions:
 - First place: 6 points
 - Second place: 4 points
 - Third Place: 3 point

TROOP COMPETITIONS:

- **Best Overall Unit:** The best overall unit will be determined by point totals for the Golden Spoon, Spirit Stick, Best Campsite Inspection, Best Skit, and the Field Competitions.
- **Golden Spoon:** See general rules below.
- **Spirit Stick:** Camporee staff will rate the unit with the most Scout Spirit over the weekend and the winner will be awarded the Spirit Stick. A Scout is helpful, friendly, courteous and kind in spirit. Feel free to go all out, dress up and have fun!
- **Best Campsite Inspection:** See complete rules below.
 - **Best Skit:** This is the award for best overall skit/song by a patrol/troop at the Saturday evening campfire. ALL SKITS & SONGS must be PRE-APPROVED by Camporee Youth Leader and Advisers.
- **Field Competitions:** Tug of War, Volleyball, Wischixin, Rocket launch
- **Campwide Game:** Space Debris Hunt (find the hidden wreckage around camp),

Campsite Inspection

The staff will rate the campsites from 0-100 points using the following criteria list. Camporee Staff will rank campsites first, second and third place based on the Total Combined Points earned.

CAMPSITE INSPECTION SCORE SHEET

AREA JUDGED POINTS (1-10) • Duty roster posted

- Tents/Dining Fly properly erected
- Water bucket/ fire extinguishers in each campsite cook area
- Flags properly displayed
- Troop first aid kit available & visible
- Food properly stored
- Cooking areas clean and neat
- Balanced menu(s) posted
- Campsite improvements & camp gadgets
- Ax Yard or Fuel Area property identified and stored

Total Combined Points

• *Work-Day Bonus Points (0 or 5 points)*

Total Combined Points

UNIT NUMBER:

CAMPSITE NUMBER:

UNIT LEADER'S NAME:

INDIVIDUAL EVENTS

A. TUG OF WAR

1. Mission Brief: Pull your starship to victory across the gravitational divide!
2. Objective : Two space teams battle in a cosmic test of strength, teamwork, and strategy. The goal: pull the central "Astro Line" toward your space station by dragging the opposing team across the gravity zone.
3. Gather your space crew and line up on either sides of the line
4. Mission Launch: A referee (Mission Control) shouts "Blast Off!" to begin the game.
5. Tug to Win: Teams pull in unison, trying to drag the other team and the Astro Line Flag across their Space Station Zone marker.
6. The first team to pull the Astro Line Flag past their Space Station Zone wins the round.

B. ZERO GRAVITY COMET-BALL (VOLLEYBALL)

Objective: Score points by launching your "space probes" (volleyball) over the "asteroid belt" (net) into the opponent's "galactic zone" (court) and prevent the opposing team from retrieving it.

Launch Sequence (Serve): The server must announce "Ignition!" before serving the probe. The probe must clear the asteroid belt without touching the net; otherwise, it's a "failed launch" and a point to the other team.

Asteroid Belt Interference (Net Play):

Astronauts cannot touch the net or the "asteroid belt" during play; this causes a "collision" fault. If the probe grazes the net but goes over, it's called a "space ripple" and the play continues.

Zero Gravity Passes:

When passing or setting, players should mimic "zero gravity" movement—smooth, controlled hits without carrying or double contacts. A "gravity glitch" fault occurs if the ball is caught or held.

Meteor Spike (Attack Hit): The spike is called a "Meteor Strike." After a Meteor Strike, the attacking player shouts "Blast off!" to energize the crew.

Orbital Rotation: After a team wins the right to serve, all astronauts rotate clockwise, simulating orbital movement.

Alien Interference (Blocking):

Blocking the probe at the net is allowed but without touching the net. If an opponent's block sends the probe outside, the blocking team earns a "cosmic counterpoint."

C. OUTER SPACE BATTLE (WISCHIXIN)

Setup: Two teams of "space explorers," each guarding a Galactic Waste Disposal Unit at opposite ends of the field. Around each disposal unit is a "Zero Gravity Perimeter" — a circle you must NOT enter. The "space orb" is your team's tool to send waste into enemy disposal.

Basic Rules:

Keep the Space Orb Moving: Players may only propel the space orb by kicking, throwing, or passing — no holding allowed. If you hold or carry the orb, it's a Gravity Violation and your team loses a point.

Zero Gravity Perimeter (Circle) Restriction: Stepping inside the opponent's Zero

Gravity Perimeter is a Zone Breach — costs your team a point immediately.

Out of Bounds Protocol: If the orb drifts outside the field, the Space Referee throws it back into play. Players must stand at least 10 feet away from the re-entry point — failing to do so results in a Protocol Breach and a point loss.

Scoring: Each successful launch of the space orb into the opposing team's Galactic Waste Disposal Unit earns your team a point. Points are lost for any Gravity Violations, Zone Breaches, or Protocol Breaches.

Game Flow:

The game starts with the orb at Mission Control (center field). Teams work together to pass, kick, or throw the orb across space to hit the opposing Galactic Waste Disposal Unit. Remember to respect the Zero Gravity Perimeters and keep the orb moving! The Space Referee monitors for any violations and enforces point losses. The team with the highest number of points after the set time or to a set score wins the Galactic Trashcan Challenge!

Golden Spoon Competition

THE CHALLENGE: Create either a dish involving a skewer or a Dutch Oven Dessert!

THE RULES: You must use our secret ingredient within your dish. The entry must be prepared at your campsite by youth scouts and cannot be made before the Camporee.

A serving of your dish must be delivered to Camporee HQ between 5:30-6:00 PM on Saturday for judging. The top three meals determined by the judges will be awarded.

The official entry form (on next page) listing ingredients (including quantities), preparation directions and cooking instructions must be submitted with the completed entry. Please print clearly.

JUDGING CRITERIA: Entries will be judged on the following criteria:

- **Presentation:** Does it have eye appeal? Does it look like it would be good to eat? Does it relate to the Camporee theme?
- **Aroma:** Does it smell good?
- **Taste:** Is it pleasing to the palette?
- **Recipe:** Are the ingredients and directions clearly stated? Could the entry be duplicated using the instructions?
- **Overall:** Is it something unique or different? What is the overall impression of the judges?

Judging will be performed by the District/Council Leadership Team.

DECISION OF THE JUDGES IS FINAL!

- Official Entry Form -

Golden Spoon Competition Coweta District

Unit Number: _____

Entry Name: _____

Ingredients:

Directions:

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins, text, or other markings on the paper.

Golden Axe Competition

"Troops, imagine this: your plane has crash-landed deep in the wilderness. You have only what was in your luggage and the natural materials around you. The sun is setting, and you need to signal for rescue quickly. Your task is to build a fire strong and steady enough to burn through the rope hanging above you — a signal that help is on the way. But there's no time to waste! You must gather your materials, work together, and use your skills to survive and succeed. Remember, safety is your top priority. May the best troop win — and may your fire burn bright!"

THE CHALLENGE: Be the first troop to burn through the rope suspended above your fire! Your troop has crash-landed and is stranded in the wilderness. Use only what you have with you and what you find nearby to build a fire that will burn the rope completely.

THE RULES:

Participants: Only youth members of each troop may participate in building and lighting the fire. No adult leaders or other non-participants may assist during the competition.

Materials: No pre-gathering or stockpiling of firewood or supplies is allowed before the competition starts. All wood and natural fire-starting materials (sticks, leaves, bark, etc.) must be collected during the competition. Troops may only use items they "would have in their luggage" (clothing, glasses, batteries, hand sanitizer, etc.) and natural materials found at the site. No flammable liquids or accelerants not provided by staff may be used.

Fire Setup: The rope to be burned will be suspended safely above each troop's fire area. Troops must build their fires within designated safe zones to prevent accidents or fire spread.

Fire Safety: All fires must be fully extinguished after the competition. Safety personnel and judges will be present to ensure compliance with safety standards. Failure to follow safety guidelines will result in immediate disqualification.

Competition: The goal is to burn the rope until it breaks. The first troop whose rope breaks completely wins the competition. In case of a tie or disputes, judges' decisions are final.

Judging: Judges will be impartial and independent of the participating troops. Troops will be disqualified for breaking any rules. Judges will monitor adherence to rules and fair play.

Rocket Launch Competition

Challenge Overview: Your troop will design, build, launch, and recover a model rocket. After your initial launch, your troop will modify or plan a second launch to achieve a specific objective. Throughout the competition, you'll demonstrate your understanding of rocket parts, flight principles, and teamwork. **This challenge will help troops complete requirement 3 of Space Exploration merit badge.** Troops will construct their rockets **before** the camporee and bring their completed product with them to compete. Larger troops may do so by patrol if desired.

THE RULES: Each troop must build and launch at least one model rocket that complies with the National Association of Rocketry (NAR) safety code. A second launch must be made with a specific objective, such as maximum altitude, improved recovery, or carrying a small payload. Troops must recover their rockets after each launch. All launches must be conducted in a safe, open area with adult supervision. Only youth members participate in the launch and recovery process. Troops will identify and explain these rocket parts before launching: Body tube, engine mount, fins, igniter, launch lug, nose cone, payload, recovery system, rocket engine.

Competition Categories & Judging Criteria:

Highest Launch - The rocket that achieves the greatest altitude on either launch.

Best Rocket Design - Judged on craftsmanship, creativity, and adherence to safety and merit badge guidelines.

Most Improved Flight - Best improvement in flight performance or recovery between first and second launches.

These are some suggested rockets to use, troops may use what they wish as long as all safety requirements and merit badge requirements are met.

Estes Alpha III Launch Set

Why it's great: This kit includes everything needed for a successful launch: the rocket, launch pad, and controller. It's designed for beginners and offers a straightforward assembly process.

Price: \$35.99

Where to buy: Electronix Express

Estes Big Bertha Rocket Kit

Why it's great: A classic design that's easy to assemble and flies to impressive altitudes. It features laser-cut

wood fins and a parachute recovery system.

Price: \$32.99

Where to buy: Estes Rockets

Estes Super Big Bertha Model Rocket Kit

Why it's great: For a more advanced build, this kit offers a larger size and higher altitudes. It's suitable for scouts looking to take on a more challenging project.

Price: \$43.99

Where to buy: Hobby Recreation Pro

Estes Alpha Rocket Kit

Why it's great: A tried-and-true beginner's kit with a simple assembly process and reliable performance. It's a great starting point for those new to rocketry.

Price: \$22.99

Where to buy: Estes Rockets