



“A Camporee Program Operating Under the Darkness of Night”

The program will begin at 7:00 pm. During the camporee, the camp will be swarming with young “secret agents” doing their best to accomplish several fun but challenging “Night Missions”. For safety reasons, each Scout Patrol should be accompanied by an adult throughout the evening program. Scout Patrols will be given secret orders that will direct them to their first night mission (event). They will be directed to a total of 11 Night Missions (including midnight meal). After each completed night mission, they will be given sealed orders directing them to their next mission. The Missions will conclude by 1:00 am. All Scouts should be in their campsites and quiet by 2:00am.

Why a night camporee? There are several reasons supporting the idea of a “night camporee”.

1. It is a fun and exciting departure from the “standard” camporee format. This is especially important to those experienced Scouts that have been to other camporees and would enjoy something new and different.
2. To those Scouts involved in a busy weekend schedule of sports and other activities, it gives them the luxury of participating in those events and still complete a full experience at the MISSION IMPOSSIBLE Night Camporee. They won’t have to choose between Scouting and other pursuits.
3. It avoids the hurried Friday night departure and travel/set-up routine. For many units, it is a very hectic routine on Friday night. They can now leave Saturday afternoon at a more leisurely pace. Imagine. . . setting up your campsite in the daylight! (Units may come out on Friday night if they choose, with the understanding that no program will be offered until Saturday evening – until then, they provide their own program.
4. The Saturday evening start allows camporee staff more time to organize and assemble the components of an excellent program. They effectively have all day Saturday to get organized, rather than Friday night/Saturday morning.

5. Under the cover of darkness, the environment takes on a mystery, which creates a more exciting mood. The secrets of the night can be featured and appreciated. Things seem larger, farther, and more intriguing at night.

Summary of Impossible Missions

1. LASER GAUNTLET

Patrols take turns being the invaders and defenders. Defenders choose two people from their patrol who are then blindfolded and stand with lasers (flashlights) ready for action. Invaders must approach quietly; they are not allowed to run. If they make a noise and are “flashed” with a laser, they’re dead and must sit down. Defenders win by killing off all invaders. Invaders win if they can tag defenders without being killed. Each defender is told they have ten shots. They must “shoot” an attacker with their laser (flashlight beam) to kill them. Once they have used all ten shots, they must sit down and turn their flashlight off. They have used all their energy supply and are dead. A shot consists of a single beam of light aimed at a specific target. Sweeping the light across the horizon randomly is not allowed. There is a time limit for each round. This is a game that stresses teamwork and using restricted senses for observation.

2. BLIND ESCAPE

An explosive device goes off blinding everyone except one person, he can see but is paralyzed and can’t move. He must guide his fellow agents by voice through a dangerous series of obstacles to rescue him and escape to safety. Teamwork and cooperation is your only hope for survival. The Patrol Leader must direct his blindfolded patrol through an obstacle course. This mission stresses teamwork and communications. The Patrol Leader will be tested on how clearly he can give instructions and how well he can keep his patrol together coaching them through a situation. His patrol members will be tested on how well they can understand directions, carry out instructions, support each other, and work together as a team.

3. STEALTH HIKE

This event is a test your patrol’s ability to maintain silence, requiring working together as a team, and controlling their behavior. The Scouts are proceeding down the trail to this event and are met by the stranger who tells them to be quiet. There are enemy agents in the area searching for your patrol. You must get down the trail and to the next event without being detected. No sound, no lights. You must be stealthy. The mission is to get to “point B”, under the cover of darkness, without being seen or heard. They can't know you're there. If they see you, it is the end.

4. ESPIONAGE ADVENTURE

The evil agent known as the Jackal, has stolen the royal emeralds. That could create a major international incident if they are not recovered and returned to a small but wealthy kingdom. Luckily directions to where the gems were hidden have been intercepted on the internet. Your group is entering an area that has been booby trapped by the infamous enemy agent, the Jackal. He has hidden a container with the royal emeralds. There are 7 false containers that contain a poisonous gas. Once loose, it will kill everyone within seconds. If you carefully follow clues and choose the correct container you will avert international crises and probably prevent a disastrous war. Patrol members are given the directions to the hidden emeralds. Using a compass and pacing you must find your way to the treasure.

5. STAR TREK (Optional, depending upon weather and cloud cover)

This is a short star hike providing a great opportunity to learn about the heavens and how to find your way at night using the stars, then trek across an open expanse under a luminous star filled sky.

6. JAWS OF DEATH

You will exercise your jaws on a buffet of cheese, crackers, cookies, veggies, cold cut sandwiches, lemonade, and hot beverages. This is a light meal served buffet style scheduled midway through the night for everyone to enjoy. It serves a few purposes. First it refuels young bodies. It serves as a midpoint where staff can check everyone's status. Is everyone accounted for? Are there any injuries? Are the events/missions going smoothly?

7. SECRET STRANGER

The evil agent is known as the Jackal. The good agent is known as the Condor. The Patrol will meet both of them one at a time. They must decide which the Condor is and present their computer disk to him/her. They must determine who is who by asking them questions and judging their character by the responses. You must get information to a secret intelligence unit of the United States government. Your contact is an agent known only as the Condor. You have no information about his/her appearance, nor do you have a code word for identification. The original code word was compromised by enemy agents. It is known that an enemy agent known only as the Jackal is operating in the area and may try to impersonate the Condor to intercept the information on your disk. If your information gets into the wrong hands it could be disastrous for the free world.

8. ENEMY ENCAMPMENT

This event combines some exciting elements, a test of the boys' observation skills, their ability to work together as a team, and their natural desire to run around in the dark desperately trying not to be caught by adults. The Scouts are proceeding down the trail to this event and are met by Bond. He leads, assembles them and explains their mission. An anti-government organization has set up camp and is believed to be training some rather unsavory individuals in domestic terrorism. Right now most of them are gone on a training mission. There's only a few of them guarding the camp. The mission is to get close enough, under the cover of darkness, to gather intelligence information about the group's camp. How many tents do they have? How many people are guarding the camp? Are they male or female? How many vehicles do they have? What are the license plate numbers? They can't know you're there. If they see you, it will compromise our entire operation.

9. AGENT RESCUE

This is a quick search & rescue event. The situation is that a plane has gone down. The pilot is a high level intelligence officer who has knowledge of covert operations that are currently underway. The patrol must act as a search & rescue team to find him and treat him for injuries if necessary. The pilot is a high level intelligence officer who has knowledge of covert operations that are currently underway. The patrol must act as a search & rescue team to find him and treat him for injuries if necessary. You must find him quickly before someone else does.

10. MYSTERY MISSION

Sorry, this is a complete mystery. No one knows what the mission is (not even the president). It will remain a mystery until moments before you begin. (National security you know) It's big! It's vitally important! Be prepared for anything!