



BRAVE

ADVENTURER CAMPOREE
JULY 23-27, 2025



ADVENTURER FAMILY BRAVE CAMPOREE

Planning Guide – 1

www.OntarioAdventurers.ca





Registration Fee and Schedule

- * **Early Bird Rate** (Until April 30, 2025): **\$89.90/person** (with commemorative pin for the first 300 registrants)
- * **Regular Rate** (Until May 31, 2025): **\$99.90/person** (no commemorative pin)
- * **Late Rate** (Until June 30, 2025): **\$109.90/person** (no commemorative pin)
- * **Sabbath Day Pass** (Until June 30, 2025): **\$30.00/person**

Note: The fee is inclusive of a camporee shirt and admission to camp and to all fun activities.

Cancellation and Refund Policy:

Requests for cancellation and refund will be accepted if done in writing (via e-mail or regular mail) no later than **June 30, 2025**, and it will be subject to a 20 % administrative fee.

For more details, visit www.ontarioadventurers.ca



Camporee Theme Song Contest

1. The song contest is open to Ontario Adventurers and their parents, who are registered and actively participating with their local Adventurer club.
2. The song must be an original composition.
3. Contestants are permitted to work in groups; however, only one (1) prize will be awarded regardless of group size.
4. Lyrics should reflect the camporee theme, "Brave." You may also get inspiration from the story of Queen Esther.

5. The song should be catchy, moving, and have a Christ-centered message
6. Length should be 1-2 minutes only.
7. Submission should include:
 - A recording of the song (mp3 or similar file format)
 - A lyric sheet with score (including melody line and chords)
 - Lyrics of theme song saved in a Word document
 - Cover email/letter containing contact information (name, complete mailing address, email address, daytime telephone number/cell phone number, and church/club membership) of the composer(s).
 - A music video in MP4 format
 - If possible, make a French translation, but not mandatory

Deadline for Submission

Submit theme song entry via the www.ontarioadventurers.ca website no later than 11:59 PM, **June 30, 2025.**

Use of Selected Song

The selected song will be the theme song for the Ontario Conference “Brave” Adventurer Camporee 2025. In addition, the successful composer(s) will be invited to perform the song live at the opening ceremonies.

Please note that the Adventurer Department of the Ontario Conference must have the right to use or perform the selected song in any format at any time without the need for permission from or compensation paid to the composer or other copyright holder. Another song may be chosen if the finalist cannot meet these conditions.

Prizes

One (1) gift card worth \$100 and a music trophy will be awarded to the winning entry regardless of the number of individuals involved.



Directions to Camp

Camp New Lowell's Address: [5867 County Rd 9, New Lowell, ON L0M 1N0](#)

- From Hwy 401 take exit 359 to merge onto Hwy 400 North toward Barrie
- Stay on Hwy 400 N and take exit 96B for Dunlop St. West for Angus
- Take Country Rd 90 West
- Turn right onto Brentwood Rd/ Country Rd 10
- Turn left onto Country Rd 9
- Stay on Country Rd 9 and drive for about 5.5 km to Camp New Lowell
- The camp entrance will be on the left



Adventurer Talent Participants and Adult Volunteers

The Adventurer Camporee Committee is looking for Adventurer program participants and adult volunteers to help supervise activities at Camp New Lowell.

Thanks for your willingness to take part and help! Please click the link below to submit your proposed Adventurer participants and adult volunteers (18 and older):

<https://forms.gle/Kas4H7CZau8BRrM26>



OCAC App

Adventurer directors, staff, and parents are encouraged to download the OCAC (Adventurer) App and add to the home screen of your mobile device by scanning this QR code or clicking the following link: <https://app.jotform.com/243033875787266>

This is for quick information dissemination and access to Adventurer-related resources.



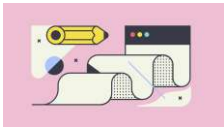
Preparation

1. Present to your church board your club's plan to attend and participate in the Adventurer Family Camporee to be held on July 23-27, 2025, at Camp New Lowell.
2. Promote the Adventurer Camporee to all Adventurer families in your church. Registration closes on June 30, 2025.
3. Organize the following committees to be comprised of staff, parents, and other volunteers: fundraising, transportation, food service, security, first aid, camp equipment, etc.
4. Check with your Pathfinder club or other Master Guides from your church if they can possibly lend you tents, First Aid kits, fire extinguishers, coolers, generators, cook's tents, etc. For safety reasons, repair or replace worn-out or broken supplies.
5. All staff should have their Vulnerable Sector Check done at the start of the Adventurer program year. Just see to it that all staff and volunteers who will join the camporee have complied with this requirement.
6. All Adventurer campers, both young and old, should fill out the Medical Info and Liability Release form. Please put them in a binder.
7. Meal times are short, so you can save time and energy if you have volunteers to cook for your club. Thus, it is recommended that you organize a kitchen crew. Just be mindful of other individuals with different dietary needs. Remember, club volunteers must also register to be admitted to camp.
8. Keep your staff and Adventurer families well informed about the Camporee and share information with them as you receive it.
9. Meet with your Adventurer staff and discuss what they like to do while at the Camporee (i.e., what awards to take, what daytime activities to do, etc). Planning this ahead of time will get your Adventurers involved and excited about what they will be doing once they get to camp.
10. One week before the Camporee, meet with all your staff and Adventurer parents to finalize your packing list, club rules, and club activities/schedule for what your club plans to do at the Camporee.



Dress code

- Wednesday, July 23 – Type B
- Thursday, July 24 – Camporee shirt
- Friday, July 25 – Type B
- Sabbath, July 26 (morning) – Type A uniform
- Sabbath, July 26 (afternoon) – Camporee shirt
- Sunday, July 27 – Casual



Packing List

Adventurer Club Leaders/Staff should bring:

- ❖ Tent, stakes, poles
- ❖ Tarps for under tents
- ❖ Lanterns
- ❖ Pots & pans
- ❖ Dish soap & dish towels
- ❖ Plates, cups, bowls
- ❖ Silverware/Plastic ware
- ❖ Cooking utensils/ can opener
- ❖ Matches
- ❖ Cookstove
- ❖ Fire Extinguisher
- ❖ Tables & Tablecloth
- ❖ Screen tent or Cook tent
- ❖ Food
- ❖ Water Containers/ Coolers
- ❖ Rope & clothespins
- ❖ Hammers
- ❖ Adventurer Flag with stand
- ❖ Canadian Flag with stand
- ❖ First Aid kit
- ❖ Toilet paper
- ❖ Garbage bags



Each Adventurer camper should bring:

- ❖ Bible
- ❖ Offering/ Pocket Money
- ❖ Pen/Pencil
- ❖ Type A Adventurer Uniform
- ❖ Type B Uniform (Club T-shirt & pants)
- ❖ Black shoes, hiking shoes
- ❖ Sleeping bag, pillow, blanket
- ❖ Cot/sleeping pad
- ❖ Plastic bags for dirty laundry
- ❖ Towels & washcloth
- ❖ Footwear for showers (flip flops)
- ❖ Toiletry items: Shampoo, soap, toothpaste, toothbrush, hairbrush, comb, deodorant, and adjustable toilet seat (for little children)
- ❖ floss, hair bands
- ❖ Shirts, pants, shorts, underwear, socks
- ❖ Flashlight
- ❖ Bug spray, sunblock
- ❖ Camera (optional)
- ❖ Raincoat & jacket
- ❖ Outdoor collapsible chairs



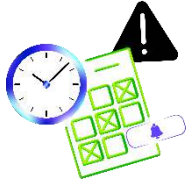
Arrival and Camp Setup

Onsite registration and campsite set-up will be on Wednesday, July 23, 2025, from 9:00 am. to 7:00 pm. As Adventurer club members arrive at Camp New Lowell, the club director or his/her designee should report to the Camporee Headquarters for registration and instructions. At this time, directors will be asked to submit a binder of the completed and signed Medical Info and Liability Release forms.



Camp Entrance

It is recommended that each participating club will put up a camp entrance showing the name of the club and it reflects the theme of the camporee. It doesn't have to be expensive. Just use your creativity in designing your camp entrance.



Camporee Schedule

Wednesday, July 23, 2025

9:00 AM	Gate Opens
	Onsite Registration/Camp Setup
12:00 PM	Lunch
5:00 PM	Supper
6:00 PM	Preparation
7:00 PM	Opening Ceremony
7:30 PM	Nighttime Program
10:00 PM	Noise & Lights Out

Thursday, July 24, 2025

6:00 AM	Quiet Time
6:30 AM	Directors' Meeting at HQ
7:00 AM	Wake Up! /Generators on/Preparation
7:30 AM	Flag raising / Worship/ Fitness Journey
8:00 AM	Breakfast
9:00 AM	Awards
10:30 AM	Daytime Activities
12:00 PM	Lunch Break and Free Time
2:00–4:00 PM	Organized Games
5:00 PM	Supper
7:00 PM	Flag Lowering Ceremony
7:30 PM	Nighttime Program
10:00 PM	Noise & Lights Out

Friday, July 25, 2025

6:00 AM	Quiet Time
6:30 AM	Directors' Meeting at HQ
7:00 AM	Wake Up! /Generators on/Preparation

7:30 AM	Flag raising /Worship/Fitness Journey
8:00 AM	Breakfast
9:00 AM	Awards
10:30 AM	Daytime Activities
12:00 PM	Lunch Break and Free Time
2:00 PM – 4:00PM	Organized Games
5:00 PM	Supper
7:00 PM	Flag Lowering Ceremony
7:30 PM	Nighttime Program
10:00 PM	Noise & Lights Out

Sabbath, July 26, 2025

6:00 AM	Quiet Time
6:30 AM	Directors' Meeting at HQ
7:00 AM	Wake Up! /Generators on/Preparation
7:30 AM	Flag raising /Worship/Fitness Journey
8:00 AM	Breakfast
10:00 AM	Sabbath Service
12:00 PM	Sabbath Lunch and Free Time
2:00 PM	Awards
3:30 PM	Daytime Activities
5:00 PM	Supper
7:00 PM	Flag Lowering Ceremony
7:30 PM	Nighttime Program/ Closing Ceremonies
10:00 PM	Noise & Lights Out

Sunday, July 27, 2025

7:00 AM	Wake Up!/Generators on
7:30 AM	Worship by Clubs
8:00 AM	Breakfast
10:00 AM	Breaking of Camp/ Area Inspection
12:00 PM	HOMEWARD BOUND



Camporee Wristbands

All registered Adventurer campers and Sabbath day pass holders should wear their camporee wristbands at all times while at camp. Security will escort those without wristbands out of the camp property. Thanks for your cooperation.



Organized Games

Various fun games will be organized for the enjoyment of all Adventurers.

30 METERS DASH

Number of Participants: Individual or Team

Equipment: Measuring tape or marked track, stopwatch or timing gates, cone markers, flat and clear surface of at least 50 meters.

Description: The first runner to cross the finish line is the winner.



ARCHERY TOURNAMENT

Participants: Individual or Team

Equipment: Targets, Arrows and Bows (will be provided by OCAC)

Description:

1. Three (3) shots are allowed for each individual entering the event. Each arrow will be counted depending upon where it hits the target, with the center bulls eye counting 10 points and each ring going out be 9,8,7.....3,2,1 points.

2. An Adventurer will be allowed 2 free shots before his/her 3 regular shots for the event. Neither of the 2 free shots will count toward the score, regardless of the outcome of the last three.
3. Points will be tallied to determine the winner.



BEAN BAG TOSS

Number of Participants: Divide Adventurers into Teams

Equipment: Bean Bags and Base (will be provided by OCAC)

Description: The game is played in two complete rounds, and both players will have a chance to go first.

Round 1

One player tosses all three of their bean bags towards the game base. Add up the score and mark it down. The next player now takes their turn and marks down their score.

Round 2

The second player starts the round by tossing their bean bags and adding the new score to their previous score. The other player now takes their turn and does the same.

The team with the highest score wins!!!

CONNECT FOUR

Number of Participants: 2 Players

Equipment: Frame and Discs (will be provided by OCAC)

Description: Players choose yellow or green discs. Each player drops their discs into the frame, starting in the middle or at the edge to stack their colored discs upwards, horizontally, or diagonally. Use strategy to block opponents while aiming to be the first player to get 4 in a row to win.





DODGE BALL

Number of Participants: Team

Equipment: One ball (will be provided by OCAC)

Description: The objective of dodgeball is to eliminate all players of the opposing team by throwing ball and hitting the opposing player.

EGG AND SPOON RELAY

Number of Participants: Divide Adventurers into Teams

Equipment: Plastic Eggs and Spoons (will be provided by OCAC)

Description:

1. Pass out a spoon and egg to each Adventurer in the front of the line.
2. Blow the whistle, signaling the start of the relay. Each person with a spoon and egg must carry the egg on the spoon to and from the designated spot.
3. As soon as the player returns to the line, he or she passes the egg and spoon on to the next person in line.
4. Make the game more challenging by setting up obstacle course for the Adventurers.
5. If a player drops the egg along the way, he or she must return to the line and begin again.





FRISBEE TOSS

Number of Participants: 2 Adventurers per Club

Equipment: 2 Frisbees per person (will be provided by OCAC)

Description: The game aims to get the disc (Frisbee) through the Target. The team with the highest score is the winner. *(Each Club will be responsible for picking up and returning their Frisbees to the starting line).*

OBSTACLE COURSE

Number of Participants: Teams

Equipment: (will be provided by OCAC)

Description: Adventurers must navigate a series of challenging physical obstacles, usually while being timed. Obstacle courses can include running, climbing, jumping, crawling, swimming, Inflatables, and balancing elements with the aim of testing speed and endurance. Sometimes, a course involves mental tests.



POTATO SACK RACE

Number of Participants: 3-4 Teams (depends on the number of participants)

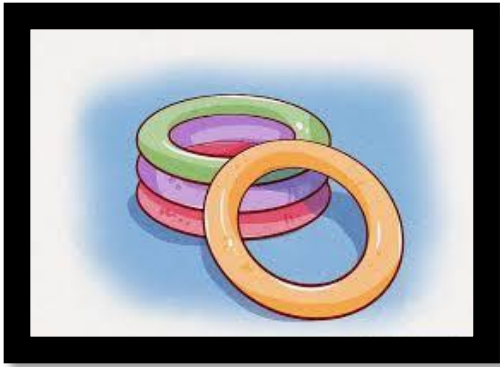
Equipment: Sack for each team (will be provided by OCAC)

Description:

1. Have the Team form their lines. Give each Team a Sack. Big size of sack is preferable for comfortable movements.
2. The first person in each line will be the first participant of the race. The participant will step inside the sack, heads out holding the sides of the sack with both hands, hop to the end of the line and back to their

lines. The next participants will follow doing the same procedure until all of them on the team participate.

3. The first team to the finish line wins.



RING TOSS

Number of Participants: Up to 4 teams

Equipment: Four or eight rings (half one color, half another), two stakes, and a score sheet (will be provided by OCAC).

Description:

1. Each player/team throws their chosen color of rings at the opposite stake.
2. Players/teams alternate turns, throwing one ring at a time until all rings have been thrown.
3. Score 5 points for each ringer and 3 points for any ring touching the stake, and score one point for a ring within 6" of the stake and closer than an opponent's ring.
4. Pick up the rings and continue playing until one player/team reaches the target score.

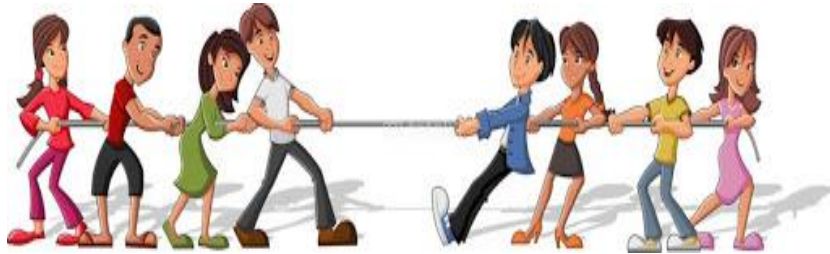


SOCCER

Number of Participants: 2 Teams (6 players, 1 Goalie and 5 Field Players)

Equipment: Large Ball (will be provided by OCAC)

Description: The game is started at the center of the field. The team who kicks off passes the ball to a teammate at the referee's signal. In the basic soccer rules the point of the game is to get the ball in the opposing team's goal and the team with the most goals after the specified time is the winner. The ball must cross the goal line to be a goal.



TUG OF WAR

Number of Participants: 8 or more per Team

Equipment: Long Rope (will be provided by OCAC)

Description:

Split the children and adults evenly on either side of the rope.

It works best with the smaller or weaker players towards the middle and the stronger players at the ends.

Find a spot on the ground to mark as the middle. The objective is for one team to pull the other over the mark on the ground.



WATER BALLOON TOSS

Number of Participants: Two Teams

Equipment: Bucket, Water and Balloons (will be provided by OCAC)

Description:

- Each team should pair up and stand in two lines, facing each other.
- Fill up and tie several water balloons and place them in a pile in the middle.
- Split players into teams of two.
- Form two straight lines, with teammates facing each other.
- Each player takes a big step back from their teammate and tosses the balloon to them.
- The opposite player must catch the balloon without popping it.
- If a balloon pops, that team is out.

Other Games

Catch Haman	Cup Pyramid	Double Dutch	Find Esther
Flag Tag	Frisbee Golf	Paper Plane Comp	Seal the Decree



1. Balloon Sculpture
2. Bouncy Castles
3. Bubbles
4. Facing Painting
5. Jenga
6. Pony Rides
7. And many more.....