

Shadows of 1864 Leaders Meeting

September 11th, 2025

Agenda

Arrival and Check-In

Early Trailer Drop-Off

Weekend Camping Policies

Health and Safety

Program Details

Trading Post

Food Options

Q/A

Scouts and their parents expect all Scouting America activities to be conducted safely. To ensure the safety of participants, Scouting America expects leaders to use the four points of SAFE when delivering the Scouting program.

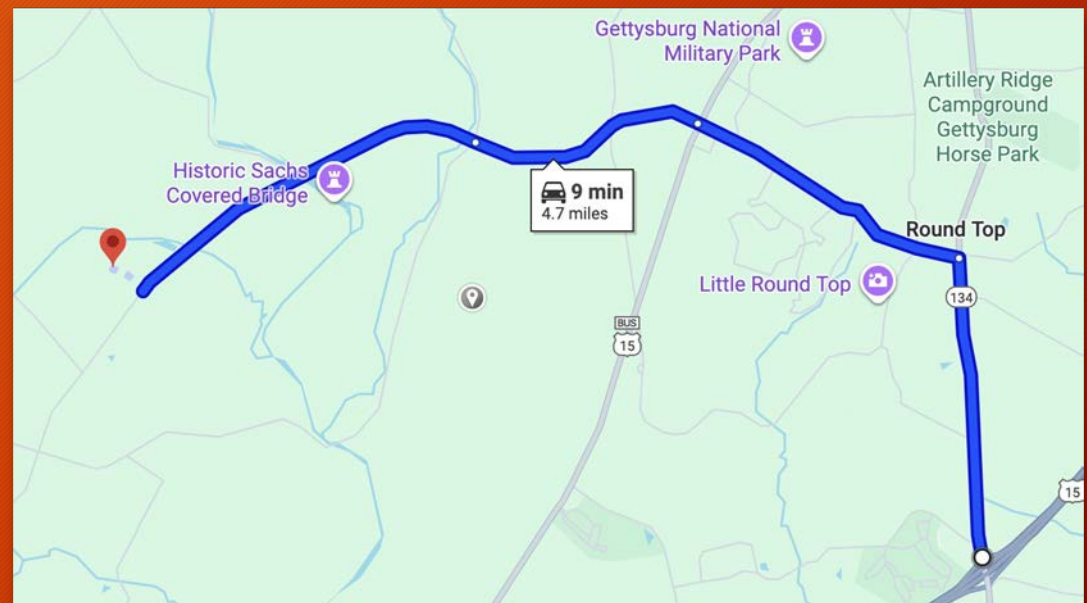


Arrival Directions

Address: 965 Pumping Station Road
Gettysburg PA, 17325

All Participants and Staff should take RT
134 Exit off of US 15

1. Head north on PA-134 N toward Knight Rd
2. Turn left onto Wheatfield Rd
3. Continue onto Millerstown Rd
4. Continue onto Pumping Station Rd
5. Follow all posted arrival signs toward parking area



Friday Check - in Procedure



Check-in will open at 4:00 PM. DO NOT ARRIVE EARLY



All trailers will be directed to proceed directly to their site.

Please have your site known upon arrival

The person driving the trailer **SHOULD NOT** be the person responsible for check-in

We will have staff directing



One leader will proceed to the Check-In Tent

They must have a completed roster as detailed in the leaders guide

They will receive the following:

- Schedule/Map
- Kepis
- Wrist Bands

Unit Trailers and Gear Vehicles

- Each Unit is allowed **only 1** Trailer or gear vehicle regardless of the number of site assigned
- The Trailer/Towing Vehicle or Gear Vehicle will stay parked in the site and will **NOT** be moved at any point until Sunday departure. Plan accordingly
- Units may sign up to drop their trailer off early by scanning the QR code below
 - Any unit that drops off their trailer will be provided a pass to allow a towing vehicle to be parked with the trailer on Friday Arrival.



Saturday Check-In /Arrival

- Check-In Will open at 7:30 AM
- Please follow the same driving directions presented earlier
- All Day Attendees should check-in at the main Registration Tent
 - Follow the posted signs

Sunday Departure

- All Weekend Participants will depart on Sunday morning starting at 8:00 AM
- At 8:00AM we will allow vehicles towing trailers/gear vehicles to exit their site and depart.
- No vehicles be permitted to enter the sites
- Units should depart by 11:00AM if staying later, please notify Camporee Leadership. All Units must Depart by 6:00PM

Camping Policies

- Campers must take their trash home with them when they depart.
- No open flames are permitted
- Campers may not cut any living or standing trees.
- Campers are not permitted to touch, pull apart, or sit on any of the hay bales situated around the property
- No smoking in front of youth
- NO FIREARMS
- No generators may be used

Health and Safety

- Units should handle small injuries as with any campout
- If assistance is required we will be staffing our Medical tent in the Encampment HQ throughout the event, please stop in if assistance is needed
- Units will hold onto AMHR Parts A/B
- If you need to contact EMS staff while on site please call:
 - 223-339-0930

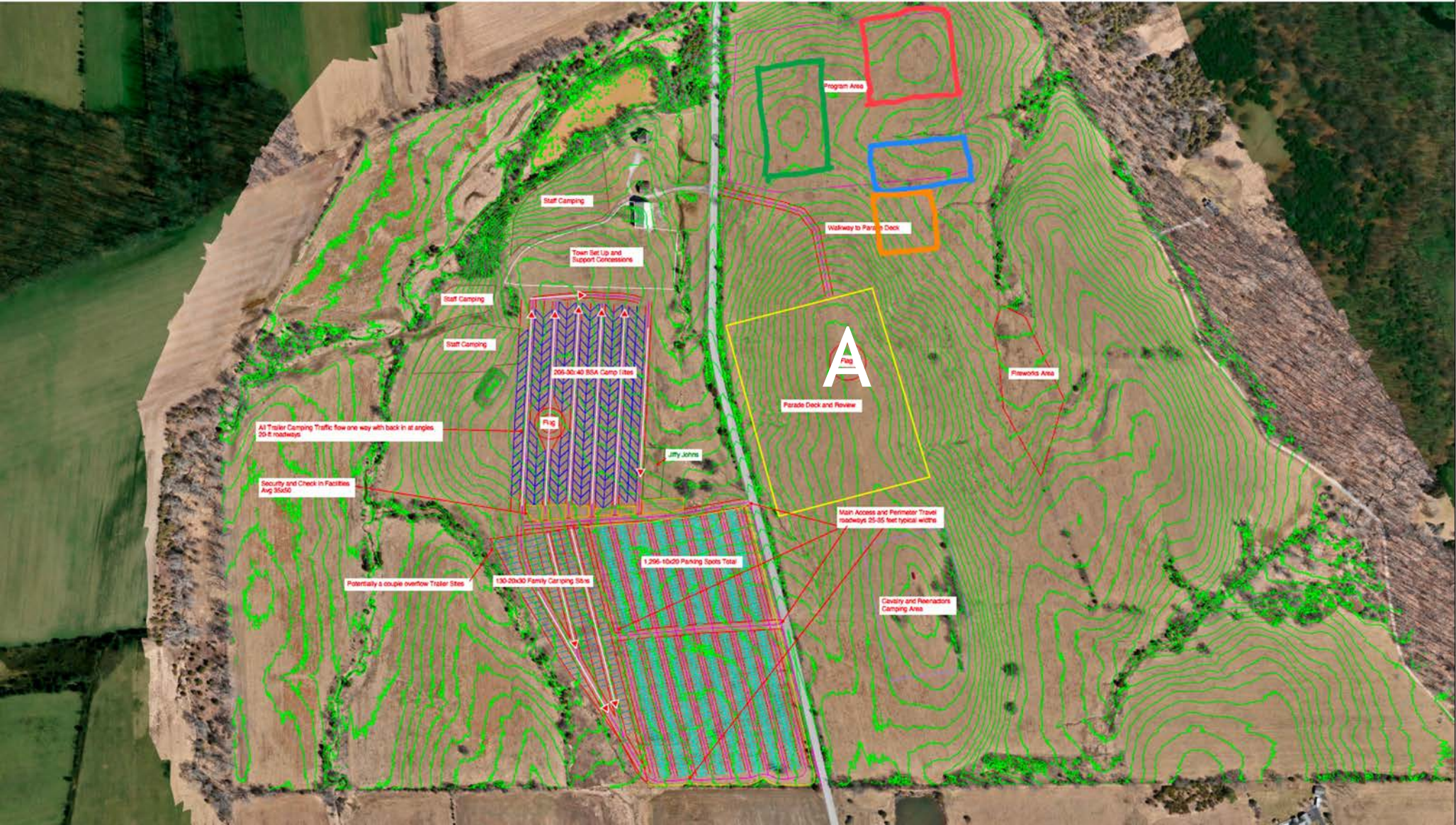
Program

Friday Evening Schedule

- 4:00 PM Check-In Opens
- 5:00 PM Mustering Process Starts
- 6:00 PM Encampment HQ Opens
- 8:00 PM Campwide Enlistment Ceremony (The Barn)
- 10:00 PM Taps (Quiet Time)

Saturday Schedule

- 7:00 AM Reveille
- 7:30 AM Day-only Check-In Opens
- 8:00 AM Encampment HQ Opens
- 8:30 AM Scouts BSA Program Starts: Participants Report to First Assigned Station.
- 8:55 AM Flag Raising
- 9:00 AM Cub Scout Program Opens
- 12:00 PM Lunch (Scouts BSA Program Breaks, Cub Programs Remain Open)
- 1:00 PM Scouts BSA Program Resumes
- 4:15 PM Camp-wide Program: Parade (Scouts BSA Companies Report to Flag Pole A)
- 5:15 PM Chapel Services
- 6:00 PM Dinner
- 8:30 PM Fireworks
- 9:30 PM Encampment HQ Closes
- 10:00 PM Taps. (Quiet Time)



Scouts BSA Program

- Infantry/Cavalry/Artillery Demonstrations
- Artillery Activity - Scouts will put their launching skills to the test as they use tennis balls to try and hit targets at various distances up to 50 yards.
- Cavalry Activity - Scouts will prove their physical ability as the best jockey in races through a figure-8 track on inflatable bounce horses. If they can move quickly on an inflatable bounce horse, they'll have no problem on a real horse!
- The Army Encampment - FVB will provide volunteers and static displays throughout their encampment for scouts to explore and learn more about a Union encampment.
- Cow Milking & Butter Making - a very common chore for any farmhand in the 1860's was milking cows. Milk was used for more than just the raw product, so scouts will also learn how to make and sample their own butter.
- Civil War Music - there are some tunes from the Civil War that are still well known today that were used for inspiration for contemporary soldiers.
- Branding - Scouts will have an opportunity to add this specific event's mark to their rifle, or any other brand-appropriate item. Items can include a mock springfield rifle, baseball hat (not your kepi), brandable mug, or wood disc.
- Engineering Corps Activity
- And More!!!

Cub Scout Programs

- Infantry/Cavalry/Artillery Demonstration
- Army Encampment - FVB will provide volunteers and static displays throughout their encampment for scouts to explore and learn more about a Union encampment.
- Drilling Station - a quick lesson on how soldiers march and learn commands.
- Cow Milking & Butter Making - a very common chore for any farmhand in the 1860's was milking cows. Milk was used for more than just the raw product, so scouts will also learn how to make and sample their own butter.
- Civil War Music - there are some tunes from the Civil War that are still well known today that were used for inspiration for contemporary soldiers.
- Branding - Scouts will have an opportunity to add this specific event's mark to their rifle, or any other brand-appropriate item. Items can include a mock Springfield rifle, baseball hat (not your kepi), brandable mug, or wood disc.
- Medical - Battlefields were not a place free of emergency and injury. Some soldiers needed to be very skilled in medical skills to save other soldiers. At this station, Scouts will be able to see the ingredients and components of a field medic's kit, as well as participate in stretcher relays.

Reenactor Program -Federal Volunteer Brigade (FVB)

Each company rotates through 30-min demonstrations (must arrive on time)

- **Artillery**

- Learn how cannons were loaded, used, and evolved in the war
- Live cannon firing - *bring hearing protection*
- Safety perimeter strictly enforced

- **Cavalry**

- Live horse demonstration
- Unique addition to this year's event

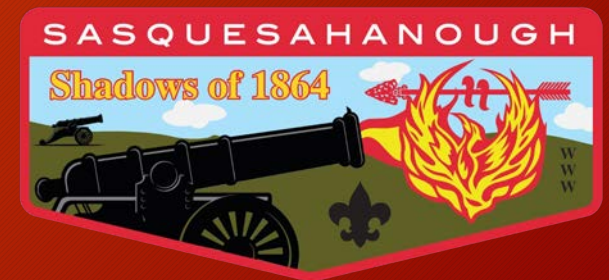
- **Infantry**

- See formations and volleys fired
- Learn about notable Gettysburg infantry units
- *Hearing protection recommended* - safety perimeter enforced

Encampment HQ

Supply Depot

- All Pre-orders of Mugs and Guns can be picked up at the trading post
- We will have all patches for sale
- Candy
- Special event coins
- Haversacks



Online Trading Post



Six-Panel Twill Cap

\$24.75



5.4-oz 100% Cotton T-Shirt

\$23.75



Ladies 100 Cotton T-Shirt

\$26.00



Ladies Dri-Mesh V-Neck
Polo

\$37.75



Dri-Mesh Polo

\$37.75



Men's Solid Flannel Shirt

\$47.50



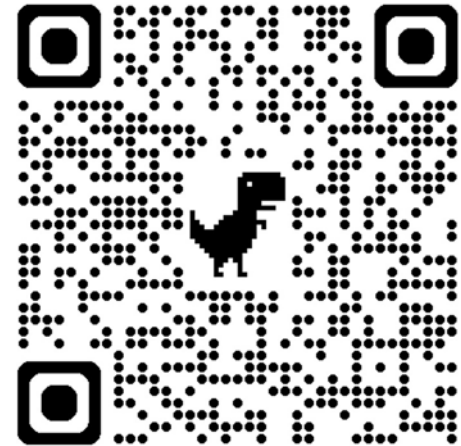
Fleece Pullover Hooded
Sweatshirt

\$42.75



Ladies Value Fleece Vest

\$45.75



Special Patch Set
Only 100 Made!
\$64



Food

- There will be food available for purchase starting Friday night and running all Day Saturday at our Turning Point Tavern
 - Hamburgers/Cheeseburgers
 - Hot Dogs
 - Beef Stew
 - Chili
 - Soda/Water
 - Coffee
- Food Trucks will be onsite Friday/Saturday including: French Fries, Chicken, Pretzels, Funnel Cakes

Roberts Inn - Root Beer!!!

- Special Event Mug \$8
- Refills \$1
- Root Beer Floats \$2



Registration Reminder

- Weekend Camper Extended Registration (Sept. 6-12): \$50 weekend / \$20 day
- Weekend camping registration closes 11:59 PM on Friday September 12th!
- Day-only registration stays open until Sept. 24 in Tentaroo (\$20)
- Walk-in day registration available Sept. 27 (\$20)

Q/A

