

2026 Grand Canyon Council
Fall Camporee

Chival-o-Ree

October 16th - 18th
Camp Geronimo



Presented by the members of the Black Mountain Chapter - Order of the Arrow

v20220910



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9-11am Cookies & Fellowship
w/ a GCC representative

1-2pm Corn Hole Tournament

2-3pm Disc Golf Tournament

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Event Summary

The Black Mountain Chapter Camporee Committee is proud to present the next iteration of this annual event, Chival-O-Ree! Just like every camporee, your scouts will have the opportunity to learn in the outdoor setting, grow as a patrol, and earn honor for their unit through challenges. The day will be broken into 7 one-hour blocks, with 4 activities scheduled before lunch and 3 activities after lunch.

Combining the successes and feedback from the past several years, we've made improvements to make this stellar event even better.

- The activities for the scouts will again include the target sports they love; Rifle shooting and Axe throwing
- Our past favorite Escape room will be returning reimagined with a Medieval twist.
- We will again have a program for those AOL's that wish to join us.
- The schedule has been refined to give troops more time for dinner preparations and an earlier campfire.
- The gems we added for our adult leaders last year are all coming back for 2025: the Cookies and Coffee Fellowship and the Cornhole Tournament, and other activities.

We look forward to seeing you October 16th - 18th, 2026, at Camp Geronimo.

Sincerely,

2026 Black Mountain Camporee Committee

Soren Lindquist, Camporee Chief

Mike Miller, Camporee Advisor



Staff Contacts

Camporee Chair	Mike Miller	mpm131@verizon.ent	410-279-6635
Chapter Chief (Youth)	Jakob Barlow	Pickles47123@gmail.com	n/a
Camporee Chief (Youth)	Soren Lindquist	soren.e.lindquist643@gmail.com	n/a
Chapter Advisor	Amy Barlow	acbarlow5@gmail.com	703-457-0307
Council Support	Carley George	carley.george@scoutingaz.org	n/a
Range and Target Activities	John Kwilosz		n/a



Prior to Camporee

- Campsite selection - If there are any special considerations needed to be made regarding your unit's placement - please inform the camporee chair ASAP (mpm131@verizon.net). We may inquire if we can separate your unit or split with other units to accommodate special needs.

- We are providing Saturday Lunch as part of the event, menu found in **Appendix A**. If there are any considerations needed by any of your Scouts/Scouters please let us know - GF diet, etc.

(blakekiteaz@gmail.com).

- All participant parts should have Health Form Parts A & B on file with their respective units as with any outing less than 72 hours. Health forms will not be collected by the Camporee staff as part of the check-in process

- The Buddy System for all scouts during Camporee is to be practiced. Safety is our number one priority.

- All participants directly prior to leaving for Camporee should perform a self-assessment to minimize potential exposure. Are you experiencing a cough? Fever? Sore throat? Fatigue? or Shortness of breath? If you don't feel well - please stay home.

- Register on the Grand Canyon Council Website including payment. Payment schedule can be found in **Appendix D**.



Check-in Process for Camporee

- Check-in will run from 6 pm to 9 pm on Friday night of the camporee at the entrance gate to the East side of camp. If arriving after 9 pm, proceed directly to the dining hall for late check in. This is a youth-run event and scouts will need time to arrive at camp after leaving school. No check-ins will occur after 10 pm. If you are unable to check in before 10 pm, please plan on checking in after 7 am on Saturday morning.

- Please plan on minimizing your gear as erosion is a challenge – if you can fill one vehicle with items to drive up and have your scouts be prepared to carry other items to the campsite on foot.
- Check-in will be on a rolling basis, you do not need to wait until your entire unit is present, but only 1 car will be allowed per unit at a time.
- Each unit will have a registration check-in sheet (Appendix B), camporee staff will be collecting the leader name, address, and total youth and adults present.
- Camporee staff will escort your unit to their assigned campsite as soon as they are checked in
- To minimize traffic in Camp - each unit will be allowed a single vehicle travel pass for the express purpose of dropping off gear. Trailers may be permitted to remain at the campsite (site permitting) as long as egress is clear.
- **No vehicles will be allowed to remain in campsites overnight without prior approval.**
All drivers will give their license plate numbers to the registration team with their troop numbers. Cars must be parked in the parking lot no later than 10 PM Friday night backed in. Any units with cars left in campsites will be penalized 40 points to their troops score.

During Camporee

- Score Cards (Appendix C - Example) will be distributed at the SPL/Leaders upon check-in. Those arriving late will receive their score cards after opening Flags.
- Have Fun! Encourage your scouts, but let them work as a Patrol. Adults, please participate in the adult fun provided by the Camporee Team – you deserve a vacation and time to have fun!
- Dress Code
 - Field Uniform for Opening Flags
 - Activity Uniform for the remainder of the day
 - Bonus points available for dressing in an old west manner.

Checkout process from Camporee

- A Camporee Staff member will help your unit checkout - this is to ensure that all of our scouts are accounted for and off of the property at the end of the Camporee.
- Leave No Trace principles are to be followed upon check-out. Our duty as always is to leave the camp better than we found it.
- If a unit desires to leave before 8:00 AM, please arrange it with Camp staff upon arrival
- As soon as the walk-through is complete, and transportation for all participants in the unit is confirmed - the unit is free to depart.
- **DO NOT LEAVE WITHOUT CHECKING OUT!**



Overview of Activities

The camporee activities have been selected to provide the most complete scouting experience possible in the Old West. From cultural activities to scout skills the scouts will be challenged to work together in the building block of every troop, the Patrol. The Cohorts will rotate through all stations in a round-robin fashion. The Black Mountain Chapter have tried to ensure there is something fun for every 49er!

Station 1: Rifle Shooting

- **Location: Rifle Range**
- Rifle Shooting – Best shot Competition (2 Targets - 5 Rounds each Target, 10 Rounds Total)
- Please note: Priority will be given to the youth for shooting. Adults will be allowed to shoot if time allows.
- Only Scouts BSA, Venturing, and Sea Scouts can shoot at this range. Cub Scouts (AOL Scouts) if in attendance they are not permitted to shoot and will be guided to the AOL station.

Station 2: Axe Throwing

- **Location: Archery Pitch**
- Tomahawk throwing – Best shot Competition (2 Targets - 5 Rounds each Target, 10 Rounds Total)
 - Only Scouts BSA, Venturing, and Sea Scouts can shoot at this range. Cub Scouts (AOL Scouts) if in attendance they are not permitted to throw and will be guided to the AOL station and will be guided to the AOL station.

Station 3: Golden Feather

- **Location: Manny's**
 - Gather around to develop your best stories with a Medieval flare and act them out with props that your patrol makes.

Station 4: The Apothecary

- **Location: Outdoor Skills**
 - Scouts will be on the search for fallen Knights needing medical attention. How well do your patrols know first aid and can they save the fallen? Cuts and scratches to broken limbs are some of the examples of what they might encounter.



Station 5: Jester's Court

- **Location:** Masak

The Medieval times were known for swift, brutal, and questionable justice. Can your patrols work together to escape from their confinement and avoid uncertain justice?

Station 6: The King's Feast

- **Location:** Amphitheater

- Teams build and light their own campfire, then mix, and cook their own dumplings. Our trail judges will score flavor, doneness, presentation, teamwork, and fire building skills.

Station 7: Squire's Scaffolding

- **Location:** Parade Grounds

- Our squire is in distress and trapped high up. Can your patrol build a contraption to rescue them? Knots and lashings are a must for this station.

Bonus Station: The Arrow Outpost (AOL)

- Location: Behind the Commissioner's Shack
- Rotate through exciting, hands-on stations that align with Outdoor Adventurer, Estimations (Elective), and Into the Woods (Elective). They'll set up a model campsite, practice fire lays and run quick estimation challenges (pace count, height/distance, volume), and learn tree/wood ID and conservation—all while planning, leading, and working as a team. It's energetic, outdoorsy, and built to show exactly what it feels like to be a Scouting America Scout.

Trading Post - Snack Bar/Info Station

- **Location: Dining Hall Porch**
- The Black Mountain Chapter will have for sale treats and beverages available. Cash will be the best tender of payment.

Medical Services

- The Camp Health Lodge is staffed 24 hours a day by qualified medical personnel. For insurance purposes and for the health and safety of all participants, all accidents and illnesses, no matter how minor, must be reported to the Health Lodge and recorded. Arrangements have been made with the local rescue squads and hospitals to handle any medical emergencies.
- The nearest hospital is Banner Payson Medical Center 807 South Ponderosa Street Payson, AZ 85541. The telephone number is (928) 471-3222.

Order of the Arrow Callout Ceremony



For the Adults:

Jumbles and Coffee Fellowship Hour

- **Location: Dining Hall**
- **9-11am** Fellowship is an important tradition in scouting. We will provide Coffee and Cookies for the adults in the Dining Hall. Come hear from council leaders and volunteers on the current state of Arizona Scouting and please bring with questions and ideas to share.

Cornhole Tournament

After lunch on the parade ground – single elimination tournament for adults!

Frisbee Golf Tournament

After being eliminated in Cornhole, come and try your skills at Disc Golf checkout from the snack shop.

Appendix A: Menu

We're happy to try to accommodate your needs, but we need to know in advance to plan for anything but the Standard menu listed below. The GF and VG options will only be provided if requested in advance.

	Standard	GF Option	VG Option
Entree	Hot Dogs		Veggie Dogs
	Buns	Udi's Buns	
	Mustard		
	Ketchup		
	Relish		
	Onion		
Side	Asst. Chips	Pop Chips	
Fruit	Apples		
	Oranges		
Dessert	Oreos	GF Oreos	
Beverage	Lemonade		

Appendix B: Check-in Sheet

Appendix C: Score Card (Example)

Patrol Name: _____ Unit #: _____			
Patrol Leader: _____ Campsite: _____			
Castle Siege	Wild Haggis!		
Bard Game	C.O.P.E		
Pancake Xtreme	Mystery Event		
Wish Robert a Happy Birthday!	Patrol Yell at a Staffer	Photo with a Kilted Scout	Epic Patrol Photo
Meet Kerry! Signature	Tell the snack bar Staff a JOKE	Find an OA Chief Signature	Fortnight Dance with Joshua
Shooting Sports: Shotgun	Shooting Sports: Rifle	Scotch Oven Group:	Scotch Oven Score
Logic Puzzle	Disc Golf Tournament (Leaders)	Coffee Break (Leaders)	Suggestion for Future Camporee (Leaders)

Appendix D: Payment Schedule and Refund Process

2026 Camporee Payment Schedule:

Up until to September 16th cost is \$35

From September 18th to October 2nd the cost is \$45

Same day registration will cost \$80

Thu 09-17-2026 12:00 AM (Scouts BSA late fee begins)

Thu 09-17-2026 12:00 AM (Adult late fee begins)

Thu 09-17-2026 12:00 AM (AOL late fee begins)

Thu 09-17-2026 12:00 AM (AOL Parent late fee begins)

Refunds are not available for this event.

Unit #: _____ **Site:** _____

Registered: Youth ____ Adults ____ IOLS ____

Unit Leader: _____

Email: _____ Phone: _____

Shipping Address: _____

Requested Checkout Time: _____

Time	Name	Youth	Adult	IOLS