

Leader's Guide  
2026 Sky Islands District Spring Camporee  
17-19 April 2026  
Camp Lawton, Tucson, AZ

# THE LUMBERJACK LEGACY CAMPOREE



# Introduction

Welcome to the Sky Island District Camporee, an annual event where scouts from all over southern Arizona gather to compete and prove their Scout Spirit. The 2026 Sky Islands District Camporee hosted by Troop 770 is taking place at Camp Lawton Scout Camp 12900 E Organizational Ridge Rd, Mt Lemmon, AZ 85619

## Theme

You and your Patrol are backpacking when you come across Paul Bunyan and Babe. Paul has been asked to clear the forest underbrush to help prevent forest fires. You must guide your Patrol through several challenges to clear the forest and clean up Camp Lawton. The journey ahead of you is a test of strength, skills and teamwork. Are you willing to help Paul and Babe clear the forest and earn your Paul Bunyan Award?



## Registration

Registration for the Sky Islands District Camporee can be done online or the Council Office. Online registration is open until March and will cost \$20 per scout or adult. Walk-in registrations for individuals *only* are accepted during the check-in on Friday evening for \$25. Each Unit **MUST** be registered to participate, even if they intend to join a linked unit during activities. Walk-in registration is **strictly** for individuals in a registered unit.

### *Deadlines & Prices*

Registration Type	Date	Price
Regular	Through April 6	\$20
Walk-in with registered Troop Only	April 17	\$25

## Parking

Each Troop may park two vehicles in the parking lot. All vehicles will back into their parking space. There is limited parking available, so it is recommended that you plan ahead and don't bring trailers if you can help.

## Check-In and Medical Forms

Please arrive at camp between 5:00 PM and 7:30 PM on Friday evening for check-in. Each unit must send their youth leader and an adult leader to check in at the admin building located at the Dining Hall. Please have your registration confirmation and medical forms for all participants ready (only medical form parts A and B are needed for this event). Scouts without medical forms are not allowed to participate. Refunds will not be given. Units are assigned to their campsite based on their size at Check-In. If a unit plans to arrive outside of the designated arrival time, they must contact the staff. Scouts may not participate in events until their unit has checked in.

## Youth Protection

Units are required to comply with Scouting Americas Youth Protection Training (YPT) policies. Each unit must have **two BSA-registered adults at least 21 years of age** (including a female adult for girls Troops). Adults cannot be shared between units; each unit **MUST** have its own set of adults.

## Pre-requisites

It is a **requirement** to have the **Totin' Chip** to participate in most events.

The goal for the Camporee is for your Scouts to leave with the Paul Bunyan Award. To facilitate this there is a requirement sheet that will be filled out at each station that meets the requirements. It is imperative that each Scout participate to get the requirements signed off.

Troops will need to have Requirement # 3 of the Paul Bunyan Award completed and documented with their Troop. We will not have time to complete this task.

**Troops will be required to provide their own saw and axes/ hatchets and rope for the event.** Two-man saws will be available for the Saw Challenge and for use at your morning stations for practice, however there is a limited number available.

## **Campfire**

On Saturday evening, we are holding a closing campfire at the Dining Hall. While the staff is providing some entertainment, it is primarily up to the participants to create a memorable program. If a patrol has a song or skit to perform during the campfire, they may present it to the staff for consideration during the patrol events on Saturday. The staff is picking their favorites to be performed at the campfire.

## **Campsite**

Staff will be inspecting campsites throughout the day (starting one hour after morning flags). Units are encouraged to create a gateway to define their Troop area.

## **Uniforms and Costumes**

Your troop is expected to wear full Field (Class A) Uniforms at check-in, flag ceremonies (both morning and evening), and Scouts' Own/Awards. Scouts may wear their Activity (Class B) Uniforms at all other times. Costumes consistent with the camporee theme are encouraged. However, costumes do not replace uniforms at check-in, flags, and Scouts' Own.

## **Equipment**

"Be Prepared" - Robert Baden-Powell. Units are expected to bring their own meals, camping equipment, and any other equipment they may need for patrol and troop events, theme incorporation, and campsite inspections. Event equipment and skills should be practiced prior to arriving. You need to prepare to build a fire out of the wood you split while using your own flint and steel. Start practicing your knots. Knots required for the event include basic Scout knots up to First Class

In addition, scouts are expected to always have a water bottle with them.

## **Staff**

For the entire weekend to run smoothly, many experienced scouts and adults are needed to staff the Camporee. Camporee Staff has the final say in all events. Camporee Staff members also have the right to stop events in the event of safety. Our staff are all volunteers; please treat them with the respect they deserve.

## Other Scouting Participants

Scouts BSA Troops from outside of Sky Islands District and Girl Scout Troops are allowed to attend. Sky Islands Venturing Crews, Police and Fire Explorer Posts, and Sea Scout Ships are particularly **encouraged** to participate. Per National BSA policy, Cub Scout units are not permitted at Camporee. We would like to extend an invitation to our Arrow of Light Packs. AOLs are welcome to participate with their Troop or as their own Patrol. AOL camping requirements must be met with at least one BALOO trained adult with them and have two-deep leadership.

## Trading Post

For those who are hungry, the Trading Post is open outside of mealtime hours. The Trading Post will be selling assorted candy, snacks, drinks (including coffee for adults). Located at the Dining Hall and open Saturday. We highly encourage visiting during time between events to limit time away from the fun.

## Scoring

Individual and Troop awards for: “Split the Match”, “Tug-of-War”, “Orienteering” and “Sawmill Challenge”. There will also be Awards for Adults in Hatchet Throw and Orienteering. Awards will be presented during the Sunday morning assembly.

## Scout Spirit

Good sportsmanship and scout spirit are always expected. Please be courteous to other participants and help improve their Camporee experience. Camporee event staff have the final say in disputes regarding their events. Please do not argue with them, as doing so increases tensions and makes the event less enjoyable for all. Staff members reserve the right to award bonuses to a troop or patrol for any worthy reason. If you feel that a staff member is acting unfairly or discriminating against an individual, patrol, or troop, please contact the Camporee Chair in the Dining Hall.

## Patches

Patches and streamers are provided for registered attendees and Troops as part of the registration fee.

## Lost and Found

All lost-and-found items should be brought to Dining Hall. Items can be picked up between the hours of 9 AM and 7 PM. Money and other valuable objects require a full description before pickup. Unclaimed items are sent to the **Catalina Council Office**.

## Departure from Camp

Campsite departure is after Scouts' Own on Sunday morning. Each Troop needs to have their campsite inspected and receive a Clean Camp Stamp prior to departing. Campsite inspections begin immediately following Scouts Own.

## Contact Information

POSITION	NAME	PHONE NUMBER	EMAIL
Camporee Chair	Jason Hendricks	515-450-1241	<a href="mailto:Jason.hendricks59@yahoo.com">Jason.hendricks59@yahoo.com</a>
Registration Chair	Meradith Gleesing		
District Executives			
District Executives			
Short-term Camp Director	Rebecca Lester	843-367-7788	<a href="mailto:Rebecca.lester@hotmail.com">Rebecca.lester@hotmail.com</a>
District Chair	Mark Ellson	303-808-0668	<a href="mailto:mfellson@comcast.net">mfellson@comcast.net</a>

## Local Information

### Medical Services

Hospitals-  
St. Joseph's Hospital  
350 N Wilmot Rd Tucson, AZ 85711

Northwest Medical Center  
2200 S Houghton Rd, Tucson, AZ 85748

# Campsite Inspection Sheet – Sky Islands District Camporee 2026

Fill out one of these sheets per troop. For each criterion, please score the troop on the following rubric: 5: complete, 4: mostly complete, 3: half complete, 2: mostly incomplete, 1: incomplete, 0: not evident. Please leave comments mentioning outstanding work in the comments box.

Unit #:      Inspector:

Criteria	Points	Criteria	Points
<b>Equipment</b>		<b>General</b>	
Menus and duty rosters are posted	/5	Troop number and patrol names are evident	/5
Food is properly stored	/5	Campsite is generally neat	/5
Troop equipment properly stored (if not in use)	/5	Campsite is free of litter/debris	/5
Personal equipment properly stored (if not in use)	/5	There are no safety hazards	/5
<b>Tents</b>		<b>Theme</b>	
Tents are tidy and orderly	/5	Campsite demonstrates theme.	/5
Rain flies are properly staked (expect rain!)	/5	<i>Please include a brief description in the comments!</i>	
Tents are arranged neatly	/5	Patrol menus demonstrate theme	/5
<b>Fire Prevention</b>		<b>Decorations</b>	
"No Fire in Tents" signs Water Buckets	/5	Decorations are creative/ original <i>Please describe in comments!</i>	/5
	/10	Decorations are safe	/5
<p>Comments: (staff will use this to award the Troop up to 20 points)</p> <p>Briefly describe the organization of the campsite, any decorations in relation to this year's theme, or any notable work that makes this unit stand apart from others, with an emphasis on thematic elements</p>			

## 2026 Camporee Schedule

### *Friday, April 17th, 2025*

- 1700 - 1930 Troop Check-In / Set Up Campsites
- 1730 - 2000 Troop Free Time / Dinner, Campsite Decoration
- 2000 - 2030 Cracker-barrel at the Dining Hall (SPL, ASPL and Scoutmaster)
- 2200 - **Lights Out “TAPS”**

### *Saturday, April 18th, 2026*

- 0600 - **REVEILLE**
- 0600 - 0730 Wake-up / Breakfast
- 0730 - 0745 SPL / Scoutmaster Conference (Meet at the Dining Hall)
- 0800 - 0815 Morning Flags
- 0830 - 1230 **Axe Yard Activities to include Lunch at your site**
- 0830 - 1230 **Tug of War, Hatchet Throw, Two-Man Saw, Orienteering**
- 1230 - 1530 **Axe Yard Activities to include Lunch at your site**
- 1230 - 1530 **Axe Yard Activities to include Lunch at your site**
- 1530 - 1900 Troop Free Time / Dinner
- 1930 - 2030 Evening Campfire Program
- 2030 - 2200 Movie “UP” at the Dining Hall
- 2300 - **Lights Out “TAPS”**

### *Sunday, April 19th, 2026*

- 0600 - **REVEILLE**
- 0600 - 0730 Troop Breakfast and Pack-Up
- 0730 - 0800 SPL / Scoutmaster Conference (Meet at the Dining Hall)
- 0830 - 0900 Scouts’ Own at the Dining Hall
- 0900 - 1200 Campsite Inspections and Troop Check-Out

# Events

Due to the large number of participants that typically attend Camporee, most patrols will be unable to complete every patrol event. It is up to patrols to decide which events they want to participate in, with the understanding that they might have to skip some events.

## Patrol Events

<i>Event</i>	<i>Description</i>	<i>Location</i>
Big Woods Axe Yard Challenge	Proper set-up of a Safe axe yard. Include Sawing, Splitting and Sharpening areas. You will need to have a designated First Aid spot.	Assigned Axe Yard
Paul Bunyan's Log Split and Cutting Relay	Split wood into usable pieces and stack to Paul Bunyan's standard. Cut logs into 18-24-inch pieces and stack neatly.	Assigned Axe Yard
Woodsmen's Tool Sharpening Station	Show off your sharpening skills. Provide an edge and explain your technique.	Assigned Axe Yard
Woodsmen Fire Building Contest	Utilizing wood, you previously split, prepare a fire to boil a canteen cup of water, and cook your lunch on the fire you build.	Assigned Axe Yard
Find Your Way	Be the most accurate to complete the Orienteering Course.	First Aid Cabin
Split the Match	You have three throws to split the match. Best throwers will be pitted against each other for the coveted Best Hatchet trophy.	Hatchet Range
Tug of War	Which Troop can hold their own, so put your back into it and Pull.	Pool Area
Sawmill Challenge	You and your partner, utilizing a two man saw will be timed in a log cutting contest.	Scoutcraft Building

# Troop Events

<i>Event</i>	<i>Description</i>	<i>Location</i>	<i>Time</i>
Be on Time!	Check in on Friday	Entrance	FRIDAY 1730-1930
Campsite	Campsite set-up and Gateway	Assigned Campsite	During Events
Camp Gadget Build-Off	Using Wood, Rope and Skills Build a Camp Chair, Pot Hanger, Mini Bridge and Fire Tripod	Assigned Campsite	Saturday During Campsite Inspections
Scoutmaster Dessert	Which Scoutmaster is the master of dessert?	Dining Hall	Saturday Campfire Program
Tall Tale Storytelling Around the Axe	Troop Campfire Story. Tell your own Paul Bunyan tall tale, to include woodcraft, humor and exaggeration.	Dining Hall	Saturday Campfire Program

Scout Name: \_\_\_\_\_ Troop \_\_\_\_\_ Reviewer Name: \_\_\_\_\_

Req #	Requirement Desc	Event Associated	Date Completed	Reviewers Initials
1	Explain hazards you may encounter using tools in Req 5	Big Woods Axe Yard Challenge		
2	Show First Aid for injuries that could occur while using tools	Log Split Relay		
3	Earn your Totin' Chip	Pre Requisite		
4	Help a scout earn the Totin' Chip	Pre Requisite		
5	Be familiar with safe use, maintenance and storage of tools; <b>Axe, Hatchet, Loppers, Mcleod, Pulaski, Saw, Shovel, Pick Axe and Pry Bar</b>	Log Split Relay Woodsman Tool Sharpening Axe Yard Challenge		
6	Demonstrate proper use of four tools in Req 5	Log Split Relay		
7	Spend two hours doing a conservation project; Clear trails or fire lines, <b>Trim a downed tree, cut, split and stack wood.</b> Or build a natural retaining wall or irrigation way	Log Split Relay Timber Cruise		

# EVENT DESCRIPTIONS

## Big Woods Axe Yard Challenge

<i>Event Background</i>	You and your patrol are helping Paul clear the forest. Your job is to keep the area safe and organized.	
<i>Event Details</i>	Using rope or flags, stake out your area. Have dedicated tool storage and work areas. Demonstrate safe use of tools. Be able to explain the reason behind your area.	
<i>Scoring</i>	Layout	10
	Safety Compliance	10
	Spirit/ Teamwork	5

## Paul Bunyan Log Split and Cutting Relay

<i>Event Background</i>	Paul has chopped many trees, and the area is getting burdened with logs. You and your Patrol are tasked with stacking firewood for the winter.	
<i>Event Details</i>	As a patrol you will score the blocks, split the block and stack neatly. This will be done as a relay. So, you will rotate with each scout splitting and stacking. You will also team up on the two-man saw and take turns cutting 18–24-inch logs.	
<i>Scoring</i>	Safe swings	5
	Proper splitting techniques	10
	Proper use of saw	10
	Safety violations	-10

# Woodsman Tool Sharpening Station

<i>Event Background</i>	Paul has been busy. His axe has cut down many forests, and it is getting dull. As he is taking a break you and your Patrol show how helpful you are by offering to sharpen his mighty axe.	
<i>Event Details</i>	Each Patrol member will take turns sharpening a tool. You can use a file or stone but will be judged on your technique and safety. See who can get the best edge.	
<i>Scoring</i>	Technique	10
	Edge Improvement	10
	Explanation	5

## Well, That Hurts

<i>Event Background</i>	Logging is dangerous. At some point you might experience an accident.	
<i>Event Details</i>	One of your Scouts was injured. You and your Patrol need to patch up the injured Scout and explain the safety requirements during tool usage.	
<i>Scoring</i>	Proper First Aid Skills Used	15
	Teamwork	5
	Spirit	5

# Woodsman Fire Building Contest

<i>Event Background</i>	It can get cold out there in the woods. Help Paul build a fire to keep warm and cook his lunch. You will be splitting logs, so firewood is plentiful.	
<i>Event Details</i>	Using some of the logs you have split build a fire to bring a canteen cup of water to a rolling boil. This will be timed from when you start gathering your materials. Extra points for flint and steel or other non-match fires.	
<i>Scoring</i>	Wood Prep	5
	Fire Layout	5
	Safety	5
	Time	10

## Find Your Way

<i>Event Background</i>	You are lost. Find your way home using a compass and pace count.	
<i>Event Details</i>	You will be given an area to check your pace count. Then you will be given distance and direction. You will then need to find your way back home.	
<i>Scoring</i>	Accuracy	25
	Distance off course	-5 per ball off

## Split the Match

<i>Event Background</i>	Yes, hatchets are also made for throwing too. You will make three attempts to hit the match.	
<i>Event Details</i>	Each patrol member has three attempts to split a match with a hatchet from 10 meters. The best thrower in each Troop is able to compete for the Top Thrower prize.	
<i>Scoring</i>	Break the Match	10
	Hatchets that Stick	5
	Spirit	5

# Tug-O-War

<i>Event Background</i>	Who can pull like Babe.	
<i>Event Details</i>	Your whole Patrol needs to put their backs into pulling. You will be pitted against another Patrol in a Tug-O War. First team to get the flag out of the box wins.	
<i>Scoring</i>	Overall Champions	20
	Each Place After	-1
	Spirit	5

## Sawmill Challenge

<i>Event Background</i>	Time is money. How good are you at being a lumberjack?	
<i>Event Details</i>	You and your buddy will be timed in a two-man saw cutting challenge. If you dare, grab your buddy and cut as fast as you can. Each team will get timed on the same diameter log to see who can cut the fastest.	
<i>Scoring</i>	Overall Champions	20
	Each Place After	-1
	Spirit	5