

CANYONS CAMPOREE

2026

April 24 - 26, 2026

Top Scout Flight Camp
2026

Orange County Council



Oak Canyon Campground
Silverado, CA

There's no manual for what you're about to experience
But if you need something here it is...

TOP SCOUT FLIGHT CAMP MANUAL

SCOUTS & SCOUT LEADERS:

THE TERM "CAMPOREE" IN SCOUTING IS MOST COMMONLY ASSOCIATED WITH THE SCOUTMASTERS' CAMPOREE, WHICH WAS FIRST HELD IN 1960. IT ORIGINATED FROM A COMPETITIVE FIELD EVENT ORGANIZED BY SEVERAL SCOUTMASTERS IN FORT LAUDERDALE, FLORIDA. THE EVENT PROVED SUCCESSFUL, LEADING TO THE FORMATION OF A COMMITTEE TO ORGANIZE ANNUAL CAMPOREES FOCUSED ON SCOUTING ACTIVITIES.

IN APRIL, 2026 WE GATHER IN ORANGE COUNTY, CALIFORNIA TO CONTINUING ON THIS THEME OF COMPETITIVE FIELD EVENTS WHILE FINE TUNING YOUR SKILLS AS A SCOUT. THIS WAY WE CAN ENSURE THAT THESE GROUP OF SCOUTS AND SCOUT LEADERS LEAVE THIS EVENT AS THE BEST SCOUTS IN THEIR AREA.

WELCOME TO TOP SCOUT CAMP!



THE CAMPOREE COMMITTEE

CANYONS DISTRICT 2026 CAMPOREE COMMITTEE

Member	Role	Email
Brian Hallse	Chair	canyonscorcommittee@gmail.com
Nikki Kutschka	Co-Chair, Historian	NikkiTroop525@gmail.com
Brian Bullard	District Commissioner	canyonsdistrictcommissioner.bdb@gmail.com
Cheryl Geukens	Registration Chair	canyonscamporee@yahoo.com
Karen Writer	Registration Co-Chair	thewriterfam@gmail.com
	District Committee Chair	
Marty Writer	Facilities Committee	mcwriterdds@gmail.com
Jim Shoffit	Interfaith Worship	woodbadgeone@hotmail.com
Linda Johnson	Events Committee	llj768@gmail.com
Dean Hoover	Patch Design	
Jake Salisbury	Culinary Competitions	jseaglescout98@yahoo.com
Alicia Garcia	Trading Post	Troop241aliciag@gmail.com
Michelle Aldrich	Back up Medic	misycluei1987@yahoo.com
Randy Aldrich	Scoring	Randall.aldrich@scouting.org
Theo Geukens	Facilities and Consultant	ocscouter1958@gmail.com
Justin Underwood	Campfire Coordinator	ki6abd@sbcglobal.net
Thomas Wilson	Parking/Facilities	twl1205@gmail.com
Greg Brown	Parking/Facilities	gbrown1@gmail.com
Steven Mallonee	Campfire Coordinator	steven.mallonee@yahoo.com
Vince Fraumeni	Judge	v.jframeni@verizon.net
Aaron G Pannier	Medic	apannier@gmail.com
Kevine Le	District Executive	Kevin.le@Scouting.org

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Oak Canyon Park Directions

Oak Canyon Site (Located at Scout-O-Rama)

GPS Coordinates

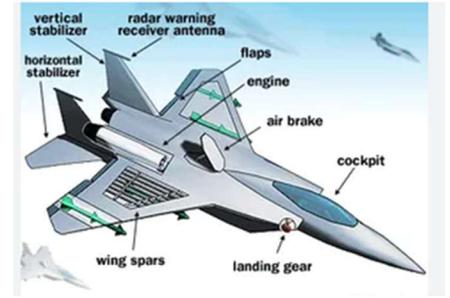
Oak Canyon Park (Scout-O-Rama site)

5305 Santiago Canyon Drive, Silverado, CA 92676

33° 46'15.1"N 117° 41'59.7"W

Google Maps Overview:

<http://tinyurl.com/y4mrprw8>



Directions: (At the Scout-O-Rama Site)

FROM NORTH: Take the most convenient freeway to the 55 Freeway. Exit Chapman Avenue **EAST**. Chapman Avenue turns into Santiago Canyon Road. Follow the road approximately 8 miles (from the 55 freeway). After you pass the Irvine Lake entrance, turn left into Oak Canyon Park/James Event Center. Follow the signs to Canyons District Camporee.

Toll Roads Option: From 91 Fwy., take 241 Fwy., (toll road) South. Exit Santiago Canyon Road and turn left onto Santiago Canyon Road. After you pass the Irvine Lake entrance, turn left into Oak Canyon Park/James Event Center. Follow the signs to Canyons District Camporee.

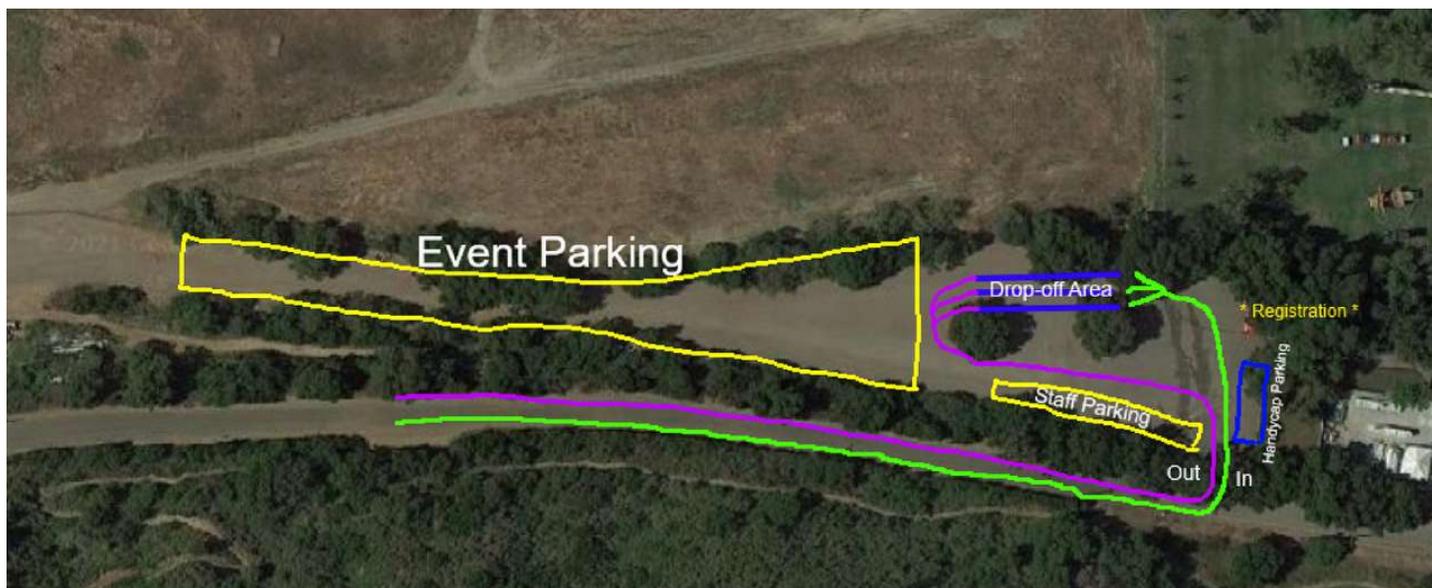
FROM SOUTH: Take the 5 Fwy. North, exit at El Toro Road and turn right. El Toro Road turns into Santiago Canyon Road. Follow the road 15.75 miles. Turn right into Oak Canyon Park/James Event Center. Follow the signs to Canyons District Camporee. If you reach Irvine Lake you went too far.

Toll Road Option: From the 5 or 405 Fwy. take the 133 Fwy. (toll road) North which transitions into the 241 Fwy. (toll road). Exit at Santiago Canyon Road and turn right. After you pass the Irvine Lake entrance, turn left into Oak Canyon Park/James Event Center. Follow the signs to Canyons District Camporee.

Note: Toll Roads range in price from \$2.25 to \$6.00.



Canyons Camporee Site Overview Map



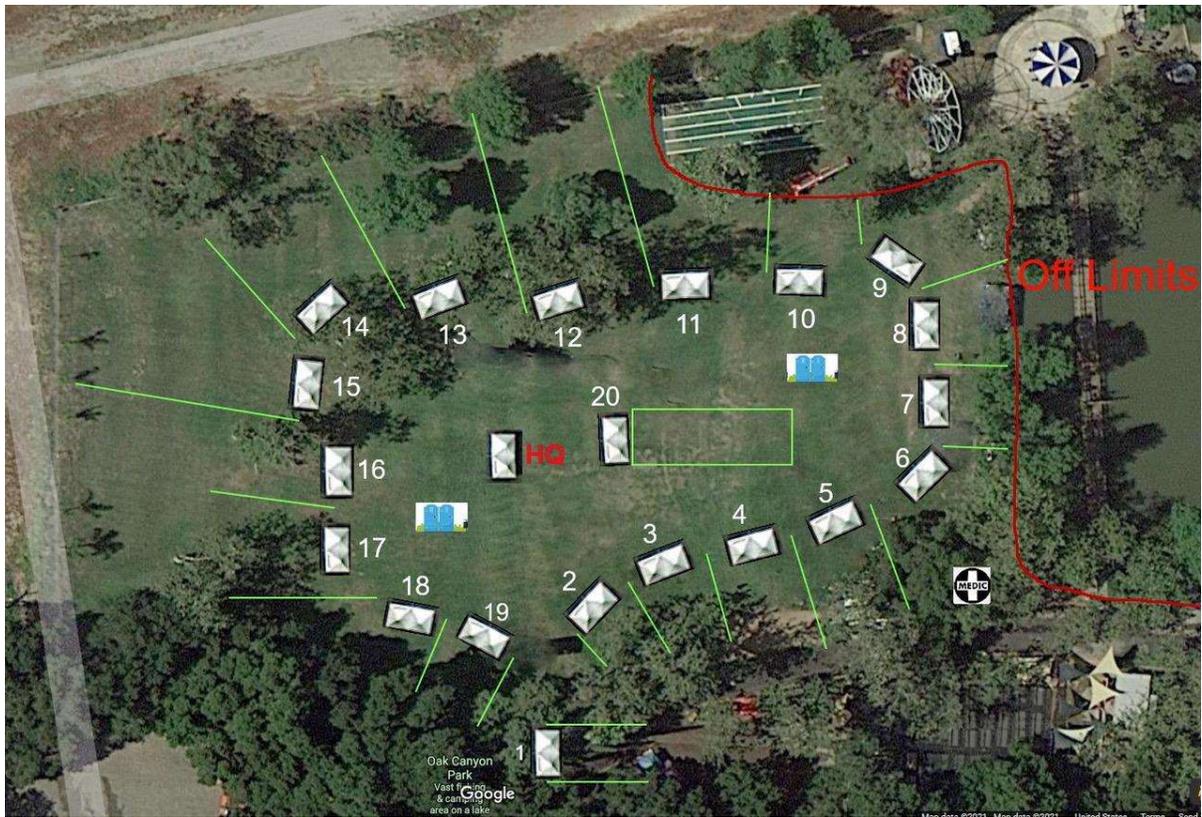
About our location:

- Canyons Camporee will take place at the former Scout-O-Rama location located at Oak Canyon.
- There is limited cell service at the site.
- Bring chairs as there is no seating.
- The area is very exposed. Bring EZ Ups or similar shade structures for your campsite and your event. Remind scouts to bring a hat, water bottle and sunscreen consistent with the 10 Essentials.
- Troops are responsible for packing their own trash and taking it when they leave. There are no trash dumpsters available at the campsite.

Canyons Camporee Campsite and Event Layout

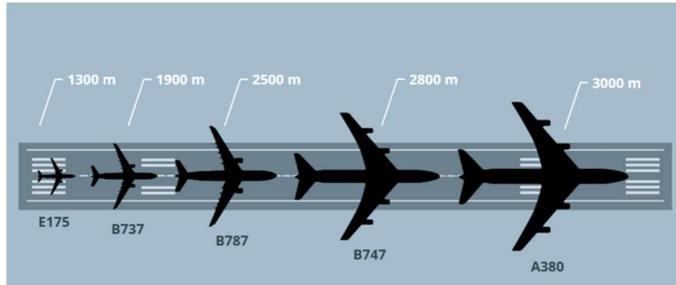


- Troop Campsites will be allocated based on troop size registered through Black Pug as of April 11, 2026, after Roundtable.
- If your troop registers or your registration numbers change after April 11th, please contact Cheryl Geukens at canyonscamporee@yahoo.com so that your campsite size can be modified.
- Campsites identified above are an estimate only and are not to scale. The map above provides an approximation only.
- Kybos (portable restrooms) may be located in different areas within the campsite and events areas. There will be ample kybos to accommodate everyone in the district. A kybo will be designated for women and handicapped; the lock combination can be obtained at Headquarters.
- There are bathrooms available for the adults, girls and handicapped.
- Please see the Registration section below for more information.



Parking At Oak Canyon Park

Scoutmasters: Please share this information with all parents driving to Camporee



Oak Canyon Park Parking Rules and Regulations:

- Parking is only allowed in the designated parking areas. There is NO Vehicle Parking in the campsite area. One troop trailer, per campsite, is allowed to be kept in the back of the troop campsite.
- **All Scouts dropped off at the Parking Lot must walk, with their gear, down to the campsite. Troop event gear must be dropped off in the Parking Lot and carried to the Event Area - cars are not allowed to drive to the event area.**
- Due to safety and site requirements, only **Three** vehicles, or **Two** vehicles and a trailer, will be allowed in the campsite area to drop off Troop Gear. You will be restricted to one vehicle/one vehicle plus trailer at a time. Vehicles will be allowed in the campsite area on **Friday, beginning at 4:00pm** for unloading purposes only. There is no parking in the campsites. **After 9:00pm**, vehicles will not be allowed to enter the campsite. On **Sunday after 10:00am** the **Three** vehicles will be allowed to enter (one at a time) to quickly load, vehicles (other than Trailers) will not be allowed to park in the campsite area.
- If there is rain within 48 hours of the event no vehicles will be allowed into the campsite area.
- Vehicles are NOT allowed in the campsite area on Friday after 9:00pm through Sunday at 10:00am. One Troop Trailer can remain in the campsite area.
- You will need to designate which three vehicles your Troop will be using to bring gear to the campsite by providing the license plate numbers to **Brian Hallse (canyonscorcommittee@gmail.com)**, by **midnight Thursday April 24th**. When arriving at Camporee on Friday, those vehicles that have been previously identified, will receive a Vehicle Campsite Slip which will allow them to enter the campsite area, and will be directed to the entry point.
- The Parking Identification Slip must be on the dash of your vehicle and readable by Camp Staff. Cars without displayed permits are at risk of being towed. These will be distributed by OA Scouts and will also be available at Headquarters.
- Drive Safely on ALL camp roads and observe the posted speed limit. Please watch out for our scouts (and our adults)!
- No parking on the roads leading into camp. Park in designated areas only.
- Park your vehicle **"HEAD OUT"** in the case of emergency evacuation.
- **DO NOT PARK OR LEAVE YOUR VEHICLE IN THE CAMPSITE AREA.**
- If you park blocking another car and the ranger, camp master or camporee staff cannot find you, it will be necessary to tow your vehicle.
- Scouts BSA is NOT RESPONSIBLE for items lost or stolen from vehicles or any towing expenses, if necessary.
- **ALL DRIVERS MUST KEEP KEYS ON THEIR PERSON AT ALL TIMES.**

Troop/Squadron Roster

Troop # _____

TOTAL ADULTS _____

TOTAL SCOUTS _____

Scoutmaster Name _____ Phone: _____

SPL Name _____ Phone: _____

Squadron Name _____

Squadron Leader Name _____

Squadron Members:

_____	_____
_____	_____
_____	_____
_____	New Scout Squadron: Y/N

Squadron Name _____

Squadron Leader Name _____

Squadron Members:

_____	_____
_____	_____
_____	_____
_____	New Scout Squadron: Y/N

Squadron Name _____

Squadron Leader Name _____

Squadron Members:

_____	_____
_____	_____
_____	_____
_____	New Scout Squadron: Y/N

Troop/Squadron Roster

Troop # _____

TOTAL ADULTS _____

TOTAL SCOUTS _____

Scoutmaster Name _____ Phone: _____

SPL Name _____ Phone: _____

Squadron Name _____

Squadron Leader Name _____

Squadron Members:

_____	_____
_____	_____
_____	_____
_____	_____
_____	New Scout Squadron: Y/N

Squadron Name _____

Squadron Leader Name _____

Squadron Members:

_____	_____
_____	_____
_____	_____
_____	_____
_____	New Scout Squadron: Y/N

Squadron Name _____

Squadron Leader Name _____

Squadron Members:

_____	_____
_____	_____
_____	_____
_____	_____
_____	New Scout Squadron: Y/N

Code of Conduct

It is mandatory that all Camporee participants (both adult and youth) adopt and maintain the attitude of this Code of Conduct throughout the weekend.

I recognize that my personal conduct and that of all participants attending Camporee will do much to enhance this experience. I therefore accept the following Code of Conduct:

1. The Scout Oath and Law will be my guide throughout the Camporee weekend.
2. I will set a good example by keeping myself neat and presentable. The complete official Scout Activity (Class A) uniform is to be worn at all designated times, including arrival on Friday, Saturday morning assembly, Campfire and Sunday Closing Ceremony. During the other events on Saturday, the troop Field Uniform (Class B) should be worn. The wearing or use of any modern military or camouflaged clothing or equipment is prohibited.
3. I will attend and participate in all scheduled activities to the best of my ability.
4. In consideration of the other participants at Camporee, I agree to remain quiet from lights out until morning wake up.
5. I will adhere to all camp policies and regulations.
6. I pledge myself to live by the Outdoor Code and to do my share to prevent littering and defacing of property.
7. I agree to refrain from the use of any abusive or foul language, swearing, fighting, hazing, or any other disruptive behavior. I understand that all of these are not a part of Scouting and have no place at Camporee.
8. I understand that the possession of fireworks is strictly prohibited. The same applies to sheath knives and all electric devices (radios, music players, games, and cellular phones (other than for emergencies)).
9. I will not be part of or allow damage or theft of any property.
10. I will follow all personal health and safety recommendations by ensuring safe food handling and washing hands regularly, especially when around food and before leaving the restroom.
11. I will stay out of the opposite sex tents and restrooms. I will not loiter or play around restrooms.

Name: _____

Unit Number: _____

Signed: _____

Date: _____

General Information

Registration:

Registration for Camporee 2026 will be online through BlackPug. Register your troop by logging onto BlackPug at: <https://scoutingevent.com/039-CanyonsCamporee2026> Early Bird Registration prior to March 13th is \$40; Register before April 10, 2026 is \$45. Registrations received after April 10, 2026, will have a \$5. late fee assessed. There will be no refunds.

Troops registering after April 17, 2026 must make their payment, by check only, at Camporee Headquarters on Friday April 24th, 2026. BlackPug will not be available after April 24, 2026.

Campsites will be allocated based on registration size as of April 13, 2026. If your troop registers or changes their registration numbers after April 14, 2026, please email Cheryl Geukens at canyonscamporee@yahoo.com to adjust your campsite size.

Registration is \$40 per camper (both scout and adult). Late Registration, after April 10, 2026, is \$45 per camper (both scout and adult).

Check-in Materials (Friday, April 24th, 2026):

- **CODE OF CONDUCT** for all scouts and adults
- **SQUADRON ROSTER** with names of all scouts, squadron names and final count of all attendees. Scoring will be based on Squadron names submitted. Do not change Squadron names or move scouts to different squadrons.
- **FINAL PAYMENT** for any late add ons **(no refunds will be given!)**
- **MEDICAL FORM (PART A & B) FOR EACH SCOUT AND ADULT**

Clothing

Scouts must arrive at Camporee 2026 in their Field (Class "A") Uniform and must wear their Class 'A' uniform to the morning assemblies and campfire. Troop Uniform Inspection will take place during the Saturday Morning assembly, please see the Uniform Inspection section of this handbook. Troop T-shirts are encouraged during the day and at all competitive events. All OA members should wear their white OA sash when they are representing OA and to the Campfire on Saturday night. OA attire should not be worn to the Saturday morning assembly.

Restrooms

There will be portable restrooms (kybos) available with hand sanitizer. Encourage your scouts to wash/sanitize their hands after using the restroom. There will be a designated kybo for Women and those needing handicapped-accessible facilities. Women and handicapped portables will be locked, please see Headquarters for the combination. Please remember, "A Scout Is Clean"!

Friday Morning Set Up and Sunday Clean Up

Two Camporee Points will be given to troops who send at least one adult on Friday Morning to assist with Set Up. Contact Tom Wilson TWW1205@gmail.com to sign up. The troop adult representative must work 4 hours on Set Up to get the two (2) points. One (1) point will be given to the troop adult who assists for two (2) hours on Sunday with Clean Up. Clean Up points will count towards the 2027 Camporee. Sorry but Camporee Staff are not included.

Shade & Seating

The campsite at Oak Canyon is very exposed! It is each troop's responsibility to bring their own shade and seating to events, assemblies, and campfire.

Camporee Boundaries

Camporee 2026 will take place at the Oak Canyon Campground. Scouts are not permitted to leave the camp unless they have express permission from the Troop Scoutmaster. Scouts are not permitted to walk on the road leading out of camp or visit any other camps at Oak Canyon. Please ensure that your Scouts stay within the bounds of Canyons Camporee.

Mention to the Check-In Team "The key is at hand" to earn 1 additional point towards your troop score.

Event Materials

If your troop is sponsoring an event, please bring the required materials to run the event. Your troop is responsible for the entire event set up! Plan for event materials/supplies, boundaries, signs, judge seating and shade. The Official Score Sheet for each event will be provided on the day of the event. These Score Sheets **MUST** be used for judging all events and turned into Headquarters at 3:00pm. *Please bring supplies to sanitize the event materials that will be used by the scouts. Consider disinfecting wipes, alcohol-soaked gauze or disinfecting spray.*

Black Box

Camporee Staffers have miniature airplanes that they will award to scouts who show scout-like behavior and going above and beyond. The scout with the largest fleet of miniature airplanes will be awarded the Black Box that contains prizes at campfire.

Squadron Flags

Squadron Flags should be themed to tie into the Camporee theme "Top Scout Camp". Each Flag should be hand crafted using the Patrol method, ingenuity, creativity, and originality. There should be nothing offensive or of poor taste represented on the flag. The flag should be constructed of safe materials and of no harm to any spectators that might come in contact with the flag as it is being transported from event to event. The flag should identify the squadron name and the troop number. **Please read the detailed instructions and guidelines for Squadron Flags found in this handbook.**

Squadron Flags should be turned in on Friday Night by Cracker barrel (near Headquarters) for judging and picked up before the Saturday Morning Assembly.

Culinary Events - Iron Scout, Golden Spoon & Silver Platter Awards

The Iron Scout event is judged on the meal itself. The meal must be prepared from the food items supplied by the Camporee Staff and prepared in a designated cooking area. The flavor, smell, taste and creativity of the food prepared will be judged. There is a \$5 cost per squadron (patrol) to cover the purchase of food items. Registration for this event is on BlackPug.

The Silver Platter event is judged on "presentation" alone and can be a dish entered in Iron Scout or Golden Spoon. Registration for this event will be on Friday Night at the Cracker Barrel.

The Golden Spoon event is designed for First and Second Year Scouts using items they provide, and cooked at their campsite. Registration for this event will be on Friday Night at the Cracker Barrel.

Please read the detailed instructions and guidelines for these events found in this handbook.

Remember to sign up for Iron Scout on Black Pug during Troop registration.

Silver Platter and Golden Spoon Registration will take place at the Trading Post on Friday Night at the SM/SPL Cracker Barrel.



No Fires or Charcoal Cooking

The Orange County Fire Authority has advised that we are not allowed to have any open fires. This includes burning charcoal, so please adhere to this requirement and do not cook or have an open fire, cook with charcoal or with a Dutch Oven. Your cooperation is appreciated.

Troop Trash

Trash in; trash out!! There are **NO dumpsters** at the Camporee facility. Your troop must take home the items that they bring and trash that they generate. Remember to POLICE your campsite, your event area and LEAVE NO TRACE!

Trumpet Fanfare!

Please encourage your musical scouts to bring their brass instruments to Camporee. We would like to have them play at our assemblies. **Please email CanyonsCORCommittee@gmail.com if they are interested in playing.**

Order of the Arrow (OA) Trading Post

Please bring enough money to enjoy the items at the OA Trading Post. The Trading Post will be open from 5:00pm on Friday night until 10:00pm. It will be open on Saturday from 9:00am to 7:00pm. It will re-open after Campfire for purchases during the movie. There will also be a mobile Trading Post moving through the Event Area during the day.

Campfire Skits

Please read the detailed instructions and guidelines for Skits found in this handbook.

Please come to the OA Trading Post on Saturday for Skit Try-Out when your troop is not competing.

Ten Essentials

As with any Scout activity, the ten essentials are just that. Be prepared at any time to demonstrate that you have yours with you!

Remember, some events may require the use of your 10 Essentials. Make sure you have them with you (Yes, this is a Hint!)

Interfaith Worship Service and Closing Assembly

The Interfaith Worship Service will be on Sunday Morning before the Closing Assembly. Come wearing your Field (Class A) Uniform for this multi-denominational service. Remember that "A Scout Is Reverent".

In the Event of an Emergency

All Scoutmasters are responsible for their Scouts. In the event of an emergency, all Scouts are to report to their campsites where the Scoutmaster will ensure all Scouts are present. As a troop, proceed to the assembly area to await instructions.

TOP SCOUT FLIGHT CAMP

Camporee 2026 Schedule

FRI, APRIL 24, 2026		
8:00am – 3:00pm	Camporee Facility Set Up (1 person per troop)	HQ Area
4:00pm – 9:00pm	Troop Check In, Turn in Squadron Flags	HQ Area
9:00pm – 10:00pm	Squadron Flag Judging	HQ Area
9:00pm	Please move your car to the Parking Area	Parking
9:30pm – 10:30pm	SM & SPL (2 people per troop) Meeting & Cracker Barrel	HQ Area
11:00pm	Lights Out! Goodnight, Scouts!	Troop Campsites
SAT, APRIL 25, 2026		
6:00am	Reveille! Wake Up, Scouts!	Troop Campsites
6:30am – 7:30am	Breakfast – Cooking check for Campsite Inspections	Troop Campsites
6:30am – 8:30am	Competitive Event Set-up	Event Area
7:30am – 8:00am	Pick-up Squadron Flags BEFORE Opening Ceremony	HQ Area
8:00am – 8:30am	Opening Ceremony – Uniform Inspection	Assembly Area
8:45am – 12:15pm	Competitive Events – Group A	Event Area
9:15am – 12 noon	Campsite Inspection & Gateway Judging	Troop Campsites
9:30am – 11:00am	Skit Try-outs and Judging – Group B	Trading Post
9:45am – 11:15am	Iron Scout, Golden Spoon, Silver Platter – Group B	Campsite Area
11:30am – 12:45pm	Lunch Group B	Troop Campsites
12:15pm – 1:30pm	Lunch Group A	Troop Campsites
12:45pm – 4:15pm	Competitive Events – Group B	Event Area
12:45pm – 3:30pm	Campsite Inspection & Gateway Judging	Troop Campsites
2:00pm – 3:30pm	Skit Try-outs and Judging – Group A	Trading Post
2:15pm – 3:45pm	Iron Scout, Golden Spoon, Silver Platter – Group A	Campsite Area
4:15pm – 5:00pm	Tear Down/Clean Up Event Sites	Event Area
5:00pm – 6:45pm	Dinner & Clean-up	Troop Campsites
6:45pm – 7:00pm	OA Escort to Campfire (wait at your campsite for OA)	Troop Campsites
7:00pm – 9:00pm	Campfire, Award Ceremony & OA Call-Out , OA Camp Promotion	Assembly Area
9:00 pm	Goodbye Webelos! See you next year!	
9:00pm – 10:00pm	OA Welcome Reception (all OA members are welcome!)	OA Area
9:00pm – 11:00pm	Movie!	Assembly area
9:00pm – 11:00pm	Troop Time	Troop Campsites
11:00pm	Lights Out! Goodnight, Scouts!	Troop Campsites
SUN, April 26, 2026		
7:00am – 9:00am	Reveille! Breakfast / Camp Clean Up	Troop Campsites
9:00am – 9:30am	Scout Interfaith Worship Service (Field Uniform)	Assembly Area
9:30am – 10:00am	Closing Ceremony	Assembly Area
10:00am – 11:00am	SM Reconcile accounts, Check-Out	HQ Area
11:00am	Goodbye!! See you next year!	

Please check out and leave camp by 12:00 Noon on Sunday.

Remember:

Take all your trash with you and...

“Leave this world a little better than you found it.”

Lord Baden-Powell

Scoring

Scoring Sheets, with all of the squadrons listed along with a scoring rubric that details how to fill out the score sheet, will be provided to the judges for each of the events on Saturday morning. For each event, you will have the chance to earn up to 10 event points and 10 spirit points. **Return completed Scoring Sheets to Headquarters on Saturday at the end of each session.**

Scout Spirit Scoring: (10 Points Total)

Scout Spirit points will be awarded at each event using the following scoring table:

Squadron Yell	2 points
Squadron Leader (must be present with squadron)	1 point
Uniformly Dressed (similarly themed Class B Shirt)	1 point
Neatness	1 point
Polite/Attentive to Judges	1 point
Teamwork During the Event	2 points*
Group Participation	2 points*
Bad Language / Inappropriate Attire (See Code of Conduct)	(-1 for each occurrence)

* For Teamwork during the event and Group Participation, the points possible are either 2 or 0.

Top Squadron: For “Top Squadron” awards, placement is based off of the cumulative event score received. The event score is out of 15 points; 10 event points + half of the spirit score (up to 5). There are approximately 20* events that take place on Saturday. The “Top Squadron” scoring will therefore have a maximum point value of 300 points (20 events x 15 points). There will also be an award for the Top New Squadron. *Based on events signed up to be hosted by troops.

Most Scout Spirit: For “Most Scout Spirit” awards, placement will be based off of the cumulative spirit points awarded at each of the 20 events that take place on Saturday, as well as points received from the Camporee Themed Squadron Flag (10 points), Camp Promo (10 points) and Squadron Spirit/Campfire Skit (10 points). There are 23 opportunities to earn points towards scout spirit and each opportunity is worth a maximum of 10 points (total of 230 points).

Top Troop: “Top Troop” scoring will have a maximum point value of 261+ points. For the “Top Troop” award, placement will be based on the cumulative points earned through the following:

Campsite Inspection	100 points
Uniform Inspection	100 points
Gateway Competition	50 points
Chili Cook-off February 12 th (SM,CC,SPL,Chili)	4 points
OA Elections Held before April 15 th	2 points
Hosted Camporee Event	2 points
Facilities Clean up from last year’s event	1 point
Facility Set Up Friday Morning April 24 th	2 points

Please read the detailed instructions and guidelines for these events found in this handbook.

2026 CAMPOREE EVENT DESCRIPTIONS

	Camporee Theme Event Name	Description	Troop
1	Knocking down Hostiles	To knock down as many objects as possible.	
2	Aircraft Carrier Cable Pull Relay	Each scout in the squadron must tie a specific knot in a relay to pull the aircraft cable.	
3	Charting the distance	The squadron must estimate the correct height of an object and how far away it is from the "observation line".	
4	Deserted Island Survival	Plane down and the squadron is on a deserted island. Use the tracks to identify animals.	
5	Ready Rescue	Complete a rescue scenario using methods taught in first aid and emergency preparedness.	
6	Camp Promo	The adventures await	
7	Never Leave your wingman	To move your entire squadron through a rope web without touching the web material.	
8	Tactical Navigation	To test scouts' knowledge of using a compass to locate themselves on a map using triangulation, landmark recognition, dead reckoning, plotting points and coordinates	
9	Cog - Screen	To memorize and identify mystery objects in the shortest amount of time possible.	
10	Recovery Training	The squadron must lash together a tripod strong enough to support the weight of a Scout and tie a rope with a "rescue knot" to the tripod.	
11	Flying Blind	The Squadron works together to fold a paper airplane while blindfolded	
12	Who's the Top Squadron?	For each Squadron to navigate the trail and answer the most questions in the least amount of time.	
13	Situation Simulation	The group must identify all the "wrong" things about the scene.	
14	Adversary Squadron Run	The squadron must carry a "table" with holes and a ball on it. The object of the event is to carry this table from a starting point to an end point without letting the ball fall through one of the holes.	

15	Operation Crew Move	The squadron must build a transportation device using the materials provided, to move a scout from one place to another. (About 30 feet)	
16	Marksmanship Training	The squadron members are to take turns throwing gliders at the bullseye. The bullseye is a small barrel or basket of the event organizer's choice	
17	You sank my battleship	Hit or sink your opponent	
18	Flight Obstacle Knowledge	Cut a slice from the provided tree stump in the fastest time possible.	
19	Dogfight Prep	Troop members will take turns shooting 5 nerf arrows at the prescribed target.	
20	Self-Aid / Buddy-aid	To perform first aid for a victim of a plane crash accident or dangerous situation. Scouts should be prepared to provide first aid for one of the following situations	
21	Land Survival Training	Identify 10 essentials and hang them in a tree so the bears won't get them	
22	Historic Naval Training	Using items around you, create a battering ram from some rope you are carrying, and a wooden log off in the distance	
23	Aviation Rescue Swimmers	Using ropes tied together, work together to pull our team mate to safety	

*Event numbers subject to change based upon signups

When planning the event that you are hosting, please plan on 2 Squadrons being able to complete the event every 10 minutes. This is so all Squadrons have the opportunity to complete all events during their session.



EVENT ONE

KNOCKING DOWN HOSTILES

OBJECTIVE: To knock down as many objects as possible.

PROCEDURE: Squadrons will try to knock down 20 objects on 20 throw attempts

MISSION: Teamwork

RULES: Every squadron member will at least get one throwing attempt. Scouts are required to always throw in the direction of their targets. Otherwise, Squadrons are to throw and knock down as many as they can.

POINTS:

½ point for each knocked down object.

Ties broken by Scout Spirit.

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: 20 objects, and rubber rocks to knock them down with.



EVENT TWO

AIRCRAFT CARRIER CABLE PULL RELAY

OBJECTIVE: Each scout in the squadron must tie a specific knot in a relay to pull the aircraft cable.

PROCEDURE: The Squadron is provided with ropes to complete the knots to drag a log (aircraft cable) across the aircraft carrier.

MISSION: Scouts should know the purpose and use of basic knots and be able to tie them. We should encourage scouts to excel in every activity.

RULES: A six Scout team with a 3 m rope is judged on time. Teams are arranged three Scouts at each end of the course. The first Scout ties the rope to a log and pulls the log to the other end of the course to be pulled back by the second Scout, and so on. The timber hitch is a fast knot to tie; they must keep the tension on at all times.

POINTS:

1 point for identifying the knot based upon its usage clue and
1 point for successfully tying it.

Ties will be broken by faster time

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: 15 feet of rope and a large object (log)



EVENT THREE

CHARTING THE DISTANCE

OBJECTIVE: The squadron must estimate the correct height of an object and how far away it is from the “observation line”.

PROCEDURE: The event coordinator will select an appropriate tree or tall structure and determine its exact height and distance from the “observation line”. Each squadron will attempt to determine these measurements using techniques presented in the Scout Handbook.

RULES: Each squadron will estimate the height of a designated object (tree, tower, building, etc.) and how far away it is from the “observation line”. No rules or measuring tapes are allowed.

POINTS:

The top 3 squadrons will be the ones who were closest to the actual height and distance.

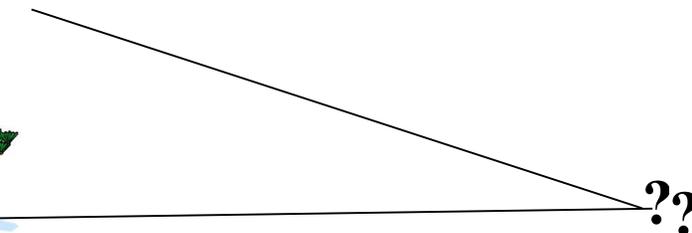
Five points maximum for each measurement as shown below.

Distance		Height	
5 =	Within two feet	5 =	Within one foot
4 =	Within three feet	4 =	Within two feet
3 =	Within five feet	3 =	Within three feet
2 =	Within ten feet	2 =	Within five feet
1 =	Within twenty feet	1 =	Within ten feet

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: Tape measure, Paper, Pencil, Protractor or Compass





EVENT FOUR

DESERTED ISLAND SURVIVAL

OBJECTIVE: Plane down and the squadron is on a deserted island. Use the tracks to identify animals.

PROCEDURE: To test the Scouts' knowledge of animal tracks and their identification.

MISSION: To promote scout skills and have fun.

RULES: **This is a timed event.** Event leader spreads out two sets of ten (10) cards on a plastic sheet or equivalent. One set of the cards lists the names of animals commonly found in the wild and the other set shows photos of the animals. The squadron is directed to match the animal track cards with the photo cards and identify the animal. No books, electronic devices, or reference materials may be used.

POINTS:

1 point scored for each correct match of the animal's name with the animal track or footprint. Total of 10 points possible. **Ties are ranked based on the lowest amount of time to complete the task.**
Event score is a maximum of 10 event points + half of the spirit score (up to 5).
See page 19 for SCOUT SPIRIT SCORING.

MATERIALS:

Cards or sheet with photos of animals, cards or sheet with animal tracks, Scoring sheet with three columns – first column is numbered 1 – 10 to match numbers on photos of animals, second column has blank lines next to first column for the number of corresponding track or footprint, third column has blank lines to fill in the name of the animal, Table, Stopwatch (or other timing device)



EVENT FIVE READY RESCUE

- 4Rs** Recognize the issues and prioritize them. **R**undown your roster and assign the duties. **R**emove the obstacles. **R**escue the victims.
- OBJECTIVE:** Complete a rescue scenario using methods taught in first aid and emergency preparedness.
- PROCEDURE:** Event coordinator reads the scenario of a disaster, which takes place as the scouts arrive on the scene. Squadron leaders will instantly prioritize their actions to be taken and carry them out to the best of their abilities.
- MISSION:** To test the scouts' level of preparedness and unit leadership in the event of a disaster.
- RULES:** **This is a timed event.** The event coordinator will judge the squadron on teamwork, leadership, communications and most importantly success in recognizing the potential problems and rectifying them in the least amount of time. The individual drama should take no longer than 10 minutes.
- SCENARIO:** Example: The scouts experience a major disaster such as an earthquake, which has just happened. A home nearby is occupied with (2) unconscious adults of modest build. 2 small children are screaming inside. The adults were cooking in the kitchen at the time of the quake and thus they sustained their injuries as a result of a subsequent natural gas line leak explosion. They are both breathing but one has massive bleeding as a result of a glass laceration, which severed the femoral artery in the left leg. There is a small fire in the vicinity of the broken gas line and a large plume of burning gas from the ruptured line. The building will soon be engulfed in fire if no steps are taken. There isn't any water pressure in the pipes or front yard spigots. The building is damaged but standing and appears structurally sound. There is a young girl at the bottom of the pool in the backyard and there appears to be an electrical cable in the pool. The young female victim is blue, unconscious, not breathing, hasn't a heartbeat and is under the water in the deep end of a possibly electrically charged pool. The scout's mission is to do their best to prioritize and delegate the actions necessary to secure the area and stabilize the situation until help arrives. This will involve the following priorities (not in order): Turning off the power and gas. Removing the children and the victims from the burning house. Installing a tourniquet to stop the bleeding. Treating victims for shock including calming the small children. Removing the cable from the pool and then the victim. Resuscitation. Putting out the fire with a bucket brigade. Gathering important information about the family and their health. Dealing with the children. All of these steps should be undertaken with recommended practices taught by the BSA such as rescue carries, moving in a smoke filled building, reach throw row go, etc.

POINTS:

Each Squadron will start with 10 points.
1 point deducted for any unnecessary, harmful, **missed** or out of order action taken.

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: Resuscitation dummy or equivalent, props, gas meter shut off valve and wrench, electric breaker panel to simulate shutting down of main breaker, rescue rope, pole, electrical cable, lashing poles, buckets, sacks or bags of sand which can be put inside of a dress and a pair of pants to simulate an adult body weight. (Old clothes sewn together and filled with sand, etc.)

Signage or note cards describing the victims and/or structures dilemma. A lot can be done with this event using a little creative energy and teamwork in the setup and administration. Timer or watch with second hand. Pen and/or pencils to fill out the score sheet.



EVENT SIX CAMP PROMO

OBJECTIVE: To ensure all Scouts are aware of the fun adventures that are available to them

PROCEDURE: Listen to the presentation

MISSION: To have Scouts take advantage of all that scouting has available to them

RULES: Wait your turn in line, and be kind and courteous to others

POINTS:

The point is to listen and find out all about what is available at the different scout camps.

There is no event score for Camp Promo

Up to 10 points can be earned for spirit based on their demonstration of following the Scout Law. Points will be awarded by the Camp Promo team.



EVENT SEVEN

NEVER LEAVE YOUR WINGMAN

OBJECTIVES: To move your entire squadron through a rope web without touching the web material.

PROCEDURE: The squadron must pass through the web one person at a time through different holes in the web. A person can pass through a web opening only once. If a Squadron has less than 5 members, they may borrow a scout from another squadron or have scouts in their squadron go more than once (may not use the same opening as before).

MISSION: Use teamwork and encouragement to successfully complete tasks.

RULES: **This is a timed event.** You may not dive through the web nor go over the top. A person will be considered to have touched the “web” if there is any sound emitted from any of the movement sensors on the web. A body can pass through a web opening only once. The squadron’s turn ends when the first person “touches” any part of the web. (Each squadron may only have two attempts at this event).

POINTS:

This is a timed event. The squadron with the fastest times after points are rewarded will win.

- 10 pts - Five successful scouts**
- 9 pts - Four successful scouts**
- 8 pts - Three successful scouts**
- 7 pts - Two successful scouts**
- 6 pts - One successful scout**
- 5 pts - For Participation**

**Event score is a maximum of 10 event points + half of the spirit score (up to 5).
See page 19 for SCOUT SPIRIT SCORING.**

MATERIALS Two - 50’ thin parachute cord, thin string (fish line?) for web cross-pieces, 12-20 noise makers such as small bells (at least one per web strand), 4 - stakes to anchor web bottom off the ground, hammer. A stopwatch or timer.



EVENT EIGHT

TACTICAL NAVIGATION

OBJECTIVE: To test scouts' knowledge of using a compass to locate themselves on a map using triangulation, landmark recognition, dead reckoning, plotting points and coordinates.

PROCEDURE: Event coordinator will issue each squadron a topographical map of the area. The squadron will be directed to an assigned area and will be told to locate themselves on the map utilizing their compass and the method of triangulation, giving at least two coordinates in degrees and pinpointing their location.

MISSION: To make Scouts aware of the different capabilities of a compass and its uses.

RULES: Squadron must provide a template type compass, ruler, pencil, or pen. Each squadron will be given a topographical map of the area and will be assigned a specific location. Squadrons will be given several landmarks in which to use. The Squadron must show plotted lines and coordinates in degrees and must pinpoint a spot on the map showing their location. (Each "map" must contain the troop number and squadron name). **REMEMBER: "Declination"**

POINTS:

The Squadron with the correct lines plotted and degrees given along with accurate pinpoint placement will be the winners.

2 points given for each correct line plotted and coordinate given, up to three.

1 – 4 points given for pinpoint location accuracy.

Ties for top 3 will be broken by most accurate

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: Maps for each Squadron. Three preset courses for easy reference and scoring. Event coordinator will lay out three compass courses, each consisting of three or four landmarks.



EVENT NINE COG -SCREEN

OBJECTIVES: To memorize and identify mystery objects in the shortest amount of time possible.

PROCEDURE: Squadrons will have a minute to memorize about twenty (20) objects that are laid out on the ground or table. After that minute has passed, they will have to walk away from where the objects are located. They will then be given a sheet of paper to write down all objects that they can remember. Once they are done with writing down all that they remember they will turn it into the event judges.

MISSION: To encourage teamwork and silent memorization.

RULES: **This is a timed event.** All members of a squadron are allowed to compete in this event. Squadrons will be allowed to talk strategy but will not be allowed to say what any objects are. A penalty will be enforced if they identify an object aloud.

POINTS:

This is a timed event. $\frac{1}{2}$ point for each item correctly remembered. In case two squadrons have the same score. Time will decide who will be placed higher

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: 20+ mystery objects, a cloth to cover objects, a table if wanted to set objects on, a stopwatch or two to record times, about 60 pieces of paper for the squadrons to write on and pens or pencils for them to use.



EVENT TEN RECOVERY TRAINING

OBJECTIVE: The squadron must lash together a tripod strong enough to support the weight of a Scout and tie a rope with a “rescue knot” to the tripod. Use poles and rope to “rescue” the Scout in trouble. Teamwork, speed and good lashing and knot tying skills are critical for success.

PROCEDURE: Each squadron will use three poles of approximately the same size, and two ropes of different lengths. On signal, Scouts lash the poles into a tripod. When done, they set up the tripod, tie a bowline in one end of the rope and place the loop over the top of the tripod so that the free end hangs down the center of the tripod. Then they tie a bowline in the free end – high enough that the loop is off the ground. Finally, one Scout stands in the free bowline loop and balances by hanging onto the line.

MISSION: Demonstrate knot knowledge

RULES: **This is a timed event.** The winning squadron is the first with a Scout standing in the bowline loop while the tripod supports his weight. Maximum time for this event is 15 minutes. Proper lashing techniques must be used in accordance with the Scout Handbook. All projects must be built on the event field in the assigned locations. Safety is paramount. The event coordinator will determine if a structure is safe.

POINTS:

- 10 pts - Top 10% of squadrons with fastest time
- 9 pts - Next 20% of squadrons with fastest time
- 8 pts - Next 20% of squadrons with fastest time
- 7 pts - Next 20% of squadrons with fastest time
- 6 pts - Next 20% of squadrons with fastest time
- 5 pts - Everyone else

**Event score is a maximum of 10 event points + half of the spirit score (up to 5).
See page 19 for SCOUT SPIRIT SCORING.**

MATERIALS:

- Three lashing poles approximately 8 feet long, large enough to support the weight of a Scout
- Pair of ropes of not less than 6 feet long and not more than 10 feet long
- Stopwatch (or other timing device)



EVENT ELEVEN

FLYING BLIND

OBJECTIVE: To construct a paper airplane while blindfolded

PROCEDURE: All squadron members except the squadron leader put on blindfolds. At the signal, the squadron members follow the direction of the leader to construct a paper airplane.

MISSION: Use teamwork to construct a paper airplane.

RULES: **This is a timed event.** Each squadron member must wear a blindfold except for the squadron leader. The squadron must carry out instructions using touch-based reference such as feel for edges and find the point for the nose of the plane.

POINTS:

- 10 pts - Top 10% of squadrons with fastest time
- 9 pts - Next 20% of squadrons with fastest time
- 8 pts - Next 20% of squadrons with fastest time
- 7 pts - Next 20% of squadrons with fastest time
- 6 pts - Next 20% of squadrons with fastest time
- 5 pts - Everyone else

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: (2) Stopwatches or timers, paper to make airplanes, blindfolds.



EVENT TWELVE WHO'S THE TOP SQUADRON?

OBJECTIVE: For each Squadron to navigate the trail and answer the most questions in the **least amount of time**.

PROCEDURE: Each Squadron will be provided an answer sheet. Then proceed to follow a "loop trail" following the signs and direction arrows back to the finish. Along the way the Squadron must answer various multiple-choice questions about Nature and Boy Scouting.

MISSION: To promote interest and knowledge of outdoor wilderness and the history and meaning to the Boy Scouts of America.

RULES: **This is a timed event.** The Squadron must stay together and answer each question as a Squadron. The Squadron must stay on the marked trail (no shortcuts). They are not to interfere with any other Squadrons that they might encounter along the trivia trail. Revealing any questions or answers to other Squadrons or Scouts during any part of the Camporee will be cause for immediate disqualification and disciplinary action. "A Scout is Trustworthy".

POINTS:

1 point for each correct question answered.

Ties will be broken by time.

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: 10 signs with trivia questions and multiple-choice answers on them. Arrow signage indicating the route of the Trivia Trail. Answer sheets and answer key. Several timers or watches with a second hand. Pen and/or pencils to fill out the score sheet.

EXAMPLE: Who founded the Boy Scouts of America and in what year was it incorporated?

- A. Robert Baden-Powell in 1907
- B. Theo Geukens in 1958
- C. Lord Fauntleroy in 1912
- D. William Boyce in 1910
- E. None of the above



EVENT THIRTEEN

SITUATION SIMULATION

OBJECTIVE: Your plane crashed on a deserted island. What are things that you would not have or ‘wrong’ items for survival. Items requiring electricity, wrong knots ... etc.

PROCEDURE: Set up a crash site with “wrong” elements. Incorrect knots, items that require electricity, etc

MISSION: Demonstrate survival set up knowledge

RULES: Squadron members may enter the crashsite but may not touch or move anything. They can look from all angles and should be encouraged to talk with each other.

POINTS:

Most number of identified “wrongs” in the shortest amount of time wins.

½ point for each identified element.

Deduct ½ point for each item that shouldn’t have been identified.

Keep the sheets of paper.

Ties will be broken by the fastest time.

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: Make most “wrong” elements obvious.



EVENT FOURTEEN ADVERSARY SQUADRON RUN

OBJECTIVES: The squadron must carry a “table” with holes and a ball on it. The object of the event is to carry this table from a starting point to an end point without letting the ball fall through one of the holes.

INSTRUCTIONS: Listed in objective

PREPARATION: Prepare a flat board with holes in it that could allow a small ball to fall through the hole. Have a start and end point clearly marked.

MISSION: Teamwork and have fun!

POINTS:

Judges are to report the total time. **This is a timed event.**

- 10 pts - Top 10% of squadrons with fastest time
- 9 pts - Next 20% of squadrons with fastest time
- 8 pts - Next 20% of squadrons with fastest time
- 7 pts - Next 20% of squadrons with fastest time
- 6 pts - Next 20% of squadrons with fastest time
- 5 pts - Everyone else

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

Materials:

- 1 board with holes
- 1 or 2 small balls
- Start and End marked signs
- Stopwatch (or other timing device) in the event possible ties



EVENT FIFTEEN OPERATION CREW MOVE

- OBJECTIVE:** The squadron must build a transportation device using the materials provided, to move a scout from one place to another. (About 30 feet)
- PROCEDURE:** There will be a pile of junk, boards, branches, wheels and axles, rope and other things which each squadron must use to construct a wheeled device which they will use to transport a scout from Point “A” to Point “B” over a small bridge.
- MISSION:** Use teamwork and have fun!
- RULES:** **This is a timed event.** At the start signal, the squadron must select the desired materials they will need to construct a two-wheel “cart” in order to transport a scout across a short bridge. The squadron may only use the materials provided for this event and may not use any hammers, nails, screws or other tools to help construct this device. There must be a minimum of eight (8) lashings. The squadron must push or pull the “cart” across a bridge with at least one scout riding on the “cart”. (Squadrons have a maximum of 15 minutes to complete this event)
- POINTS:**
- Up to 2 Points will be awarded for each category: creativity, teamwork, ingenuity, design and successful and safe transport of the scout across the bridge to the finish line.

Ties will be broken by time completed

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.
- MATERIALS:** Various lashing poles, ropes, plywood, wheel & axle assembly, and other assorted “garage junk”. *There should be three sets of each piece so three squadrons can work simultaneously.*



EVENT SIXTEEN

MARKSMANSHIP TRAINING

OBJECTIVE: The squadron members are to take turns throwing gliders at the bullseye. The bullseye is a small barrel or basket of the event organizer's choice of "target".

PROCEDURE: Give 15 gliders to the squadron. Instruct them to throw them into the bullseye (basket).

MISSION: Allow Scouts throw the gliders into the barrel or basket

RULES: Each squadron will receive the same number of gliders; they are to toss a disk one at a time toward the designated barrel or basket. Hitting the target will score partial points, but the glider must go into the basket to score full points. **Only the 5 best disks can be counted towards the final score.**

2 points for making a disk in the basket

1 point for hitting the basket with a disk.

Ties for top 3 will be broken by best spirit.

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS:

- glider kits
- A small basket or barrel about 24" in diameter
- A rope
- Measuring tape.



EVENT SEVENTEEN YOU SANK MY BATTLESHIP

OBJECTIVE: Hit or sink your opponent

PROCEDURE: The Host will hang a tarp to separate the two sides. They will form a grid and patrol members from two different patrols will stand on each side. One member (or they can work as a team) will strategically call out numbers to 'hit' or 'sink' the opponent.

MISSION: To promote scout skills, teamwork and have fun.

RULES: **This is a timed event.** The scouts must arrange themselves on the grid. The scouts cannot move from their place once the game begins. The team that sinks the most "ships" in the time allotted will score the most points. Each squadron has 5 minutes to plan their strategy before the game commences.

POINTS:

10 points – Top 10% of squadrons with fastest time
9 points – Next 20% of squadrons with fastest time
8 points – Next 20% of squadrons with fastest time
7 points - Next 20% of squadrons with fastest time
6 points - Next 20% of squadrons with fastest time
5 points - Everyone else

**Event score is a maximum of 10 event points + half of the spirit score (up to 5).
See page 19 for SCOUT SPIRIT SCORING.**

MATERIALS:Tarp, grid



EVENT EIGHTEEN

FLIGHT OBSTACLE KNOWLEDGE

OBJECTIVE: Cut a slice from the provided tree stump in the fastest time possible.

PROCEDURE: Place the log and saw in the center of the safety circle. The log should be placed securely on the sawhorses.

Mark off a viewing area or boundary for the squadrons to stand within or behind, so that they may safely cheer on their fellow scouts

MISSION: To promote scout skills and have fun.

RULES: **This is a timed event.** Two scouts will compete in this event. Each scout stands on their own end of the two-man saw. Wait until the timekeeper tells you to begin. Keep sawing until the slice has been completely removed or separated from the tree stump.

Each squadron needs to choose the two competing scouts before the game begins. Scouts may NOT be substituted once the sawing has begun

POINTS:

10 points – Top 10% of squadrons with fastest time

9 points – Next 20% of squadrons with fastest time

8 points – Next 20% of squadrons with fastest time

7 points - Next 20% of squadrons with fastest time

6 points - Next 20% of squadrons with fastest time

5 points - Everyone else

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS:

Caution tape and stakes for safety circle, Two-man saw, Tree stumps, Two sawhorses, Stopwatch (or other timing device)



EVENT NINETEEN DOGFIGHT PREP

OBJECTIVES: 5 Troop members will take turns shooting 5 Nerf arrows at the prescribed target.

PROCEDURE: Only the first attempt at Archery will count as scorable points for the Squadron. After everyone has had a chance to shoot for their Troop or if there is a lull in the event, Scouts may at the discretion of the Range Master shoot for fun.

MISSION: To promote scout skills and have fun.

RULES: Each Scout will be given 5 attempts (arrows) to score as many points as possible for his Troop. **The lowest score for each scout will not be counted. (4x yellow and 1x blue will count as 20 points since the blue is not counted). The first 5 scouts will be scored, but everyone in the squadron will have a chance to participate.** Only the first attempt at Archery will count and be scored for the Squadron, failure to abide by this rule will mean disqualification from this event for the entire Squadron. Everyone must abide by the Range Masters rules and commands; failure to do so will also mean instant disqualification for the entire Squadron from this event.

POINTS:

5 - points for each hit in any part of the center ring (yellow)
4 - points for each hit in any part of the next to center ring (red)
3 - points for each hit in any part of the next to outer ring (blue)
2 - points for each hit in any part of the outer ring (black)
1 - point for each hit in any part of the target. (white)

A possible score of 20 for each Scout.

A possible score of 100 for each Squadron.

Event score is a maximum of 10 event points (score/10) + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: Nerf Arrows only. No real Arrows are allowed. Pen and/or pencil to mark the score sheet.



EVENT TWENTY SELF-AID / BUDDY-AID

OBJECTIVE: To perform first aid for a victim of a common parachuting accident or dangerous situation. Scouts should be prepared to provide first aid for one of the following situations:

Sprained Ankle	Serious Burn on arm or hand	Snake Bite on hand
Heat Exhaustion	Head Injury due to fall	Serious Cut on forearm

PROCEDURE: Tell the squadron that they had to eject out of the plane and had a dangerous fall. A “situation” has developed requiring their expertise. They are the only ones who can help the victim and/or themselves. (The situations are picked at random by the event coordinator).

MISSION: Demonstrate your knowledge in first aid

RULES: Squadrons will be expected to use some of the items in their backpack or which they should have with them in order to provide the necessary first aid treatment.

POINTS:

A score of 10 should be reserved for exceptional first aid and teamwork. Judges will consider scout spirit and event score for the top 3. Squadrons will be expected to call 911 or send runner(s) for help, perform the necessary first aid procedures, and provide necessary post care for the victim until help arrives.

(Help **WILL** arrive)

- 10 = Excellent first aid provided
- 9 = Good first aid provided
- 8 = One required element missing
- 6 = Several required steps missing.
- 4 = Incorrect first aid provided. Victim's life is in jeopardy.

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: "Situation" cards, Answer sheet for event coordinator to refer to when scoring.



EVENT TWENTY-ONE LAND SURVIVAL TRAINING

OBJECTIVE: Choose the 10 essentials and hang them. The event area will need to be ‘hidden’ from the patrols that are waiting so they cannot see the items.

PROCEDURE: Each Squadron will have to locate and identify the 10 essentials out of the items that are hidden

MISSION: To promote and refresh the scouts of which items are part of the 10 essentials.

RULES: **This is a timed event.** At the signal of the event coordinator the Squadron will choose and identify the appropriate items

POINTS:

2 points for choosing the correct items.
2 points for using the correct counterbalance method.
2 points for being able to retrieve bags from the tree with little effort.
1 – 4 points for proper height and distance from tree limb.

**Event score is a maximum of 10 event points + half of the spirit score (up to 5).
See page 19 for SCOUT SPIRIT SCORING.**

MATERIALS: Tree with good extended limbs. 10 essentials. Assorted size rocks scattered throughout the area. Timer or watch with second hand. Pen and/or pencils to fill out the score sheet.



EVENT TWENTY-TWO HISTORIC NAVAL TRAINING

OBJECTIVES: Using items around you, create a battering ram from some rope you are carrying, and a wooden log off in the distance.

PROCEDURE: Tie 4 ropes to a lodgepole using the following knots; clove hitch, bowline, tautline, and a double half hitch. While holding the ropes, Scouts must carry the ram to the wall and swing it into the cardboard boxes, knocking them down and past the line. Time ends when all boxes are behind the line.

MISSION: Demonstrate knot skills and teamwork

RULES: This is a timed event.

POINTS:

10	-	<5:00 minutes
9	-	5:00 – 5:59
8	-	6:00 – 6:59
7	-	7:00 – 7:59
6	-	8:00 – 8:59
5	-	9:00 – 9:59

**Event score is a maximum of 10 event points + half of the spirit score (up to 5).
See page 19 for SCOUT SPIRIT SCORING.**

MATERIALS:

- 55' of rope for the boundary
- (1) 8' lodgepole, the larger diameter the better
- (4) 8' ropes
- As many boxes as you need to create the wall

PREPARATION: Rope off an area 20' deep and 15 feet wide. Build a wall of cardboard boxes at the end of the play area, in front of the back boundary line. Set the ropes and lodgepole at the front to begin.



EVENT TWENTY-THREE AVIATION RESCUE SWIMMERS

OBJECTIVES: Using 3 pieces of rope, get rope to “victim” and pull them to safety over the line.

PROCEDURE: Pick one person to be the victim. Join 3 pieces of rope (provided) together to form a longer line using square knots or one square knot and one sheet bend. Get rope to the victim without crossing the line. Have victim tie the rope on eyelet using bowline knot. Pull victim to safety (over line). Points are earned based on time, wrong knot deducts 30 seconds off time.

MISSION: Demonstrate knot skills and teamwork

RULES: This is a timed event.

POINTS:

10	-	<5:00 minutes
9	-	5:00 – 5:59
8	-	6:00 – 6:59
7	-	7:00 – 7:59
6	-	8:00 – 8:59
5	-	9:00 – 9:59

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS:

- 3 varying lengths of rope
- 1 line to mark off the line to cross
- 2 “boats” bins or items to which the victim can sit in to be pulled over
- As many boxes as you need to create the wall
- 1 timing device

PREPARATION: Designate area, create a cross over line. Place boats on one side and the other side will sit the ropes and the other members of the troop.



SQUADRON PATCH DESIGN

(aka Camporee Themed Squadron Flag)

OBJECTIVES: To identify each Squadron present at the 2026 Canyons District Camporee.

PROCEDURE: Each Squadron should make a flag that identifies their Squadron Name, Troop Number and incorporates the 2026 Camporee Theme, "Top Scout Flight Camp". Squadron flags should in some way represent Scouts BSA.

RULES: Each Flag should be hand crafted using the Squadron method, ingenuity, creativity, and originality. There should be nothing offensive or of poor taste represented on the flag. The flag should be constructed of safe materials and so that no harm can come to any spectators who might come in contact with the flag as it is being transported from event to event.

FLAG TURN IN: Flag entries will be accepted near Headquarters on Friday night until 9:00pm. Flags may be collected before the morning assembly to be displayed with the squadrons throughout the day.

MISSION: To promote Scout / Squadron (Patrol) spirit and the Patrol method.

POINTS: Each Flag entered will be judged on creativity, overall look, originality, construction, and its promotional value of the Patrol and Scouts BSA.

MATERIALS: Any materials may be used provided it is Scouts BSA acceptable.

These points will go towards Scout Spirit. Placement will be based on score first and then judges will break ties based on their favorite.

Judging Criteria	Possible Points	Score
Creativity (incorporates 2026 Camporee Theme)	1	
Originality (incorporating the 2026 Camporee Theme)	1	
Squadron Name on Flag (incorporates the 2026 Camporee Theme)	2	
Represents Scouts BSA	2	
Safe Material	1	
Materials are Scouts BSA Acceptable	2	
Participation (all flags received for judging)	2	
	10 points	

Squadron (Patrol) Spirit & Campfire Skits



OBJECTIVES: Squadrons will be expected to perform their yell/call and audition their skit for the campfire.

PROCEDURE: At the designated location and time, the squadron will perform a patrol yell/call and act out a squadron skit and/or song. The top three skits will be selected for performance at the campfire program on Saturday night. **To try-out, come to the Trading Post when your troop is not competing in events.**

RULES: Squadrons should show originality, creativity and ingenuity. Props, musical instruments and other materials may be used if desired, to enhance the performance. Skits, yells, songs could reflect the 2024 Camporee theme and/or Scouting theme. (*Skits, songs and yells may not last longer than 3 minutes*)

Refer to the following page for Ceremonies and Campfire guidance to make sure your skits are appropriate.

We are encouraging everyone to find some fresh material for the campfire. Do your research; pull good favorites off the internet or from your troop archives. Have fun!!!

MISSION: Allow Scouts to show their Scout Spirit and inspire others to do the same.

POINTS: Points will be awarded for Scout Spirit, originality, creativity, teamwork and ingenuity. This event will be judged by OA members in charge of the campfire program at the location designated on the map in the afternoon during try-outs. The top 3 squadrons will be selected to show their "spirit" at Saturday evening's campfire program.

Troops performing a different skit than which they auditioned with will be disqualified from ALL competitions (including events).

MATERIALS: Provided by individual Squadrons if needed. Judges need pens and/or pencils to fill out the score sheet.

The top 3 Skit Winners will be determined during campfire by Skit Judges. Scoring will be completed during try-outs only and the score received will go towards Scout Spirit.

Points: 10 points possible that goes towards Scout Spirit points

- 1 point for Patrol Yell / Call.
- 7 points for Skit Tryout or Song Tryout
- 2 points for each skit/song chosen to be performed at the Saturday campfire.

SKIT SCORING

Troop: _____

Patrol: _____

Skit Name: _____

Does it Conform to NCAP Guidance (Yes/No) _____

Reason(s): _____

Following graded Scale 1 to 5

Originality: _____

Humor: _____

Entertainment Value: _____

Acting Skills: _____

Stage Presence: _____

Overall Impact: _____

Total Score: _____

- **Originality:** *Is the skit unique and creative, or does it follow a typical format?*
- **Humor:** *Does the skit elicit laughter and engagement from the audience?*
- **Entertainment Value:** *How well does the skit hold the audience's attention and keep them engaged?*
- **Acting Skills:** *How well do the performers portray their characters and deliver their lines?*
- **Stage Presence:** *Do the performers project confidence, use their space effectively, and engage with the audience?*
- **Overall Impact:** *Does the skit leave a positive and memorable impression on the audience?*



BSA Ceremonies and Campfire Guidance

(National Camping School)

Ceremonies and campfires are fun and exciting parts of any camping experience! They give youth the ability to perform, but runons, stories, skits and songs must also fit within the program guidelines of the BSA. There are numerous things that are inappropriate and unacceptable. While the following is not an exhaustive list, it will help you begin the discussion about ensuring only appropriate material is portrayed:

- No name Calling, put-downs, Hazing
- No references to undergarments, nudity or bodily functions
- No cross-gender impersonation at any point in the skit
- No derogatory references to or stereotyping of ethnic or cultural backgrounds, economic situations, or disabilities
- No portrayal of sensitive social issues such as alcohol, drugs, gangs, guns, suicide, etc. – *be mindful of this in song lyrics as well.*
- Wasteful, ill-mannered, or improper use of food or water including wasting food in ANY way for comedic purpose is not allowed. *You may not know the current situation of youth and adults who are in the audience. Many may not have adequate food at home and the wasting of food in any way would further point out this disparity. Additionally there are parts of the world where water is not potable therefore the wasting of water is not appropriate.*
- No inside jokes that exclude some of those present
- Do not change lyrics to patriotic songs ("America", "America the Beautiful", "God Bless America", "The Star-Spangled Banner") or hymns and other spiritual songs
- Do not embarrass anyone – including staff or audience members (even if they are "in on it") - *just because the staff member is in on it, everyone in the audience is not aware of that fact and the appearance is that you are making fun of someone.*
- Do not portray violent behavior or any behavior not in line with the Guide to Safe Scouting (ex. pointing "guns" at each other)
- No bathroom humor or skits/songs where a toilet is the punchline or a part of the skit or song.
- No water skits – NO ONE gets wet in any way (includes staff, and even if they are "in on it")
- No material with sexual overtones
- **Do not include anything that is not in keeping with the Ideals of the Boy Scouts of America.**

Best motto to have is, "If in doubt, take it out!"

All material should be vetted by the camp leadership team. Be sure you understand all aspects of the performance and what will happen. For example, a unit may have the same name for a skit and have a different interpretation of it than you expected.

Each of us has a role to help ensure our ceremonies and campfires represent the BSA ideals and brand. Thank you for communicating this material to your short-term camps so that they can help us all represent the best in Scouting.

Iron Scout Award

OBJECTIVES: Prepare a nutritious, “complete” camp meal featuring the items we provide to you. Provide one serving (for one person) for a “hungry scout” at the designated area at the specified time.

WHO: Any registered squadron, unit, or group.

PROCEDURE: **Sign up for this event on BlackPug** to reserve your squadron’s spot in this event. There is a \$5 registration fee for this event. Deadline to signup is April 14th

You will prepare and cook your meal at the assigned judging area and present it to the judges. Refer to your Scout Handbook for further information on safe food handling. (No frills. No theatrics. Just excellent food!)

RULES: Prepare a meal and present one serving (for one person) at the designated time and place. **Scouts must bring their own cooking materials such as stoves, pots/pans and utensils in their patrol box.**

Things that may be added if you have them in your patrol box and need them for your recipe:

- Table to prepare on
- Butter/oil
- Spices/Herbs
- Flour/Sugar
- Fruit/jams/composites/dried fruit
- Seeds/Beans
- Bread or crumbs
- Non-refrigerated condiments- Mustard, Mayo, Ketchup, Worcestershire, A-1 etc, other sauces
- Garnishes (peppers, parsley, kale, pickles, leafy veggies, olives, radishes, etc)
- Broth/Dry Milk/Water
- No coolers or refrigerated items. Non-perishable items only. No cookbooks or recipes allowed.
- No Open Fires or Dutch Oven Cooking

Squadrons must use only ingredients provided, and additional patrol box items listed above. No substitutions (i.e. cannot substitute canned, boxed or precooked items for the fresh items provided).

All items must be cooked/assembled by scouts within the competition area. Any coaching by non-participating scouts, parents or scout leaders will lead to the immediate disqualification of the squadron/team from the event. Members of units are allowed to watch and cheer for their unit members competing on the outside perimeter.

Once a squadron is in the Iron Scout Area, they cannot leave. Scouts may not leave Camporee, or the Iron Scout Area, to purchase or retrieve items to add to their patrol box. You may only use additional items that are already in your patrol box. No refrigerated items can be used (outside of butter).

Scouts will be given the entire period they are competing in to cook their dish and present it to prevent undercooked or overcooked dishes. This will help the scouts experience less stress and will ensure the safety of our judges and the Scouts competing (they will be encouraged to try their creations with the judges)

Your entry will be judged on the following merits:

- Does it smell good?
- Does it look good?
- Does it taste good?
- Is it too salty?
- Is it creative?
- Was safe food handling observed?
- Is it burnt?
- Is it undercooked?

POINTS:

Scouts will be judged on their creativity for the entry, their ability to handle food materials safely, if the food material is undercooked or overcooked, the flavor profile and presentation (if the dish looks edible). The presentation will also involve the uniformity of the Scouts (ie if one scout is wearing scout shorts, then the rest of their squadron should be doing the same instead of wearing the traditional scout pants), the Scouts will state their squadron name, their troop and give their squadron yell during the presentation of the dish. Scouting spirit will be an item remembered by the judges at later times.

Bonus Points

One point will be awarded if a legible recipe is turned in with your Unit Number, Squadron name, names of participants, ingredients and amounts, instructions for preparation and an estimate for how many it will feed. If a scout can prove they are knowledgeable in calculating calories and macros (proteins, carbohydrates, and fats) then they can also present that to earn an additional bonus point. Of course, if the Scouts have an origin for the recipe, it may be fun to know for the judges.

Bonus points can be awarded based on Scouts presenting and serving their dish with the amount of time remaining on the clock IF food isn't overcooked or undercooked. Bonus points will also be awarded to squadrons based on cohesion and the capabilities of the "head chef" in the squadron. This will help settle tie breakers when the judges have their final meeting at the end of the day to determine the winner.

See General Scoring for Placement Scoring.

Points awarded will go towards placement in THIS event only.

Golden Spoon Award

OBJECTIVES: Prepare a nutritious, “complete” camp meal featuring items provided by the Scouts themselves. Provide one serving (for one person) for a “hungry scout” at the designated area at the specified time.

WHO: Any registered squadron, troop, individual, or group of First and Second Year Scouts.

PROCEDURE: **Register for the Golden Spoon Competition during the SPL/Scoutmaster Cracker barrel on Friday Night.** Failure to do so will result in immediate disqualification. Not presenting at your registered time will also be grounds for immediate disqualification.

You will prepare and cook your meal at your campsite and present it to the judges. Refer to your Scout Handbook for further information on food safe handling. (No frills. No theatrics. Just excellent food!)

RULES: Prepare a meal and present one serving (for one person) at the designated time and place. All items must be cooked/assembled by scouts. No open fires or Dutch Oven cooking. Entries from Golden Spoon can be used for silver platter if vocalized by the scouts.

Your entry will be judged on the following merits:

Does it smell good?	Does it look good?
Does it taste good?	Is it too salty?
Is it creative?	Was safe food handling observed?
Is it burnt?	

POINTS: Extra points will be awarded if a legible recipe is turned in with your Troop #, squadron name, ingredients and amounts, instructions for preparation and an estimate of how many it will feed. Origin of the recipe might be fun to know.

Total Possible Event Points: 10

See General Scoring for Placement Scoring

Points awarded will go towards placement in THIS event only.



Silver Platter Award

- WHO:** Any registered squadron, troop, individual, or group.
- OBJECTIVES:** Dramatically present your culinary creation (it could be your Iron Scout meal, or a separate meal). This includes apparel and place setting.
- PROCEDURE:** **Register for the Silver Platter Competition during the SPL/Scoutmaster Cracker barrel on Friday Night.** Failure to do so will result in immediate disqualification. Not presenting at your registered time will also be grounds for immediate disqualification.
- You will prepare and cook your meal either at your campsite or at the Iron Scout designated area and present it to the judges. Refer to your Scout Handbook for further information on safe food handling.
- RULES:** Bring your “Silver Platter” to your designated table at your reserved time and be ready. Judges will assemble next to your table to view your “presentation” at your appointed time. You will be allotted exactly 5 minutes for your presentation. No open fires or Dutch Oven cooking.
- POINTS:** Creativity is the key. Set the stage. Assume the table setting is at a Scouts BSA outing, not in a restaurant. Centerpieces, place setting, presentation attire, menu and ambiance will all be judged. Cook enough food for one “hungry Scout”.

1-4 pts for 2-3 min. presentation, well-rehearsed, good planning
2 pts matching attire
2 pts creativity
2 pts safe food handling

Total
Possible Event

Points: 10

See General Scoring for Placement Scoring

Points awarded will go towards placement in THIS event only.



Campsite Inspection

OBJECTIVES: Each Troop's campsite shall demonstrate appropriate camp etiquette, safety and cleanliness.

PROCEDURE: During the Saturday morning breakfast, a team of judges will be visiting the campsites to ensure a healthy breakfast is being cooked by the Scouts.

RULES: Troop campsites shall adhere to the standards set in the Scout Handbook and the Official BSA guide. Scouts should not be in the campsite during judging. No open fires or charcoal cooking. **Adults are part of the Troop and will be judged.**

MISSION: To promote the Methods of Scouting and the importance of appearance, camp etiquette, safety and cleanliness.

POINTS: Judging will begin on Saturday at 6:30am – 7:30am for breakfast content and continue on the campsite inspections at 9:15am for Group A Troops and 1:45pm for Group B Troops. The judges will have a score sheet with a list of items to measure:

1. **Squadron area defined by open space or safely marked limits:** Squadron areas either are clearly separated from each other or have a marker of some sort to separate the squadron areas. (ropes with safety markings, canopies, even spacing between squadrons) Squadrons areas defined as cooking and tent areas. By looking at areas it should be clear what one area from another is. Judges will keep in mind the size of the campsite given, in the case that a site is too small for your needs.
2. **Campsite information board:** A bulletin board neatly set up displaying important information such as schedules, maps, Camporee Handbook and other information.
3. **Tents set-up taut and neat:** Tents are set up correctly and in a neat and orderly manner. No loose rain flies or loose ropes. The use of tent stakes. If ground cloths are used, they should be tucked under the tent, and not be seen.
4. **Sleeping under the stars:** If your Troop sleeps under the Stars, you still need to set up at least one Squadron of tents. For Scouts sleeping under the stars 2 sleeping bags per tarp and neatly laid out.

Tent interiors clean, gear stowed, sleeping bags are neat: The Scouts' tents must be open in two different manners, either doors open or door window screen open. If a door is closed and the window is closed it will be considered "a messy tent" and will be graded as such. Personal gear put away in bags or pack. No trash or food in the tent. Uniform can be displayed on sleeping bag or hung neatly in tent. Sleeping bags can be folded or laid out neatly. Adult areas will also be judged. Adult tents will not be opened, but if one is open, then it will be inspected the same as the Scouts.

5. **Fire buckets of water and sand are present and filled:** 2 containers: 1 water and 1 sand per two tents or four sleep bags if sleeping under the stars. Should be present in cooking areas as well. No fire extinguishers. Dirt cannot be a substitute for sand.
6. **Squadron equipment is neatly stored:** tent bags, poles, etc in tents: Any unused troop or squadron equipment should be stored in an unused area separate from squadron areas and stored neatly and out of the way. Tent bags should be stored in tents.

7. First Aid kit prominently placed for fast access. First Aid Kit(s) displayed within the campsite clearly seen from any part of the campsite. First Aid Kits located inside squadron boxes are not considered “clearly seen”.
8. Troop identification and/or flags are displayed (MANDATORY): A Troop flag or Troop banner displayed within camp that would have information like Troop number, city, or charter name. Can be displayed on the gateway, or flag stand, etc. American flags must be displayed using proper flag etiquette and appropriately anchored.
9. Squadron Duty Roster posted: Squadron duty roster displayed in plain view either on a patrol box or on a central information board. One per squadron. Adults are not required to post a duty roster.
10. Cooking area safely located away from tents and traffic: Tents should be set up away from the cooking area. If preventable, do not have main walkways going through cooking areas.
11. Gas cooking stoves should be properly disconnected from their fuel source while not in use: (The Saturday morning menu as posted should require a cooking stove). Gas lanterns should be connected to their fuel source, but must be secure on a base or stand, ready to be used. Extra fuel must be stored properly.
12. Suitable cooking equipment on-hand: The stove must be set up but not connected except for use during meals. Suitable supply of utensils including pots, pans, spoons, knives, etc.
13. Cooking equipment put away (except if air-drying): Unless cooking equipment (pots, pans, utensils, etc.) is air drying, then all equipment should be properly and neatly stored.
14. Cooking equipment clean: Judges will walk the campsite area Saturday morning to ensure breakfast is cooked. Patrol box, stove, pots, pans, utensils, and tables clean.
15. Provisions for sanitary dishwashing and disinfections: Three wash tubs, towels, sponges present and stored properly. Dishwashing soap and scouring pads available. .
[Do not use the spigot to wash your dishes, only wash in the campsite.](#)
16. Garbage, dishwater, and trash disposal per Camporee directions: Troop trash cans visible and used, dishwater disposed of properly, Camporee directions are carry in; carry out
17. On-site water supply is safe and protected: Water supply containers are present for each squadron and are not leaking or open.
18. Food is properly stored: No open food stored in the patrol box. Non-perishable foods stored properly, and perishable foods stored properly [in a cooler with enough ice to properly cool the perishable food items to maintain temperature to safe food guidelines](#). No open food on tables. No food in tents.
19. Squadron menu posted: Squadron menu displayed in plain view either on or in a patrol box, or on a central information board. One per squadron. Adults are not required to post a menu.
20. Menu indicates good planning, healthy food: If the menu is posted, then meals posted must be based on the food groups and be good, healthy food. Saturday morning breakfast must be cooked (Judges will be out early to observe). Equipment used is cleaned and stored appropriately.

Deductions

21. Litter on ground, loose clothing and personal items out of tents: For each piece of litter on the ground within the campsite, including the adult area, one point will be deducted per piece of trash. Clothes or jackets not within the tents are also deducted by one point for each piece. Chairs are okay as long as they are in a safe place.
22. Staff catches a troop using a water spigot: Keeping our campsite and common areas free from puddling water is our goal. One point deduction for using the water spigot for anything other than getting water, not doing your dishes.

Bonus points

23. Straining Dishwater. Use of a strainer to remove food particles and debris from the dishwater before disposing of it.
24. Water jugs in use for refill instead of water bottles: Water containers used for refill of water bottles, canteens, and Nalgene bottles. No loose small water bottles in food storage areas.
25. Recycle bin in use: A recycle bin(s) used within the campsite for the use of recyclables only.
26. Use of rechargeable items instead of propane or liquid gas: The use of rechargeable items within the camp instead of propane or liquid gas-powered items.
27. Reduction of paper, plastic and cardboard items: The use of personal eating gear. Air drying rather than using paper towels.

CAMPSITE INSPECTION FORM

TROOP # _____

JUDGING CRITERIA	POSSIBLE POINTS	SCORE
1. Squadron area defined by open space or safely marked limits	5	
2. Campsite information board	5	
3. Tents set-up taut and neat	5	
4. Tent interiors/tarps clean, gear stowed, sleeping bags neat	5	
5. Fire buckets (1 water and 1 sand per two tents or four sleeping bags and cooking area) are present and filled	5	
6. Squadron equipment is neatly stored; tent bags, poles, etc in tents	5	
7. First Aid kit prominently placed for fast access	5	
8. Troop Number or other Troop identification is displayed (MANDATORY) American Flag properly and securely displayed.	5	
9. Squadron Duty Roster posted	5	
10. Cooking area safely located away from tents and traffic	5	
11. Gas cooking disconnected, and lighting connected safely and secure	5	
12. Suitable cooking equipment on-hand	5	
13. Cooking equipment put away (except if air-drying)	5	
14. Cooking equipment clean / Saturday morning breakfast cooked	5	
15. Provisions for sanitary dishwashing and disinfections, will lose points if spigot is used to wash dishes, even after inspection.	5	
16. Garbage, dishwater, and trash disposal per Camporee directions	5	
17. On-site water supply is safe and protected	5	
18. Food is properly stored	5	
19. Squadron menu posted	5	
20. Menu indicates good planning, healthy food. Sat morning breakfast cooked.	5	
Subtotal	100	
Deductions 1 point each item		
21. Litter on the ground, loose clothing and personal items out of tents.	1	-
Bonus points: 1 point each item		
22. Water jugs in use for refill instead of water bottles	1	+
23. Recycle bins <u>in use</u>	1	+
24. Use of <u>rechargeable</u> items instead of propane or liquid gas	1	+
25. Reduction of paper, plastic and cardboard items	1	+
Total		
Comments:		

Note: Judging will begin on Saturday at 6:30am – 7:30am and continue at 9:15am for Group A Troops and 1:45pm for Group B Troops.

Gateway

When you enter the barracks of any military academy, there is row after row of the same type of accommodations. How can you set your squadrons unit apart? Design a gateway that shows us what your squadron's all about, show us what your strengths are; let us know what each individual in your units call signs are. Let us be able to see it from our control



Gateways must be completed by Lights Out (11PM) on Friday Night. **Gateway judging will begin on Friday Night during set-up and continue Saturday at 9:15am.** The high scorers (i.e.: winners) will be announced during the Saturday evening campfire.

Gateways must be completed by Lights Out (11PM) on Friday Night. **Gateway judging will begin on Friday Night during set-up and continue Saturday at 9:15am.** The high scorers (ie: winners) will be announced during the Saturday evening campfire.

Judging will be based on the following guidelines:

1. There will be no height or width limitations, but gateways must be erected within the boundaries of your unit's campsite. Campsite frontage will be at least 25 feet. Review the Guide to Safe Scouting for height guidelines.
2. Gateways must be erected at the unit's campsite. No pre-assembled structures allowed. **Remember a Scout is Trustworthy!**
3. **No adult Help.** This means no adult interaction, no coaching, no demonstrating, and no guiding. **Any adult, whether a unit leader or a parent, working on gateways will cost his/her troop a 20 Point Deduction.** However, adults must be present during gateway set-up and removal to supervise and make sure that Scouts follow safety precautions.
4. Gateways must be constructed of primarily natural materials. No dimensional lumber or processed wood products. Lodge poles (landscaping) are acceptable. **No Bolts, Nails or Screws can be used.** Only rope and wood. Only metal stakes/spikes to anchor guy lines are approved.
5. Cardboard is allowed to form a decorative façade on the front of the gateway only, it is not to be used as a supportive surface or to cover the entire gateway. The cardboard cannot wrap around the structure and cannot hide knots on lashed poles. If used, cardboard must be attached with natural fiber rope lashings, not zip ties or tape. If cardboard is blocking the lashing and judges cannot see the lashing those knots will not be counted.
6. Gateways must include a sign, banner or flag displaying the troop number.
7. Campsite frontage area must have a fence using a combination of rope and wood. The fence must be erected and not merely lying on the ground. The fence will be considered as part of a unit's gateway for judging purposes.
8. Gateways may be erected immediately upon arrival at the Camporee site.
9. No chain saws or power saws of any type are allowed on the Camporee site. **Usage of chain saws or power saws will disqualify the unit from the Gateway competition.**

10. American and Unit flags may be incorporated into the gateway but will be judged with Campsite Inspection.
11. The gateway may incorporate aspects of your unit's favorite high adventure activity.
12. Gateway judging by the Camporee Staff will include, but not be limited to, sturdiness of construction, a working gate or bridge, types, quality and appropriateness of knots and lashings, skill in building, creativity, safety, overall appearance, and incorporating the Camporee Theme.
13. Climbing on the gateways will not be permitted during or after construction. Step ladders (less than 3 ft) may be used where elevated work must take place. **Tall structures must be assembled on the ground and then erected.** All gateways must have guide or anchoring ropes to anchor the entire structure and must be adorned with multiple visible flags or ribbons. Gateways and flagpoles must be constructed to withstand high winds. The Guide to Safe Climbing (within the Guide to Safe Scouting) must be observed and adhered to at all times during construction of gateways taller than 6 feet.
14. Effectiveness of incorporating the Camporee theme into the Gateway.

Gateway Scoring Sheet

	Troop:
Adult assisting, coaching, demonstrating, or guiding in construction (Deduct 20 points)	
Gateway has screws, nails, or bolts (Disqualified)	
Violation of Guide to Safe Climbing (Disqualified)	
Power tool used in construction (Disqualified)	
Gateway sturdiness (0 to 3 points)	
Appearance (0 to 3 points)	
Incorporated Camporee Theme (0 to 4 points)	
Constructed of natural material (0 to 5 points)	
Rope is of a natural material (0 to 5 points)	
Gateway identifies Troop (0 or 5 points)	
Gateway includes frontage fence (1 to 5 points)	
Number of different appropriate knots & lashings (1 to 10 points. 2 points per type of knot or lashing used)	
Quality of appropriate knots and lashings (0 to 5 points)	
Guide or anchoring ropes are visibly and clearly marked (0 to 5 points)	
Total Score	

Note: Gateway judging will begin on Friday Night during set-up and continue Saturday at 9:15am.



UNIFORM INSPECTION



OBJECTIVE: Each Scout in his or her assigned Squadron and with the Troop in which he/she is registered will wear the official BSA uniform.

PROCEDURE: Due to the short time frame of this event; not every member of the Troop will be inspected. The SPL plus 3 Scouts will be chosen randomly from each Troop to be inspected along with a randomly chosen adult leader. Scouts and adults to be inspected will be chosen after Troops are lined up for flags. **If a Troop switches out any of the chosen Scouts/Adults, they will earn 0 points.**

MISSION: To promote one of the Methods of Scouting and the importance of appearance.

RULES: All Scouts must be wearing their Field/Class A Official BSA uniform as shown in various Forms of official BSA literature (Handbooks or On-Line).

DETAILS: The Key word to the Uniform Inspection is ***Uniformity*** of the Troop. It is recognized by all participants that while many aspects of a uniform inspection are very objective -- there is a degree of subjectivity to the idea of "Overall Look" or "Uniformity" or "Originality". The use of a photo will help in this judgment after the fact and will be used only to serve as a "tie-breaker".

The following BSA Uniform Inspection Sheet will be used for definition, guidance and scoring.
([https://filestore.scouting.org/filestore/pdf/510784\(19\)_Scouts_Uniform_Inspection_Sheet_WEB.pdf](https://filestore.scouting.org/filestore/pdf/510784(19)_Scouts_Uniform_Inspection_Sheet_WEB.pdf))

Scoring will be based on the average of four (4) scores (three (3) randomly selected scouts plus one (1) randomly selected adult).

Scouts BSA

Uniform Inspection Sheet

Uniform Inspection.

Conduct the uniform inspection with common sense; *the basic rule is neatness*. Every Scout should leave the inspection feeling proud to be a member of the unit.

Scouts BSA Handbook

The Scouts BSA handbook is considered part of a Scout's uniform. Either a physical copy or an electronic version is acceptable.

15 pts.

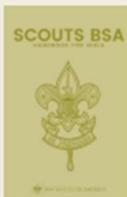
General Appearance.

 Allow 2.5 points for each:

- Good posture
- Clean face and hands
- Neatly dressed
- Clean fingernails

10 pts.

Notes _____



Headgear.

 All troop members must wear the headgear chosen by vote of the troop.

Notes _____

5 pts.

Shirt and Neckwear. Official uniform shirt, either long- or short-sleeved with green shoulder loops on epaulets. The troop decides whether to wear the shirt tucked in or untucked. The troop may vote to wear a neckerchief, bolo tie, or no neckwear. The troop has the choice of wearing the neckerchief over the turned-under collar or under the open collar. In any case, the top button of the collar should be unbuttoned.

10 pts.

Notes _____

Pants/Shorts/Skort/Roll-up Pants. Official pants or official uniform pants or shorts; no cuffs. (Units have no option to change.) Female Scouts BSA members may select the olive skort or roll-up pants.

10 pts.

Notes _____

Belt. Official Scouts BSA belt, web or leather, as selected by members of the troop. All troop members wear the same style of belt.

5 pts.

Notes _____

Socks. Official socks with official shorts, pants, roll-up pants, or skort. Either long or short socks are acceptable.

5 pts.

Notes _____

Shoes. Leather or canvas, neat and clean.

5 pts.

Notes _____

Registration. Current membership card or temporary certificate is on person. Digital image is acceptable.

5 pts.

Notes _____

Uniform points. Total points from above (70 possible)

Insignia.* Correct placement: left pocket, 5 points; right pocket, 5 points; left sleeve, 5 points; right sleeve, 5 points; merit badge sash, 5 points; shoulder epaulets, 5 points.
Insignia points from reverse (30 possible)

Total Uniform Inspection Score

Uniform and insignia points combined.
A perfect score is 100 points.

*For more information about insignia, see the Insignia Guide, No. 33066.



Total Uniform Inspection Score ▶

Our unit inspection
will be held on

Bring this form with you.

Name _____

Troop No. _____

Patrol _____

Scouts BSA Uniform Inspection Sheet

Official Placement of Insignia

Conduct the uniform inspection with common sense; the basic rule is neatness.

Merit Badge Sash

- 5 pts. If worn, merit badges are attached to front (and back, if needed) of sash.
- Temporary insignia may be worn on back.
- Notes _____

Shoulder Epaulets

- 5 pts. Green shoulder loops identify Scouts BSA participants (all members of a troop).
- Notes _____

Right Sleeve

- 5 pts. U.S. flag emblem centered directly below shoulder seam. Only the most recently earned Journey to Excellence recognition may be worn below patrol emblem or below the National Honor Patrol star.
- Musician badge, if in band or drum corps, is worn 1/2 inch below patrol emblem.
- Notes _____

Left Sleeve

- 5 pts. Council shoulder emblem, unit numeral, and veteran unit bar are worn as shown snug up, and touching each other. On the official uniform shirt, the veteran unit bar (25, 50, 55, 60, 65, 70, 75, or 80 years) is positioned above and touching the troop numeral and in turn touching the council emblem.
- On the official shirt, the badge of office is centered on the pocket, as shown. On the official uniform shirt, the badge of office is centered and touching the unit numeral, or centered 4 inches below the shoulder seam. On the official uniform shirt, the Trained Leader emblem is worn immediately below and in contact with the badge of office.
- On the shirt, the Trained Leader emblem is centered as shown at the top of the pocket flap.
- Den chief cord is worn over the left shoulder, under epaulet.
- Notes _____

Right Pocket

- 5 pts. National or world jamboree insignia (only one) worn above the BSA program or corporate strip or the interpreter strip.
- Order of the Arrow lodge insignia worn on pocket flap.
- Temporary insignia worn centered on the pocket or hung from the button. Only one temporary insignia is worn at a time.
- Nameplate, if worn, is centered above the program or corporate strip and, if worn, above the interpreter strip. If worn, the jamboree emblem is worn above the interpreter strip.
- Notes _____

Left Pocket

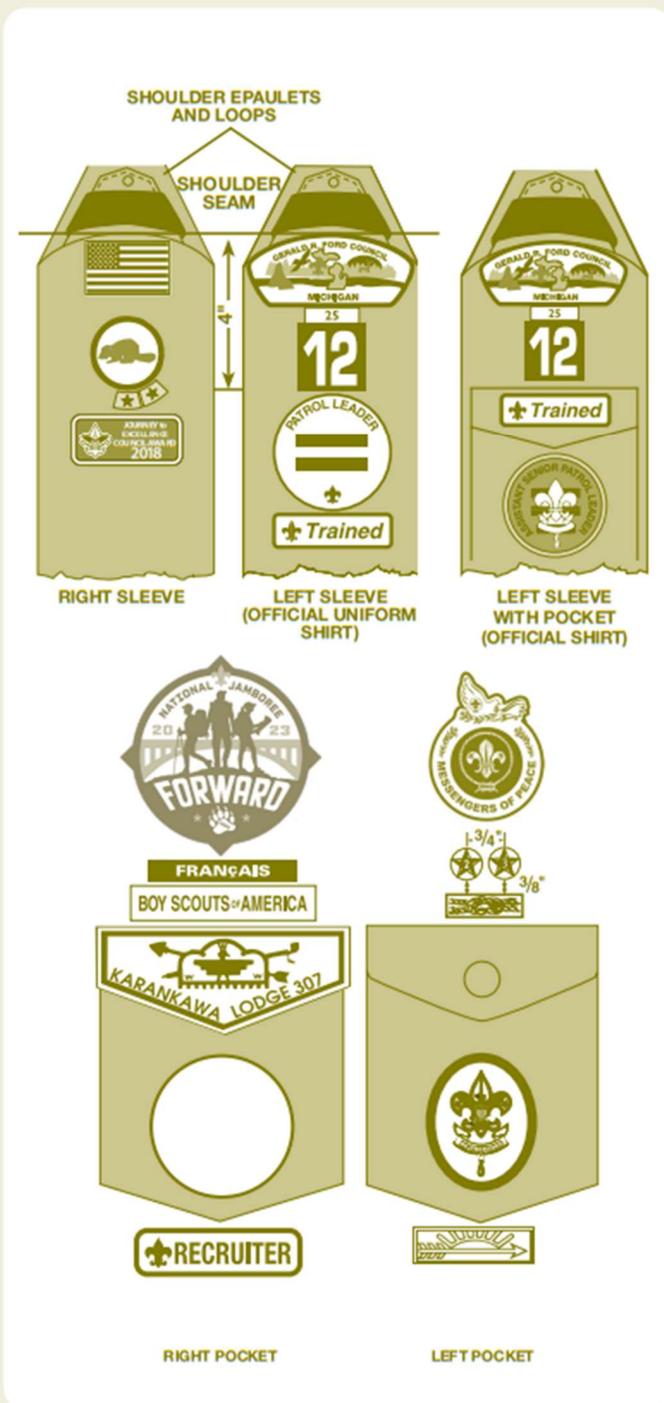
- 5 pts. Service stars are centered above the pocket, 3/4 inch from top point to top point and 3/8 inch from either the pocket or embroidered knots.
- Embroidered square knots are worn centered above the pocket in rows of three.
- Not more than five medals may be worn, pinned centered immediately above the pocket (extending over knots if both are worn).
- The order of wearing knots and medals is at the wearer's discretion; typically the medal or knot the wearer deems most important is worn to the wearer's right.
- Badges of rank are worn centered on the pocket above the Arrow of Light Award, as shown.
- The World Crest emblem and Messengers of Peace ring are worn centered horizontally over the left pocket and vertically between the left shoulder seam and the top of the pocket.
- Notes _____

Total Insignia Score (transfer to other side)

30 pts.



BOY SCOUTS OF AMERICA
1325 West Walnut Hill Lane
P.O. Box 152079
Irving, Texas 75015-2079
www.scouting.org



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See you next year!