



Pioneer District Wizardry Camporee



April 10-12, 2026

This Guide is provided to help Patrol Leaders and Adult Advisors
prepare for our annual Pioneer District Themed Camporee
Registration must be completed online.

Details at [Pioneer Camporee 2026](https://www.scoutingevent.com/055-pioneer-camporee-2026)

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Be Prepared!
Yours in Service and Scouting
Hosted by
Order of the Arrow Hattape Chapter
Pioneer District

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SCHEDULE OF EVENTS
Subject to Change in Real Time

- Friday, April 10**
- 4:00 PM Registration and check-in opens
 - 9:00 PM Registration closes
 - 9:00 PM SPL and adult leader meeting in Valley Lodge
 - 11:00 PM Taps (All quiet in camp)
- Saturday, April 11**
- 6:00 AM Reveille and Breakfast
 - 7:00 AM Finish breakfast
 - 8:00 AM Opening Flags
 - 8:30–9:00AM ***Mandatory shooting sports orientation (Dining hall)***
 - 9:00 AM Patrol competition begins
 - 12:00 PM Lunch (competitions end)
 - 1:30 PM Camp wide games
 - 4:30 PM Afternoon events end
 - 6:30 PM Youth and adult Dutch oven competition ends
 - 7:30 PM Evening colors (main flagpole area)
 - 8:00 PM Campfire, awards and OA callout
 - 11:00 PM Taps (All quiet in camp)
- Sunday, April 12**
- 6:00 AM Reveille
 - 8:30 AM Morning colors and bulletins (flagpole area)
 - 9:30 AM Flag Meadow – Create pack lines for quickly loading vehicles after Scout's Own
 - 8:30 AM Scout's Own (Campfire Circle)



INTRODUCTION / OVERVIEW

The theme of this year's Camporee is "Wizardry"

Camporee allows scouts to participate in one of the oldest traditions in the history of Scouting, an opportunity to match skills against other patrols and troops. There is fun, friendship, competitions and of course the annual Dutch Oven Cook-Off for both youth and adults. In addition, the Hattape Chapter of the OA (Order of the Arrow), Pioneer District, will call out its new candidates at the Saturday night campfire.

This Guidebook provides details on events and logistics that unit youth unit leadership (SPL and his staff) needs to know to ensure a fantastic experience. This guidebook also provides guidance for adult leaders. Remember, Camporee is a youth run event by the OA, namely Arrowmen/women, not adult leaders. Unit leaders are to enjoy themselves and should attempt to disconnect themselves from their scouts. This disconnect is a means to help youth learn leadership, along with developing social skills while participating in outdoor activities *without adult assistance*.

Every morning event is hosted and scored by volunteers (adult leaders of each unit and members of the OA staff as required). Some games listed in this Guide may not be held due to the number of units attending and staffing, such as insufficient troops attending (fewer games), or additional events added that *may not be listed in this Guide* should a higher unit turnout occur. These additional games will not be announced ahead of time. Doing so provides suspense on what may or may not occur. Stay alert for updates and check out the Pioneer District web site, [Pioneer Camporee 2026](#), for information which includes this Leaders Guide.

Be Prepared for unexpected changes

At Camp Chesebrough, we have wonderful facilities with lots of room for campers and parking, plus a large activity area.

Registration information is available at the Pioneer District monthly Roundtable meetings and Council Service Center. The cost is \$25 per person (both adult and youth) during pre-registration up through March 20, 2025. After March 20 up to April 9, 2025, last day to register, the cost is \$30 per person. There is no walk-ins or on-site registration. Webelos-2 (now called Arrow-of-Life effective April 1, 2024) are free with documentation of rank status. All registration and payments are processed by the online registration at [Pioneer Camporee Registration Link](#). The registration fee covers the cost of district park rental, an exciting participation patch, food for the cracker barrel after the Friday night meeting, staff support, prizes, awards, insurance and program/game materials.

1. Check-In

Units begin check-in from 4:00 to 9:00 p.m. on Friday evening at the Camp Office.

NOTE: LIMITED NUMBER OF VEHICLES ARE ALLOWED IN CERTAIN CAMPSITES: There are a limited number of parking spaces available in a few select campsites. Having cars in a campsite diminishes a true camping experience. We strongly encourage unloading cars and moving to the parking lot to give the unit the most amount of camping space possible, if cars are permitted in a campsite *to load or unload only*.

Each vehicle, wherever parked, must be identified by a Unit Number and Driver's Name on the dashboard visible in case the car needs to be moved for any reason. A dashboard placard will be given to the unit leader (e.g. Scoutmaster) upon check-in to distribute to all drivers.

2. Mandatory Leader Meeting and Cracker Barrel Friday Night – Valley Lodge

After check-in, each unit sets up their campsite. At **9:00 PM** there will be a mandatory leaders meeting (SPL, Scoutmasters and/or alternate Adult Leader). At this time, the SPL will receive unit registration cards for each patrol and told critical information for the weekend's events. In addition, score sheets folders for each event will be given out to each unit when the game sponsor list is finalized. This may occur in real-time if prior requests to host a game has not been received during unit registration. Special bulletins regarding changes to the program or schedule will be given, if necessary, at that time. If additional staffing is required, units may be asked to provide volunteers. Staff will also be asking for service patrols to help clean sanitary facilities and host events. Following the meeting, there will be a Cracker Barrel for attendees.

NOTE: All Scouts and Adult Leaders are asked to bring their own cups, mugs, Nalgene's, etc. to the cracker barrel and for use during the weekend. Our goal is to limit all use of paper and disposable products. No Styrofoam products are allowed in Camp at any time!

3. Scheduling Note

All competition events are held on Saturday concluding with awards announced at the Campfire that evening as well as an Order of the Arrow callout. All units will check out Sunday morning following Scout's Own, which everyone must attend in the amphitheater. Award ribbons will be given out during check-out, not during the campfire. The road into/out of camp will be temporarily closed during this time. No movement of vehicles will be permitted until after completion of Scout's Own. Having the unit attempt to check out before Scouts Own will not be permitted.

No unit may depart until after their campsite has been inspected and cleared for cleanliness by a Camporee OA staff member and given authorization for departure. It is at this time only when Camporee patches and ribbons are given to the unit leader, upon approval by staff person who visited the campsite and certify the site as clean, including trash packed out. Unit leaders will also be given a bag of camp trash by the staff to dispose of when they arrive home! Unit leaders are requested to thank the OA staff for their work with the opportunity to depart with an additional trash bag. Unit leaders must demonstrate the scouting spirit by saying "*May I have another bag please!*" **Trash is not to be deposited in the dumpsters located on-site!**

4. Camporee Staff

Camporee staff is completely volunteer, namely OA Arrowmen/women. These youth donate a great deal of time and effort to make this a successful event and are ready to answer any question or provide cheerful service. The youth staff is interested in suggestions for ways to improve Camporee in future years. The youth staff is mentored by adult advisors, who are also volunteers, and have dedicated many hours to help these youth prepare for a fantastic adventure. Remember, Camporee is run by the youth!

Part-time staff members are those that might not compete in the day's events. They pay regular registration fees, camp and eat with their home unit. They assist with setting up and help judge competition events or other program areas as required. If any units have extra scouts looking to help with staffing an event, please send them to the Camporee youth chairman. Please be prepared at the Friday night meeting to volunteer cheerful service to Camporee, especially existing OA arrow members in your unit.

We appreciate your support in putting on Camporee. Staff will be wearing identifying clothing. Certain staff members will have radios. **All units are to refrain from using FRS radios!** Any staff members may be flagged down with questions, concerns or if a medical emergency develops.

Our goal is to make Camporee as much fun as possible. Your understanding and cooperation are appreciated especially if it becomes necessary for a youth staff member to take action. Under an extreme condition, the adult staff/advisors (Event and/or Program Director) may have to make a command decision to resolve the situation. Any command decision is not negotiable and will be enforced by the District Executive on site.

5. Emergency Information

In the event of any emergency that endangers the camp, we will blow three (3) blasts on a marine foghorn. Upon hearing this warning sound, drop everything “immediately” and gather your unit in the flag meadow. Take a head count and ensure nobody is missing. Just as with any emergency, please maintain a walking speed and keep a cool head.

We will blow the horn once, and only once, to mark the beginning of the competitions. If you hear the emergency signal of three blasts you need to assume it is a real emergency. The Emergency Camp number is 831-454-9034. This phone is not to be used for personal phone calls from family members.

6. Rules of Conduct

The Scout Law, Oath and Outdoor Code are the guiding rules for all Camporee activities. All participants, both Scouts and Adults are expected to follow the Oath and Law at all times. All events, with the exception of the Dutch Oven Cook-off should be done as a Patrol except for adult leaders that participate in activities exclusive to them.

7. Criteria for Success When Participating in any Event

- Spirit, teamwork and participation
- Patrol yell and flag
- Troop number and unit flag clearly posted in the campsite
- Duty roster and patrol menus posted in the campsite
- Proper food storage to prevent harm or access by wildlife
- Camp neatness and cleanliness, personal equipment storage
- Low impact camping

8. Patrol Registration Cards

Each patrol will be issued a registration card at the Friday night meeting. This registration card must be turned into the Program Director on Saturday morning before competition begins, immediately after opening flags. He will easily be recognized wearing a green Venturing shirt and Vigil OA sash.

The first duty of a Patrol leader is to fill in all identifying information on the card given to them at the leaders meeting on Friday night. This information includes unit number, patrol name and name of each scout, their age and current rank. This card will be the participation record for each patrol required for computerized scoring. Without this registration card turned in, or failure to put both Troop number and patrol name on the card, this patrol cannot win any ribbon and is considered to not exist. This card will also may be rejected if not turned in immediately after opening flags.

The scores for all events are calculated by a sophisticated computer program to determine how well each patrol did. Winners for each event are announced at the Saturday night campfire. Each patrol should participate in as many events as possible to maximize chances of winning a ribbon.

9. Special Note – Webelos Scouts Participation

In accordance with National Camping Guidelines, 2nd Year Webelos Scouts (now called Arrow-of-Light) are invited to attend Camporee, but may only participate at a Scouts BSA “camporee” as day visitors without the ability to camp out overnight. This change in participation was released in the 2023 “Guide to Safe Scouting”. This limitation in attendance is found in the last bullet under [Additional Guidelines Specifically for Cub Scout Unit-Coordinated Camping](#).

10. Campmaster Award (Campsite Inspection)

In addition to all games and events, each Troop has a chance to win a ribbon in the Campmasters' competition. This award is earned according to proficiency in general camping skills. Scores are determined and recorded continuously by both Camporee District and Unit Commissioners as they wander about Camp during the day. This includes Scout Spirit of everyone (such as improper language that may be overheard), how campsites are set up, camping skills, menus posted and cleanliness as examples. Ribbons will be awarded to the top three Troops for outstanding campsite inspection.

11. Campfire Performance and Entertainment

One highlight of Scouting is having skits, songs and similar performances at the Saturday night campfire. Each Patrol is urged to participate during a tryout session conducted Saturday afternoon while other youth participate in camp wide games. Performance may include the entire Patrol or individual. Tryouts will be evaluated on the basis of overall quality, uniqueness, entertainment value and in accordance with the Guide to Safe Scouting; no demonstration of violence, throwing projectiles, etc. Appropriate language and clothing will be mandatory for acceptance and must be pre-approved by the OA staff member who will judge the acceptability of the act.

12. Saturday Night Campfire

The campfire will take place starting at 8:00 PM Saturday night. All scouts and adult leaders are asked to be in the campfire area prior to this start time. The campfire includes announcement of ribbons and awards, skits and performances, an OA (Order of the Arrow) callout ceremony and may conclude with a Flag Retirement depending on fire conditions of the site. After the Campfire all units return to their campsites. Lights out and quiet time is at 11:00 PM.

13. Special Events

Special activities for adult leaders may be held if logistics permit to give these adults the opportunity for fun, and to attempt some of the events played by the youth including field sports.

14. Dutch Oven Cook-Off

Bring your Dutch oven and everything needed to make a fantastic main dish or dessert. The hard-working staff will be very hungry, just like a Scoutmaster waiting to be served a gourmet feast by scouts working on their cooking merit badge.

You must provide your own supplies, charcoal and starter fluid, and all ingredients. Cook in your campsite or at Camporee Headquarters (Valley Lodge). All entrees must be brought to the Valley Lodge area for judging between 5:00 and 6:30 p.m. Saturday evening. Please be creative with regard to the theme of Camporee in your recipe for maximum presentation.

15. Event Scoring

Patrol scores are determined on a mixed combination that includes, as an example, time to completion, teamwork, skill and effort. Certain percentages are allocated to each item based on how the patrol functions during the event. This makes scoring fair and balanced for everyone. Scoring detailed are provided in the games section below. Different scoring criteria exist for each event which will not be disclosed to the patrol by the person who is scoring the event. Time for completion is only *one variable* in calculating total score. Full participation also plays a significant role in the total score as *another variable* in the scoring calculation.

To ensure all patrols have an opportunity to win an event, and that not all ribbons go to patrols with older youths with more experience in Camporee games there are two divisions, older and younger. Based on information provided on the patrol registration card, depending on the average age of all patrol members, awards will be issued for both divisions. This means there will be two winners for each event; older patrol and younger patrol.

Upon completion of an event by a patrol, they must not be told how they did, **no exception!** It is “improper and unethical” for the adult or judge running and scoring the event to provide information about their score. Also, with computerized scoring, a patrol with the fastest time may not win based on variables associated with the scoring algorithm such as teamwork, skill, yell, flag and the like.

The reason for not giving out any information about other patrols is to minimize disappointment when a patrol is told they are in first place or had the fastest time, and learn later they did not win a ribbon. Sometimes, the combined teamwork aspects of the score (yell, flag, spirit, participation) may be significantly higher along with a slightly slower time such as 1 second. Combining these aspects, in addition to performance, may in fact give a higher ranking to a slower performing patrol than a patrol having poor teamwork and spirit having a faster time.

Scout spirit is judged at each event. Be sure to have your patrol flag and BE PREPARED to give your patrol yell when both beginning the event and before leaving “without” being asked to give it. Remember, each event is designed to challenge the Patrol in some manner. Every game is open to all patrols regardless of age or skill level. Enthusiasm and teamwork play a significant part of the total score. Points are also given for scout spirit, yell, flag, etc., which is a factor and variable in calculating the total score.

16. Medical Forms

Pioneer District Camporee will be using CampDoc to collect and verify participant medical forms. CampDoc is an electronic health record system provided by the Council to help streamline Scouting event check-ins. As part of the Camporee registration process, each participant will receive an email to either create a CampDoc account if they have not already created one with the Council or will be asked to log-in and update their digital medical form. Participation in Camporee is dependent upon completion of a CampDoc form per participant.

WIZARDRY THEMED CAMPOREE EVENTS

The following events are listed below, all with a focus on scouting skills and subject to change depending on number of units attending. *Additional events may be added or not held depending on number of units attending, as well as OA staff to host events in addition to unit leadership.*

Purpose and Intent of the Games Related to the Theme

The games were chosen by the Hattape Chapter of the OA based on a fun and unique theme. All games have the intended purpose of ensuring teamwork and participation occurs by everyone. This includes how patrols conduct themselves as a cohesive entity. There are two divisions; upper and lower, based on the average age of each patrol to maximize issuance of ribbons.

A patrol's score is based on multiple criteria, *not just time to completion or skill level*. Patrols must participate in a Scout like manner and be focused on positive elements associated with the theme, in addition to scouting skills learned during rank advancement, acquiring merit badges and previous camping experience.

Camporee is a Scouting event. Keep in mind that everything needs to be in line with the Scout Oath and Law. All events are in accordance to the "Guide to Safe Scouting".

Special note due to the unique theme being Wizardry

The theme is based on a Harry Potter theme associated with wizards. Some events have been modified from the past to add greater difficulty, in addition to be more closely associated with the theme. The object of all events is to have fun. Remember, all patrols are to show scout spirit while dressed up as wizards.

1. What Happens When Your Flying Broom is in the Repair Shop (Land Skis)

Brooms do not have an indefinite mileage limit unlike cars that require an oil change every 7,500 miles. Brooms need to have each whisker cleaned and lubricated along with a standard tune-up to ensure maximum flying efficiency. Unlike automobiles, there is no warranty issued by the retailer of the broom, thus payment must be made with a happy spell to the repair shop.

Objective: Walk with land skis when the broom is in the repair shop. Each time a failure occurs a patrol member is removed from the group. A failure is defined as one who falls off, hits an obstacle in the path, leans too far to the side (>45-degree angle) or incorrectly follows the rules.

Set-up and Rules: Two 2"x4"x10' boards are laid on the ground parallel to each other with ropes tied to them for five people to hold on to. The patrol needs to work as a team to walk in a forward motion, lifting one ski at a time with the ropes for approximately 20 feet through an obstacle course. Then they reverse themselves on the skis and return to the starting point.

Twist to Add Fun and Difficulty

All travelers must face backward when starting out leaving only the middle person facing forward to perform navigation verbally through an obstacle course. This simulates complications of moving multiple people on a crooked road to Hogsworth. After reaching 20 feet, everyone turns around 180 degrees. Those at the rear of the skis will be, like the front, leading the way with the center person acting a navigator. Switching direction must be done quickly as this is a timed event.

Solution: The navigator calls out a cadence, e.g., left, right, left, left, left, right, etc. *Hint for success:* make sure everyone knows that they should lift their [correct] foot at the same time.

Scoring: This event is based on **time** to completion and **teamwork**.

2. Navigating The Road to Hogsworth (Minefield)

As seen in all movies, bridges and roads to Hogsworth are crooked with broken bricks, holes in bridges, etc. Nothing is in a straight line at the school or the woods, Death may occur when entering or leaving the school. Travelers must figure out how to navigate a dangerous road without falling to their death.

Details: Only those who do not fear falling into an abyss should attempt this event. One patrol member, at a time, will be blindfolded and must navigate a treacherous path. The blindfolded person must travel through the obstacle with “only verbal directions” from a patrol member standing in a safe zone. No other assistance is allowed verbally or physically from any other person in the patrol. Should a second person speak, a 5-second penalty will be assessed.

Scoring: This event is based on **time** to completion and **teamwork** with the following parameters.

1. If anyone steps on an item representing death, they must leave the obstacle course with no score given for that person.
2. For those who do survive traveling the road, their time is recorded.
3. The fastest time from all participants will be used in the final calculation; only one person’s time.
4. The patrol’s teamwork portion of their final score, within the scoring algorithm, will be taken into account for both time and number of patrol members who participated.

3. Disposing a Harmful Potion from a Cauldron (Radioactive Isotope)

Lord Voldemort, in his quest to destroy Harry Potter and his friends, creates a sweet-smelling potion in a large cauldron. He was cooking this to perfection when this was discovered. Ron Weasley, along with Draco Malfoy decide to remove the cauldron from the laboratory to outside Hogwarth without spilling any of the potion and killing everyone.

Set-up and Rules: A circle is pre-laid out using a 50-foot length of rope. A metal can is placed in the center of the circle with water inside. The object is to use long ropes to transport the can of water out of the circle without anyone setting foot within the circle, or spilling any water. A heavy weight will be in the can that will roll around and to add difficulty.

Solution: Take the ropes and lay them alongside the can in a straight line. Cross the ropes by running around the circle switching places with the opposite side. This creates a lasso. Using even pressure, carefully pull the ropes together and lift the can up. Carefully carry it outside the circle. Remember, the weight inside may roll around and cause the can to tip over unexpectedly, losing a valuable resource.

If anyone steps inside the circle or spills any water, the patrol receives no score. A patrol is permitted to attempt this event only once. No second attempt will be permitted.

4. Walking Up the Stairs to your House in Hogwarth (Walking A-Frame)

We all know that there are four houses at Hogswarth: Gryffindor, Hufflepuff, Ravenclaw and Slytherin. When Professor Severus Snape drank a potion not of his making, and with a swing of his wand he changed all house steps from to have no top or bottom step, a really neat feat of magic. All wizards must now create a means of going to their house after mealtime.

Details: Five ropes are tied to the top of an A-frame with bowlines. Five members of the patrol use the ropes to keep the A-frame vertical. A brave soul stands on the cross bar of the A-frame. The entire team must maneuver the A-frame a distance of 20-foot.

Solution: The job of five support personnel, holding one rope each, is to keep the A-frame upright during travel. If the patrol does not have enough participants “extras” may be used from staff (OA),

but cannot not speak. A sixth member of the patrol stands on the crossbar and walks first to one side, leaning and pushing with his/her body weight so that the opposite leg of the A-frame raises off the ground. He/she then uses strength and balance to swing the opposite side of the A-frame forward. He/she then runs across the bar to the other side and repeats the process, going back and forth until he/she has walked the A-frame the 20-foot distance.

Scoring: This event is based on time to completion and teamwork.

5. Keeping the Lights On (Fire Building)

THIS EVENT MAY BE CANCELLED DUE TO RED FLAG CONDITIONS OR RAIN THAT DAY

Gubraithian Fire (incantation unknown), also known as Everlasting fire, was a flame which had been enchanted to burn forever without dying. It was quite an advanced piece of magic, as few wizards were capable of casting it.

Objective: The patrol must make a fire using flint and steel, not matches, to burn a string running two feet across a firepit in order to create a campfire that cannot be seen by the space station in orbit, but small enough to roast miniature marshmallows.

Procedure: Two metal rods are stuck in the ground about two feet apart, one foot deep. Twine is stretched across the rods 12" above ground. Material to burn will be provided that may include wood planks, logs, tinder and kindling. This material *may be dry* and easy to ignite. At a signal of "GO" participants will create a wood structure. Using flint and steel they must ignite this structure. Time is stopped when twine burns through. You can only use material provided. Matches or any other fire starters are not allowed (hint-dryer lint is useless and prohibited). Each participant needs to bring their own pocket knife or other helpful items to chop wood, make tinder and create kindling as appropriate. Use of an axe is not permitted. For this event, each participant should be pre-trained and certified with Tote-N-Chip.

Solution: Make it right the first time. Before lighting, start with a teepee or log cabin structure consisting of tinder followed by small kindling. Ensure there is a "lot of fuel" before lighting the fire with flint and steel. Feed it slowly at first with addition kindling or whatever, adding additional fuel carefully to make a bigger fire. Try to create the structure as high as possible, or physically next to the twine. Your fire will not last long and the closer this is to the twine the less fuel and time will be required to burn the string. *Note to first year campers-dryer lint does not work to start a fire.*

Scoring: This event is based on time to completion and teamwork.

6. Protection from the Elements (Tent Pitching)

There are four houses at Hoswart, each representing an element: Gryffindor is fire, Ravenclaw is air, Hufflepuff is earth, and Slytherin is water; hence the fact that [Slytherin's] common room is under the lake. All four houewaw must protect themselves from environmental disaster.

Rules: The patrol must pitch a tent in record time using only four patrol members. One cannot talk, the second cannot hear (will have noise cancellation headphones on), one will be blind (with an eye mask) and the fourth is handicapped with only one arm tied behind their back.

Scoring: This event is based on time and teamwork (a higher factor in the scoring algorithm). **The patrol must work as a team equally!** If one person does all or most of the work, the score will be minimal. If the person who can talk does so this will lower the score significantly. It is best that the speaker keeps their words to a minimum, if words are spoken. If no words by everyone, *namely all four people as entity*, a higher teamwork score will be issued.

7. Healing the Sick and Injured (First Aid)

First aid at Hogwarts relies on healing magic, potions, and charms taught across various subjects, managed by the Hospital Wing and Matron (Madam Pomfrey), with key spells like *Episkey* for minor injuries, *Anapneo* for choking, and *Brackium Emendo* (though sometimes it fails!), plus potions like Skele-Gro for broken bones, and items like Wiggensweld Potions for emergencies, integrating battlefield medicine with everyday healing for magical ailments.

Situation: Multiple casualties will occur, a fact of life at Hogwarth. There may be many injured simultaneously. Most will be serious. Others may only be calling out for “mommy”. Students do not know how to use their wand for first aid, yet. This is your chance for success.

Solution: Figure out what needs to be done as a first responder. Be creative in providing appropriate first aid considering resources available. The injuries will not be typical or expected from what is taught in the Scout handbook.

Scoring: This event is based on **skill and teamwork** (a higher factor in the scoring algorithm).

8. Creating the Ultimate Wand to Kill Voldemort (Ultimate Wand)

There is only one way to kill Voldemort, with the ultimate wand not currently available for purchase from Amazon. Students at Hogwart are given a small stick of wood when they start school. They call this stick a wand to help them cast spells, usually without success. “Student or entry” level wands are not good enough to be somewhat functional, thus the use of a “professional or adult” level wand is required, which is bigger and better than Voldemort’s wand for use during the ultimate battle.

Objective: To lash together three 8-foot poles and pass the single assembly assembled professional grade wand 20 feet from one line marker to another line marker.

Procedure: There will be three, 8-foot poles and four ropes each six feet long. Using any type of lashing, or knot, secure the three poles together. Pass this assembly to other Hogwart students 20 feet away, or across a chasm. Remember, total length of the poles end-to-end is 24 feet, distance is 20 feet.

Hint for Success: Ensure the knots or lashings are *extremely tight and solid*, or the poles will bend touching the ground resulting in a zero score.

Scoring: This event is scored on **time to completion**, **skill level** (quality of the knot/lashing) and **teamwork**.

9. Casting a Spell with Your Wand (Tomahawk Throw)

Objective: To achieve the highest score possible by throwing a tomahawk at a target.

Procedure: Each patrol member gets three throws of a tomahawk. On the end of a log is a target 10-feet away looking similar to that used in archery, with circles and points assigned for each circle.

Scoring: The total number of points scored by all member of the patrol divided by the total number of patrol members for an average score (**skill level basis only**).

10. Another Day at Hogwart (Weather Rock)

Objective: Students at Hogwart enjoy both indoor and outdoor activities. Many events occur in the woods or away from school. The weather must be known before the adventure starts to ensure proper clothing is worn. They must seek guidance from the school's weather rock to know how to dress.

Details: It is important to predict the weather in order to enjoy being outside of school, instead of asking Alexa or Siri what the weather. As a result, the need to use a meteorological instrument is required. This event tests skills using a rope and lashing to solve the mystery of what the weather will be at this exact point of time, the same tool used by amateur meteorologists.

Procedure: On the ground are three poles and a long rope along with a bucket full for dirt to add significant weight simulating a large rock, or maybe an actual rock. Only "one" person chosen by the patrol becomes the weather man to build his measurement instrument. On the word "Go", the person must lash a tripod with one end of the rope and then, with the other end of the rope secure it to the bucket or rock. The moment when his hands go up indicates he is finished and the clock stops. If the tripod tips or fall within a 10 second period after the hands go up, there is no score for the patrol.

Scoring: This event is based on **skill** and **time** to completion, and describing the weather at that specific point of time. (One extra point if you can tell what the weather is when reading the rock).

Instructions for "predicting" weather with a weather rock

- If the rock is wet, it is raining.
- If the rock is swinging, the wind is blowing.
- If the rock casts a shadow, the sun is shining.
- If the rock does not cast a shadow and is not wet, the sky is cloudy.
- If the rock is difficult to see, it is foggy.
- If the rock is white, it is snowing.
- If the rock is coated with ice, there is frost.
- If the ice is thick, it is a heavy frost from a snow storm.
- If the rock is bouncing, this is an earthquake.
- If the rock is under water, we are in a flood zone.
- If the rock is warm, it is sunny.
- If the rock is missing, there was a tornado.
- If the rock is wet and swinging violently, there is a hurricane in the area.
- If the rock can be felt but not seen, it is night time.
- If the rock has white splats on it, watch out for birds.

Please do not disturb the weather rock as it is a finely tune, precision instrument!

11. Remembering Spells (Complex Memory Game)

Overview: Many spells are taught at Hogwart, from good to wicked. It can also be difficult to pronounce wizardry words correct. Harry and his friends need to remember what spell to use and when.

Game setup: On the ground will be many, and we mean many items sitting on top of a blanket. A second blanket covers all items. At the word of "Go", the top blanket is removed. Everyone is given 30 seconds to look at everything before being covered up. The patrol must then identify items within a 1-minute time period.

Unique twist: *This is not your normal memory game. You will be asked questions about what was seen. Do not expect these questions to be simple!*

Scoring: This event is on **the number of items identified correctly (skill) and bonus points.**

12. Bringing a Feast to Dumbledore and his Academic Staff (Feeding the Adults)

Dumbledore, Minerva McGonagal, Rubeus Hagrid, Professor Slughorn and Severus Snape, among other academic staff at Hogwarts are celebrating the demise of Voldemort. A banquet feast has been requested to be prepared and delivered to them.

Description: Food is placed on a board with handles on both sides carried by two members of the same Hogwarts house without dropping any part of the dinner feast onto the ground. There will be obstacles in the path of travel. This includes having to step over logs, going under the volleyball net if available, making turns and the like. Everyone in the patrol participates. Only the fastest time of the patrol will be recorded.

Solution: How one carries the platter is important, one hand or two. Teamwork on crossing the obstacle course is mandatory as well as communication between the two food servers. No second attempt will be permitted by this pair of students.

Scoring: This event is scored based on time to completion and teamwork.

13. When a Spell Goes Seriously Wrong (Blind Shapes)

Learning spells can be difficult. Saying the wrong one will cause blindness. It is important to find your way to a magic potion bottle to reverse the spell while blind.

Set-up and Rules: Each member of the patrol is blindfolded without the ability to speak. The staff person hosting the event will call out a particular geometric shape (circle, square, triangle, pentagon heptagon, octagon or nonagon, to name only a few shapes possible, and there are many more). The patrol leader, who is not blindfolded, must instruct the patrol on creating a shape given to them using one long rope.

Procedure: A rope is placed on the ground at the feet of each patrol member. Upon the word "GO" everyone finds and then picks up the rope to create the shape, blindfolded. Time stops with the leader says "Done", or when time is up.

Time to Complete: Due to the time that may be required to create the shape and number of patrols wishing to participate, a maximum of five (5) minutes will be enforced. At the 5-minute mark the host will call "Stop. A no score will then be issued, unless the shape is completed and looks like the shape requested to be made (the right shape means extra points).

Scoring: This event is based on time, skill (accuracy of the shape) and teamwork.

POSSIBLE CAMP WIDE GAMES (AFTERNOON EVENTS, SUBJECT TO CHANGE)

(To be determined that day if staff is available to run; no guarantee these games will be held)
Camp wide games will be held after lunch up to 4:30 PM. Details on how the event is to be played will be provided at time of the game.

1. Human Foosball and Gaga Ball

All patrols, both upper and lower division and gender, will randomly be placed in a bracket similar to sports playoff ranking; one patrol against another. For the first round, patrols will not play against a patrol from the same unit, but may compete against each other in round two. The brackets will eventually end up to having a single winner.

Failure to follow the rules of the game which will be provided at camp, or showing poor sportsman like conduct will disqualify the patrol. This behavior includes use of unacceptable language, deliberate physical contact to another person with the intent to cause harm, interference with players during the game, arguing with the staff member supervising the game and the like.

2. Surprise Afternoon Game

This activity will be presented to all participants on site. For now, it is a mystery event.

INDIVIDUAL PARTICIPATION (Activity – AM and possibly PM)

Archery/BB Gun (If a Rangemaster is available)

This event will be open to participants during the day. BB Gun requires mandatory shooting sports orientation that morning in Valley Lodge and a signed Permission Slip. Archery does not require a permission slip or orientation.

Climbing Tower (If certified adult is available)

This is an individual event and not one done by patrols. No ribbon for participation.

A signed parent/guardian **Shooting Sports Authorization Form** is mandatory for any youth to participate in BB Gun. If the form is not presented to the Rangemaster, as well as the scout not wearing a wrist band given to them after mandatory training that morning, the shooter will not be able to participate. Download and complete this form before showing up at Camporee:

[Firearms Permission Form.pdf](#)

This Authorization Form is also provided near the end of this Guidebook

Note to Scoutmasters: Please staple all permission forms together with a cover sheet that includes unit number and names of scouts with permission forms. Please list by patrol all names with their respective permission form attached for review by the Rangemaster when the patrol shows up. This packet can be delivered to the Rangemaster during opening flags, or any time before the patrol shows up to shoot.



MANDATORY YOUTH PROTECTION REQUIREMENT – CALIFORNIA LAW AB506

In 2022, a California law took effect related to mandated reporting for those who are involved with youth service organizations and programs. Certification must be on file for participation or interaction with youth under the age of 18 that exceed 16 hours per month. Mandatory registration and certification are now required for all adult leaders that includes fingerprinting at an authorized center.

It is now a legal mandate by the State of California that upon registration, all adult leaders provide evidence of having completed certification by presenting their certificate issued upon completion of the on-line course, and ensuring their name is within the database of the Council. This database may not be available at camp for logistic reasons thus paper certification is required. Failure to have a certificate upon check in, or not in the database, will require that specific adult leaders leave camp after dropping off their youth.

PIONEER CAMPOREE CAMPSITE INSPECTION CRITERIA

An organized and safe campsite is a key element in outdoor activities. Troop campsites will be judged on the following criteria. The Campmaster award will be issued to units with the best campsite inspection score.

Campsite Identification

- A. American flag properly displayed
- B. Unit and patrol flag(s) properly displayed
- C. Attempt to have the campsite conform with the theme of Camporee

Campsite and sleeping arrangements

- A. Tents pitched or organized by patrol
- B. Fire warnings stencil or an attached tag secured onto each tent
- C. Campsite neat and orderly
- D. Gateway provided identifying unit number

Health, safety and sanitation

- A. Wood tools properly stored (axe, shovel and rake)
- B. Garbage picked up and sealed in a plastic trash bag(s)
- C. Dishes washed and put away
- D. Cooking area clean
- E. First aid kit easily seen
- F. Fire attended or out, cold to touch
- G. Fire located in designated fire ring only with a full water container, or a full fire extinguisher within 10 feet of the fire pit
- H. Fuels properly stored
- I. Food properly stored
- J. Latrines clean from litter and paper

Menu planning, duty roster

- A. Menu for all meals posted per patrol
- B. Duty roster posted per patrol

OTHER ACTIVITIES/PROGRAM INFORMATION

Order of the Arrow: There will be a callout ceremony to recognize Scouts (youth and adults) that were elected by their troop into the Order of the Arrow. All current OA members are requested to wear their sashes to the Saturday night campfire and assist in the callout ceremony when requested. See the Chapter Chief (Camporee Chair) or Chapter Advisor (Program Director) to fulfill your “cheerful service”. All Scouts (youth and adults) are required to be at the campfire. Those selected were done in secret and should not know if they were elected. Only the Chapter Chief and the “Voice of the Wilderness” will know the names that will be revealed that night. Adults may also be called out by surprise.

Members of the Order of the Arrow that are not required to be with their unit during the day due to having a small unit helping participate in games, or on staff, are expected to volunteer and assist in running the “Trading Post”. Arrowmen/women are also requested to volunteer and assist in running events or help out in other program areas.

Trading Post: The Hattape Chapter of the Order of the Arrow (Pioneer District) runs a Trading Post selling beverages and snacks. All proceeds are used to support activities of our Chapter.

Open Fires: There is be firewood available for use throughout the camp. All campsites have barbecue pits or fire rings. While in camp, campfires will be allowed at the discretion of the Event/Program Director. Fires must also be under the supervision of an adult leader at all times. Each unit must follow all fire safety rules and are responsible for providing their own safety equipment (water buckets, shovels, etc., if none are already provided in the site). If there is a Red Flag Alert from the National Forest Service, under no condition will an open fire be permitted in the campsite. Collection of wood is permitted and encouraged, but only if already on the ground.

First Aid: First aid treatment is available at Camporee headquarters. There will also be qualified medical personal roving the competition areas on Saturday. Units are expected to treat their members with any minor first aid required. Some OA staffer members will have radios available for use during emergencies. All injuries and illnesses must be reported to the first aid station and the Event Director no matter how minor they appear. They must be entered into a first aid log for insurance purposes.

Warnings

Poison Oak: Some areas of the Camporee site are infested with poison oak. All attendees should be shown how to identify this plant immediately upon arrival. Especially important is that you DO NOT burn poison oak! Anyone who gets into or touches poison oak should follow the normal procedure of washing immediately with soap and water and seek treatment.

Rattlesnakes: There is no reason to kill rattlesnakes. The Camporee site and surrounding area is known to have rattlesnakes. Everyone should avoid the natural habitat of snakes (rock piles and logs). If a snake is found, leave it alone despite what some Scoutmasters or other self-proclaimed experts think!

Ticks: All participants should be aware of the existence of ticks. Scouts should stay out of tall grass and brush to avoid these pests. Wearing long pants is advisable to prevent contact with ticks.

Knives and Axes: No sheath knives are allowed! Boy Scouts may use axes only if an ax yard is set up and marked off by the troop. Arrow of Light are not allowed to use axes, hatches or knives.

Lanterns and Stoves: Scouts may use liquid fuel lanterns and stoves but only under the supervision of an adult leader. No lamps, candles or other heat or flame sources are allowed in tents at any time.

Cooking: Scouts do all cooking by the patrol method just as they would on normal campouts. It is up to the individual units to bring their own stoves, pots and pans, utensils, cleaning supplies and most importantly food. It is strongly suggested that due to time constraints of the Camporee schedule, menu selection should be kept in mind when planning meals. Time for cooking and cleaning must be at a minimum for the sake of the number of activities taking place. It is recommended that a quick, no-cook lunch be chosen for Saturday.

Water: Water is available however each unit is requested to bring water containers and facilities for washing dishes. You may be required to transport water from a faucet to your campsite if non-running water is in your site depending on where you are located. Care should be taken to preserve this most precious resource. Wash your dishes in your campsite, not at the water faucets or in the restrooms at the Valley Lodge or anywhere near the Camp Office. NOTE: SPECIAL DISHWASHING SOAP WILL BE PROVIDED, IF REQUESTED, BY THE CAMPOREE STAFF.

SANITARY FACILITIES: A Scout is Clean – and Green.

Green Cleaning: Cleaning products supplied by the camp are sustainable, have low volatility, minimally hazardous and GS-37 approved. Please use only the green cleaning chemicals provided. Using incorrect cleaning materials in the water-free urinals will break down the sealant inside causing them not to work. Special instructions will be provided during the cleaning process.

TRASH AND GARBAGE: Pack it in—pack it out! Please bring sealable garbage bags for disposal of all trash and garbage. Everyone must haul out their own trash and garbage on Sunday! Do not forget to use the lock boxes in each site as there are critters in the area that love a good snack during the day when everyone is away doing games and events. **No Styrofoam products are allowed in Camp!**

TENTS: Remember low impact camping techniques. Please make sure that tents are codified with the mandatory “No fire allowed in tent” signage. Tent ditching or trenching is **not** allowed.

TAPS: A Scout is Courteous. After taps at night, every Scout is expected to be in his/her tent and quiet at that time. If you must move about in your own area after taps, do it quietly so that others are not disturbed. Roaming about the campgrounds or other campsites will not be tolerated.

SCOUT’S OWN: A SCOUT IS REVERENT. We will have a non-denominational Scout’s Own for all Scouts and Leaders on Sunday morning (see schedule).

UNIFORMS: All scouts and adult leaders must wear uniforms while traveling to and from Camporee and for check in. Activity uniforms are permitted for the competition events on Saturday. Scouts are required to be in full Class A (full uniform) for opening/closing flags and Scout’s Own but can be in Class B (activity clothes) during games.

FLAGS: All units should display their patrol flags during daylight hours. The American flag will be flown at the Flag area at both opening and closing ceremonies, per the schedule. Patrols must carry their Patrol flags during the competition events, if they wish to receive a high score.

LOST AND FOUND: A SCOUT IS TRUSTWORTHY. There will be a lost and found area at Camporee headquarters. If your belongings are properly identified they are easily returned.

FORBIDDEN ITEMS: As with any Scout outing, and for reasons of safety as well as in accordance with camp rules and procedures for safety, the following are forbidden:

- | | | |
|------------------|------------------------------|-------------------------------|
| Cell phone | Guns and Ammunition | Sheath Knives |
| Radios | Fireworks | Bows and Arrows |
| Electronic Games | Water Balloons | Sling Shots (except at event) |
| CD, MP3, iPods | No Styrofoam Products | |

EQUIPMENT CHECKLIST: The equipment needed for a good Camporee experience is the same as that which is needed for a normal campout. The Scout Handbook has a simplified list of minimum equipment. Do not forget the 10 essentials.





BOY SCOUTS OF AMERICA®

CALIFORNIA RIFLE AND SHOTGUN PARENTAL/LEGAL GUARDIAN PERMISSION FORM

I, _____, parent or legal guardian of _____,
(Print Name of Parent or Legal Guardian) (Print Name of Child)

hereby give my child express permission and consent to be loaned and possess firearms (handguns and long guns) and ammunition to engage in lawful, recreational sport, including target practice, and/or a course of instruction in the safe and lawful use of a handgun. (Cal. Penal Code §§ 27945, 29610, 29615, 29650, 29655; 18 U.S.C § 922(x)). As used in this form, "firearms" include any handguns, long guns, or shotguns that may lawfully loaned to and possessed by a minor under state and federal law.

I also give my child express permission and consent to possess, and for a person to loan to my child, a "BB device" as defined in Cal. Penal Code * 16250. (Cal. Penal Code § 19915).

This consent is valid, absent my express revocation thereof, for the calendar year of _____.
(Calendar Year)

A photocopy or facsimile of this written consent will serve as an original.

I represent that I am (1) the parent or legal guardian of the minor named above and (2) not prohibited by Federal, state, or local law from possessing a firearm. I agree to indemnify and hold harmless the Boy Scouts of America, and any local Council and all officers, members, employees, and volunteers thereof, from all losses, damages, causes of action, cost and expenses, arising from any false statements or representations made by me herein.

Please bring at least four (4) copies of this form to camp with your child. One (1) copy must remain in your child's possession at all times while he or she possesses any firearms or ammunition, and one (1) copy should be provided to the owner of the firearm.

Signature of Parent or Legal Guardian

Date

Unit #:

Last Name:

First Name:

SILICON VALLEY MONTEREY BAY COUNCIL CHESEBROUGH SCOUT RESERVATION

Policies and Procedures

Welcome to Camp Chesebrough!

Chesebrough Scout Reservation is a 544 acre site in the Santa Cruz Mountains, donated to the Santa Clara County Council Boy Scouts of America by Paul and Nessie Chesebrough (pronounced Chēēs´-būr-rō) in two grants, one in 1977 and the second in 1983. It is a pristine natural area located south of Skyline Blvd and north of Big Basin Way (Highway 9), situated on the north side of the mountain adjacent to Castle Rock State Park, and Saratoga Gap and Long Ridge Open Spaces/Natural Areas. The site is densely forested with a mix of conifer and deciduous trees including coastal redwood, Douglas fir, Monterey pine, several species of oak, California laurel, madrone, big leaf maple and California buckeye. There is a large training lodge, an administrative building, a number of out buildings and multiple campsites located on the site. The address is 26005 Highway 9, Los Gatos, CA 95033. The entrance to the camp is located just off Highway 9 approximately 1.8 miles south of Skyline Boulevard. The entrance is just across Highway 9 from Sempervirens Point overlook.

Fires. Open fires are permitted within defined fire rings in designated campsites, unless local fire conditions do not allow them, as determined by the Forest Service.

Vehicles. All vehicles should be parked in the main parking lot, *backed in* to allow easy evacuation in the event of a forest fire or emergency. Chesebrough campsites are walk-in camps however heavy gear such as patrol boxes and Dutch ovens may be driven in and dropped off. Vehicles must then be parked in the parking lot. Please see the Campmaster for vehicle access information.

Pets. Pets are not allowed in camp, with the exception of guide dogs and service animals. Camp Chesebrough is home to many wild animals, including deer, coyote, fox, raccoons, wild turkeys, skunks, and occasionally bears and mountain lions to name a few. Dogs, in particular, are descended from wolves and leave odors that interfere with the normal behavior of native species.

Activity Centers. Camp Chesebrough's activity centers include a BB-gun range, an archery range, a nature trail and climbing wall in addition to other amenities. Use of these facilities must be arranged in advance and may only be used under the supervision of a certified instructor.

Personal Guns and Archery Bows. Guns are not allowed in camp, except by licensed law enforcement personnel. Personal BB-guns and archery bows may only be brought to camp with advance permission of the instructor in charge (Rangemaster), and must be checked in with the rangemaster upon arrival.

Sustainable Operations. Camp Chesebrough is a natural area and is operated sustainably in keeping with the best traditions of scouting. Dead wood on the ground may be used for firewood, but branches, even dead branches on trees should not be cut down. All fires must be confined to fire rings.

Paper products and "spudware" supplied in the kitchen are compostable. All paper products provided including toilet tissue and paper towels are of recycled content. **Styrofoam is not permitted in camp.** Waste containers designated: "Compost", "Recycling" and "Landfill" are provided for your convenience. A composter and dumpsters for recycling and for landfill are located in the corporate yard. Please use these properly as indicated.

Green Cleaning. Cleaning products supplied are also sustainable; they are low-VOC, minimally hazardous, and GS-37 approved. Please use only the green cleaning chemicals provided. Using incorrect cleaning materials in the water-free urinals will break down the sealant in them, causing them not to work.

Leave No Trace. The Boy Scouts of America has introduced people to conservation, environmental awareness and love for the out-of-doors more than any other organization in the world. *Leave No Trace*, a program adopted by the National Forest and National Park Services, was originally developed by the Boy Scouts of America. The basic tenants of *Leave No Trace* include: Plan Ahead and Prepare, Travel and Camp on Durable Surfaces, Dispose of Waste Properly, Leave What You Find, Minimize Campfire Impacts, Respect Wildlife and Be

Considerate of Other Visitors in terms of noise, litter and visual impact. "Take only pictures, leave only footprints", is one way of summarizing it. Others have suggested we should avoid leaving footprints, too!

Clean Up. Each group is responsible for cleaning up after themselves. Buildings used by participants including restrooms, lodge and kitchen should be dust mopped or swept, restrooms and kitchen wet mopped, fixtures wiped down, grounds swept for litter, leaves and duff "fluffed" to return the campsites to as natural as looking state as possible for the next set of campers. If a Campmaster is on duty, he or she will inspect your site at check-out to help ensure compliance. Our goal is for each group to leave the camp a little better than they found it, helping to ensure its continued enjoyment by future campers for generations to come.

Again, welcome to Camp Chesebrough. We hope your adventure is an enjoyable one!



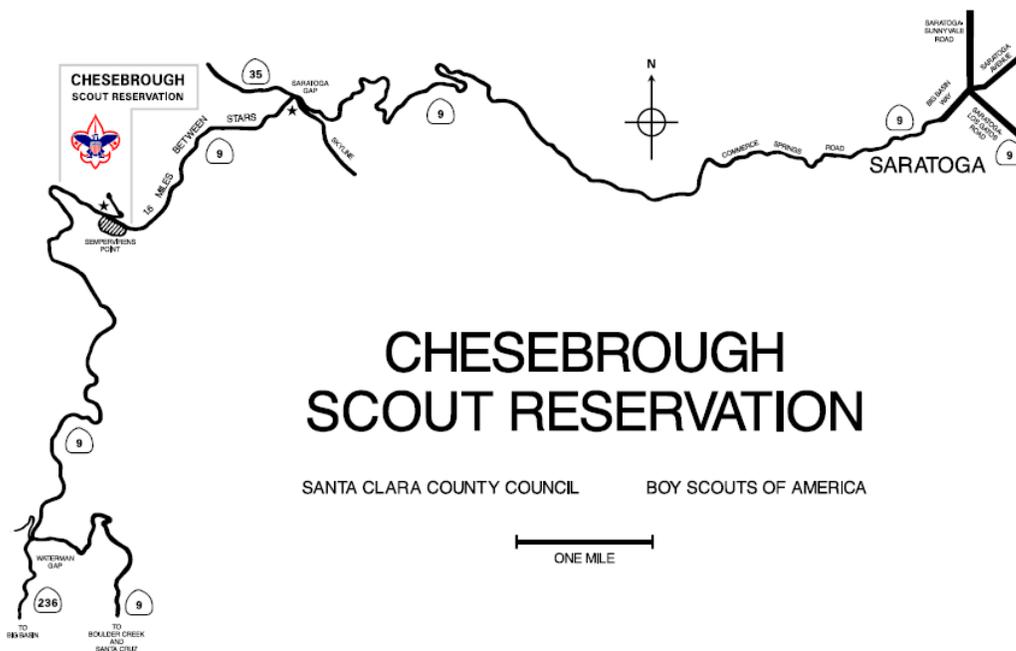
Maps and Driving Directions

Area Map: 26005 Highway 9 Los Gatos, CA. (37 14'43 N 122 08'42.55 W)

The entrance to Camp Chesebrough is located 1.8 miles southwesterly of the intersection of Big Basin Way (Highway 9) and Skyline Blvd (Highway 35). NOTE: The entrance is located across from a paved lookout area known as Sempervirens Point. The most direct approach is to take Big Basin Way from Saratoga.

DRIVE CAREFULLY – THIS IS A WINDING ROAD THROUGH THE SANTA CRUZ MOUNTAINS WITH FAST CARS AND MOTORCYCLES ON THE ROAD AT UNEXPECTED TIMES OF BOTH DAY AND NIGHT!

The turn into the entrance requires a **sharp, right-hand turn**. Approach slowly and be prepared to take a sharp turn. Once in camp the maximum speed is 15 mph.



Driving on Highway 9 as you approach the entrance:

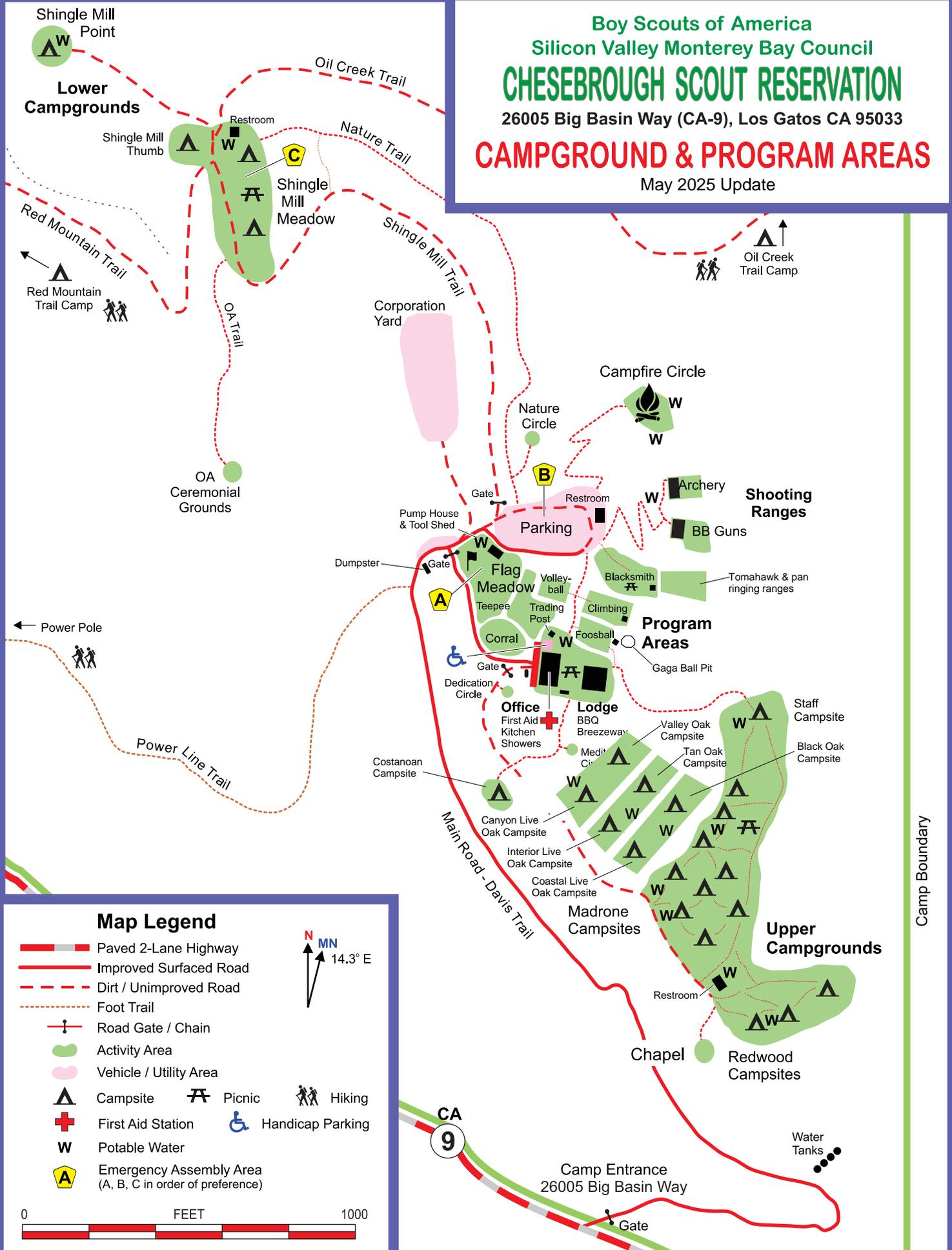


Boy Scouts of America
Silicon Valley Monterey Bay Council
CHESEBROUGH SCOUT RESERVATION

26005 Big Basin Way (CA-9), Los Gatos CA 95033

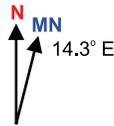
CAMPGROUND & PROGRAM AREAS

May 2025 Update



Map Legend

- Paved 2-Lane Highway
- Improved Surfaced Road
- Dirt / Unimproved Road
- Foot Trail
- Road Gate / Chain
- Activity Area
- Vehicle / Utility Area
- Campsite
- Picnic
- Hiking
- First Aid Station
- Handicap Parking
- Potable Water
- Emergency Assembly Area (A, B, C in order of preference)



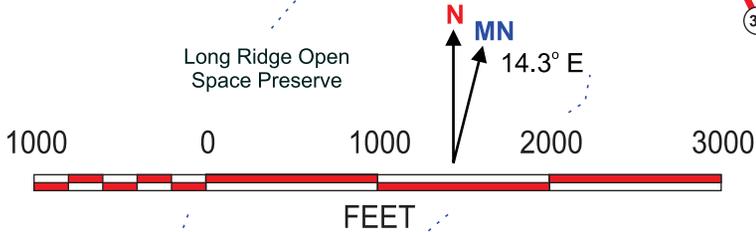
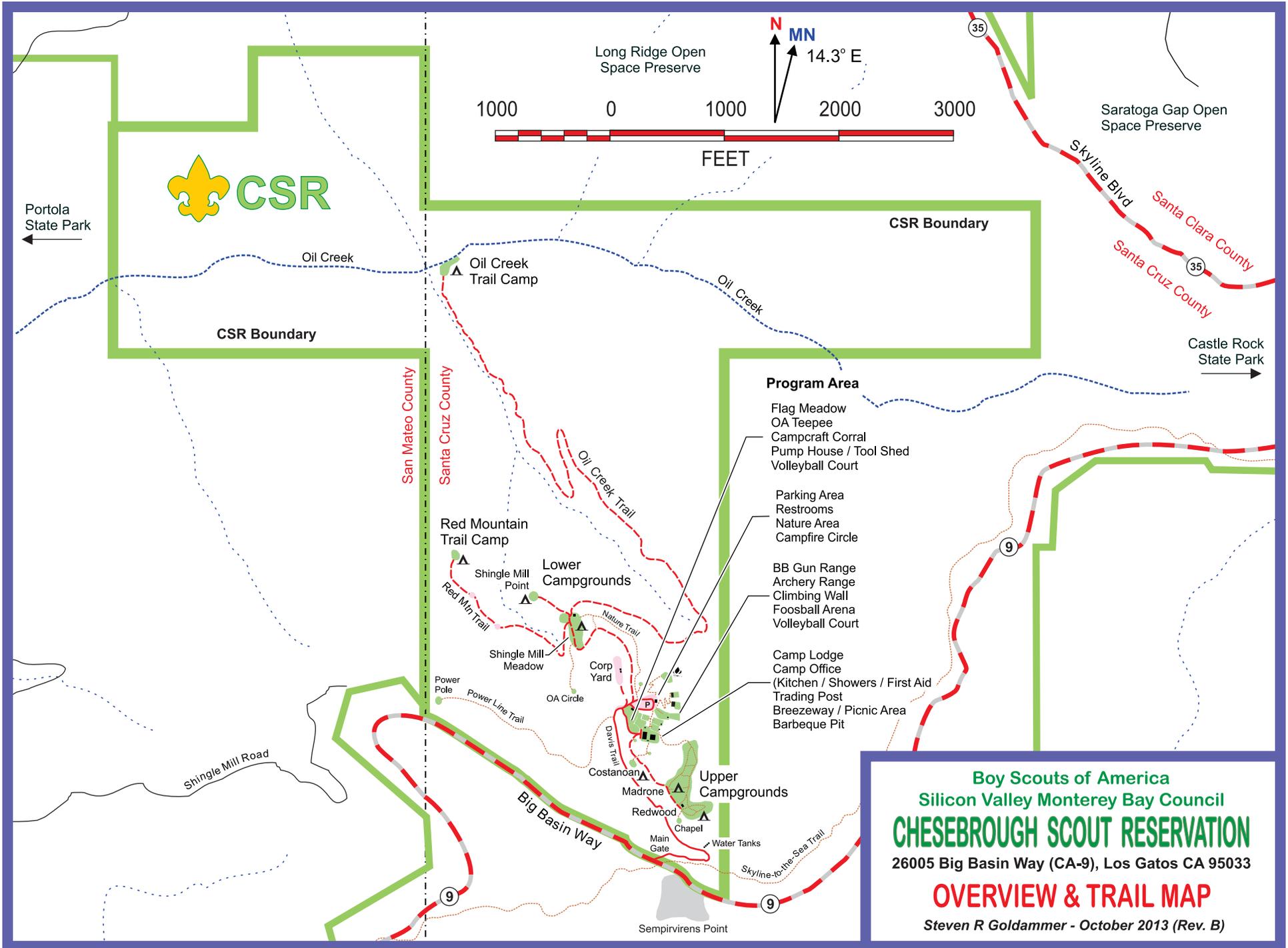
Camp Boundary

CA
9

Camp Entrance
26005 Big Basin Way

Gate

Water
Tanks



Program Area

- Flag Meadow
- OA Teepee
- Campcraft Corral
- Pump House / Tool Shed
- Volleyball Court
- Parking Area
- Restrooms
- Nature Area
- Campfire Circle
- BB Gun Range
- Archery Range
- Climbing Wall
- Foosball Arena
- Volleyball Court
- Camp Lodge
- Camp Office (Kitchen / Showers / First Aid)
- Trading Post
- Breezeway / Picnic Area
- Barbeque Pit

Boy Scouts of America
Silicon Valley Monterey Bay Council
CHESEBROUGH SCOUT RESERVATION
 26005 Big Basin Way (CA-9), Los Gatos CA 95033
OVERVIEW & TRAIL MAP
 Steven R Goldammer - October 2013 (Rev. B)