



Inclusion Quest

Scoutfleet Away Missions

A Journey through Disability Awareness

Three Rivers District 2026

Fall Camporee Leaders Guide

Friday September 18th, 2026 - Sunday September 20th, 2026

Sylvan Lake State Park

10200 Brush Creek Rd, Eagle, CO 81631



The command crew of the U.S.S. Three Rivers District invites you to join us for the 2026 Inclusion Quest: Scoutfleet Away Missions Fall Camporee! This year's theme celebrates the inclusive mission of Scouting while expanding skills for Scouts through disability awareness challenges. Throughout the weekend participants, units, staff, and guests will have the opportunity to participate in life changing experiences, to engage in fellowship, and most of all, to have fun!

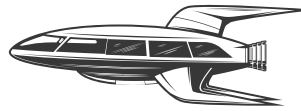
We encourage all of our units to invite Arrow of Light Scouts to join them for this event. Arrow of Light Scouts must have at least (1) trained leader and follow Arrow of Light camping guidelines if they wish to participate with your unit. So, we encourage you to invite them to be a part of your unit at this event.

Whether you're an experienced Scout or attending your first camporee adventure, there will be something for everyone to enjoy, learn, and experience. This is a fantastic opportunity for Scouts to build confidence, discover new skills, and create lasting memories alongside friends from across our district and Scouting Colorado.

We would like to extend our deepest gratitude to the team of dedicated individuals who have worked tirelessly to bring this event to our district. Their creativity and commitment to Scouting has produced a weekend filled with learning, laughter, and adventure for all. Thank you for your continued support of Scouting and for joining us at the 2026 Inclusion Quest: Scoutfleet Away Missions Fall Camporee.

We're excited for this weekend full of challenges, fellowship, and fun—and we can't wait to see everyone's smiling faces!

Yours In Scouting, Command Crew of Fall Camporee 2026



Inclusion Quest: Scoutfleet Away Missions

Welcome to Inclusion quest where you will journey through different planets of the Inclusion universe and adapt to their natural environment of Hard of Hearing, Impaired Vision, Wheelchair Bound, Dyslexia, and Autism.

1. Event Overview

Concept. A Scoutfleet shuttle goes down in remote territory. Patrols run rugged away-missions—signal, navigation, decoding, calm sequencing, first aid, and extraction—while learning inclusion through real barriers.

Core principles.

We experience barriers — we do not mock or imitate disabilities.

Opt-out or alternate role is always allowed (no penalty).

Dignity, consent, and safety come first.

Every planet ends with a short debrief to turn experience into learning.

Key decisions set: 30 minutes per planet • rotations (AM/PM blocks) • Planet 5 live injured alien with moulage + cave extraction • Planet 6 wheelchair route build.

Beacon Campaign Thread: Each planet awards one **Beacon Component**. Patrols bring components back to Scoutfleet Command to finish the **Satellite Beacon** originally built on Planet 1 and complete the final signal.

2. Command Structure & Staffing

Camporee Director (CO): Overall program, final safety authority -
Dominique Angulo and Dj Dickey

Program Officer (XO): Rotations, timing, planet coordination - Shantal Velasquez

Camporee Secretary: Sarah Ratzlaff

Safety Officer: Hazard checks, traffic flow, stop-planet authority - Safety Leaders
with yellow band

Chief Medical Officer: Oversees Planet 5 moulage + transport safety -
Dr. Melissa O'Meara

Quartermaster / Chief Engineer: Equipment and resets - Chris Waugh

Reflection Lead: Scoutmaster Nate

3. Weekend Schedule (Meals + Flags)

Friday	Time	Activity
	5 :30 pm	Arrival & Check-in (Scoutfleet Command)
	7:30-7:45pm	Opening Flags + Field Ops Briefing
	7:45- 8:00pm	Safety & Respect Rules
	8:00- 8:30pm	Cracker Barrel
	8:30 - 9:00pm	Oath and Law
	9:00-9:30pm	Patrol Leader Meeting (SPL/PLs) + staff final checks
	10:00pm	Quiet hours

Time

Saturday	Time	Activity
	7:30am	Reveille
	8:00am–9am	Breakfast (Each Troops responsible for there own breakfast)
	9:00am-9:15am	Morning Flags and station briefing
	9:30am-Noon	Rotation Block 1 (3 planets @ 30 minutes each)
	Noon-1:45pm	Lunch (each Troop responsible for their lunch)
	2:00pm - 5pm	Rotation Block 2 (3 planets @ 30 minutes each)
	5:15pm	Final Signal Assembly at Scoutfleet Command
	5:30pm-6:30pm	Dinner (Camporee Spaghetti dinner! Gluten/Vegetarian options available.)
	6:45pm-7:15pm	Campfire – Skits & Songs + Captain’s Logs Reflection
	7:15pm-8:00pm	Scout Vespers/ Oath and Law
	8:00pm	Night Scavenger Hunt
	10:00pm	Quiet Hours

Sunday	Time	Activity
	7:30am	Revielle
	8:00am–8:45 AM	Breakfast
	8:45–9:15 AM	Awards & Commendations
	9:15–9:35 AM	Scoutmaster Minute
	9:35–10:00 AM	Closing Flags
	10:00–11:00am	Departure

***Saturday Dinner is on provided by the camporee and would like all troops to bring a dessert to share!**

4. Beacon Campaign: Components & Final Signal

At the end of each planet, the Planet Guide Leader hands the patrol a sealed **Beacon Component** envelope (or physical part). Patrols keep components and bring them back to **Scoutfleet Command** for the final assembly.

Planet 1 (Auralis IX): Tripod base + mast built on-site (framework).

Planet 2 (Nocturna Prime): Dish Bracket (top mount / lash point).

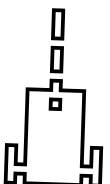
Planet 3 (Glypharia): Frequency Card (correct channel/code that makes the signal work). **Planet 4 (Stormline Ridge): Stabilizer Strap (guyline kit / tie-down for wind).**

Planet 5 (Kavernon-7): Power Core (LED + coin cell sealed as "power module").

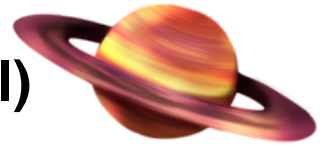
Planet 6 (Ravine Delta): Activation Key (final pin/clip/flag that completes the build).



Final Signal Assembly
(Saturday Before Dinner)



5. Rugged Planets 1–6 (Field Ops Survival)



Each planet awards a **Beacon Component**

Planet 1: Auralis IX — Satellite Beacon Build (Silent Assembly)

Domain: Deaf/Hard of Hearing (communication access)

Survival skill focus: Assembly + signaling (pioneering tripod + mast)

PGL brief: Comms are down. Build the field satellite beacon frame without using sound.

Rules

- Everyone wears noise-cancelling headphones or ear protection.
- No speaking, whispering, or mouthing words.
- Visual communication only (gestures, pointing, diagrams).
- Walking pace; no swinging poles; lash safely.

Mission

- 1 Assemble a sturdy tripod base (3 staves) using tripod lashing (or square lashings where needed).
- 2 Add an extended vertical mast (lashed to the tripod) to raise the beacon above terrain.
- 3 Prepare the top mount point for the dish/bracket (staff marks the lash point).

Beacon Component awarded: Tripod Frame Log (token/card) that proves the base is built and ready for components.

Success = beacon stands and stays upright for a 10-count. Keep a marked safety circle around the build.

Planet 2: Nocturna Prime — Ravine Traverse (Blackout Navigation + Sound Cache)

Domain: Blind/LowVision + audio navigation

Survival skill focus: Navigation, guiding, controlled movement

PGL brief: Night travel in rough terrain. Move together and locate the correct supply point by sound.

Rules

- No peeking/light. Everyone remains vision-impaired.
- Stay together: hand on rope line or buddy strap.
- Calm, short directions only (“Stop,” “Step,” “Left/Right”).
- Walking pace; staff may halt for safety.

Mission

- 1 Navigate the dark corridor/terrain using rope line and teamwork.
- 2 Sound-only cache find: locate the single-beep beacon post.
- 3 When you believe you’re at the correct post, stop and do your patrol yell for verification.

Beacon Component awarded: Dish Bracket (top mount piece) sealed in an envelope.

Planet 3: Glypharia Frontier — Rations & Water Decode Bridge

Domain: Dyslexia/processing differences

Survival skill focus: Reading/decoding under stress

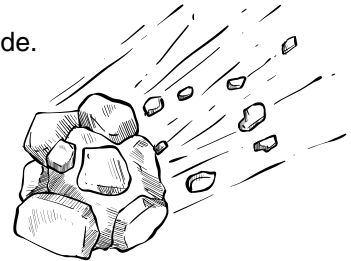
PGL brief: Critical labels and instructions are damaged. Recover the access code using supports.

Rules

- No rushing; focus on strategy and role clarity.
- Patrol must choose one support tool: Reformat OR Buddy Read OR Icon-key mode.
- Staff will not solve; staff points to supports/decoder strip.

Mission

- 1 Use the scramble board to recover the key words.
- 2 Decode
- 3 Enter the final code to open the rations/purification box.



Beacon Component awarded: Frequency Card (the correct channel/code for final signal).

Planet 4: Stormline Ridge — Storm Protocol Sequence

Domain: Autism/sensory processing

Survival skill focus: Sequencing + adapting under pressure

PGL brief: Weather turns fast. Build the storm plan in order, then adapt calmly when conditions change.

Rules

- Choose at least one support tool (ear pro, sunglasses, fidgets, quiet corner, checklist, one-instruction card).
- One voice at a time during planning and callouts.
- Pausing is allowed and encouraged; staff can reduce stimuli on request.

Mission

- 1 Build the 8-step Storm Protocol sequence on Step 1–8 mats (cards/tiles).
- 2 Call “Set” for verification.
- 3 Apply a Change Card (wind shifts / gear lost / route blocked) and adjust the sequence.
- 4 Present the corrected final sequence.

Beacon Component awarded: Stabilizer Strap Kit (guyline + clip / tie-down token) to secure beacon in wind.



Planet 5: Kavernon-7 — Cave Extraction (Injured Alien Crew)

Domain: Emergency response + communication + access

Survival skill focus: First aid + extraction through terrain

PGL brief: Injured alien crew member in rough terrain. Stabilize, call it in, and extract through the cave route.

Rules

- Scene safety first; PPE (gloves) required.
- Follow age-appropriate first aid; trained adult supervises moulage and transport.
- No running; stop means stop.
- Maintain patient dignity; keep patient warm/covered.

Mission

- 1 Assess the alien patient (role-player with safe moulage + fake blood). Control
- 2 bleeding (pressure dressing).
- 3 Walkie call-in using the posted script.
- 4 Mark/restore a safer cave route segment (stable footing, hazards marked).
- 5 Transport victim and the medical gear bin to extraction point.

Beacon Component awarded: Power Core (LED + coin cell sealed as the “power module”).

Walkie script: “Medical—Patrol _____. One injured alien. Location: cave route. Bleeding controlled. Patient alert. Evacuating to extraction now. Over.”

Planet 6: Ravine Delta — Accessible Route Build (Trail Engineering)

Domain: Wheelchair access / universal design

Survival skill focus: Trail/route engineering

PGL brief: The only safe way out must work for everyone. Build a stable accessible route and move team + gear across.

Rules

- Everyone remains in wheelchairs/transport chairs for the entire planet.
- No pushing without consent.
- Walking pace; boards must be stable (staff may halt for safety).
- Staff resets planet after each patrol.

Mission

- 1 Build an accessible route from start to extraction using boards/mats/cones/tape/signage.
- 2 Requirements: continuous surface; ~36-inch width (wider at turns); one bridge/ramp feature; one passing zone; clear signage.
- 3 Move the patrol and medical gear across the completed route.

Beacon Component awarded: Activation Key (final pin/clip/flag) for the completed beacon.



9. Campfire Program (Skits + Songs)

Keep it fun and Scout-led while staying disability-respectful.

Campfire tone rules:

- No skits that imitate or make fun of disabilities (speech, stimming, mobility, etc.).
- Comedy is welcome — aim at space mishaps, Scout chaos, or yourselves.
- Keep skits short (2 minutes max) and rotate quickly.

1. **Opening (3 min):** MC welcome + quick ground rules.

2. **Opening song (5 min):** Boom Chicka Boom (space version) or Down By the Banks.

3. **Skit Round 1 (10 min):** 3–4 patrols, 2 minutes each.

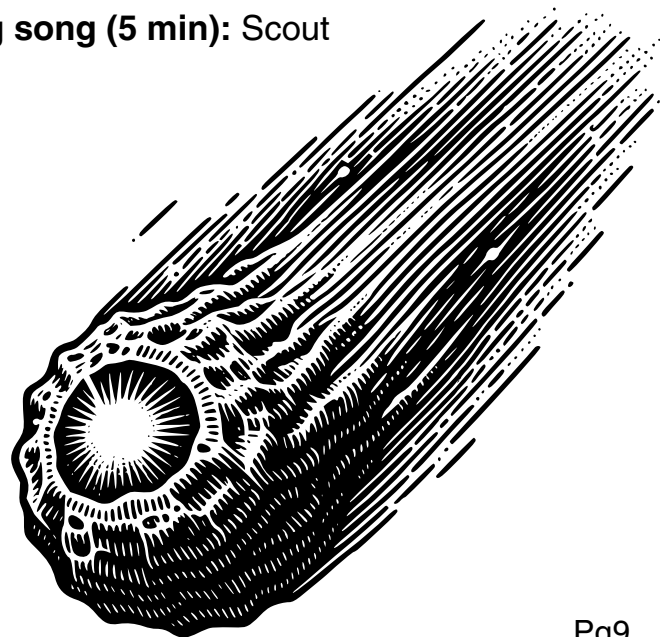
4. **Song burst (5 min):** I Met a Bear / Moose Song / repeat-after-me chant.

5. **Patrol yells (3 min):** quick rapid-fire.

6. **Skit Round 2 (10 min):** 3–4 patrols.

7. **Captain's Logs reflection (5–7 min):** one-sentence shares on barriers/supports/real-life changes. **Closing song (5 min):** Scout Vespers or Taps.

8. **Close.**



Pack List

Essential gear

Backpack or duffel bag
Sleeping bag
Pillow
Sleeping pad or cot
Tent if not provided by troop
Ground tarp if needed
Clothing
Scout uniform
Extra shirt
Extra pants or shorts
Underwear
Extra socks
Pajamas
Jacket or hoodie
Rain jacket or poncho
Hat
Sturdy shoes or hiking boots
Camp shoes or sandals if allowed

Toiletries

Toothbrush
Toothpaste
Soap
Shampoo
Deodorant
Hairbrush or comb
Towel
Washcloth
Sunscreen
Lip balm
Bug spray
Any personal hygiene items

Eating gear

Water bottle
Mess kit or plate/bowl/cup
Fork, spoon, knife
Camp mug
Dish towel or small cleaning rag

Personal items

Flashlight or headlamp
Extra batteries
Pocketknife if Totin' Chip approved
Medical forms if required Prescription medications
Small first aid kit
Notebook
Pen or pencil
Scout handbook
Whistle

For sleeping and staying warm

Extra blanket in cold weather
Warm layers
Gloves
Beanie

Optional but helpful

Camp chair
Trash bag or laundry bag
Paracord
Work gloves
Watch
Camera
Book or cards
Small daypack

Camporee activity items

Small notebook
Pencil or pen
Work gloves
Pocketknife if allowed and Totin' Chip approved
Whistle
Watch
Small first aid kit
Paracord
Zip-top bags for small items
Trash bag for dirty clothes or wet gear
Extra water for walking between stations

Troop Gear

Patrol Flag

Rope

Tarps

Spirit Ship

(refer to next page)

Do not bring:

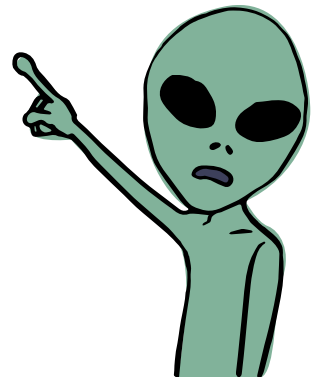
Expensive electronics

Weapons

Food in tent

Aerosols if restricted

Anything troop rules prohibit



Patrol Spirit Ship!

Your spirit ship must be assembled prior to arrival and will be carried to each station. Please make any adjustments and accommodations to fit your patrol's needs. Your spirit ship must be accessible to all disabilities. We are not asking for you to purchase a wheelchair, one will be provided by Camporee.

SPIRIT SHIP - FRONT TO BACK SIDE-CARRY

BUILT BEFORE CAMPOREE - CARRIED EVERY STATION!

REQUIRED FEATURES

- Patrol flag at the front
- Crossbar for stability and hanging items
- Patrol name and troop number clearly displayed
- Multiple attachment points for mission items
- Mesh pouch for small items
- Practical wraps and decorations
- Easy to carry by 1-2 Scouts
- Strong, safe, and lightweight
- Wheelchair Scout has a clear forward view

PATROL SPIRIT SHIP EXAMPLE

This front-to-back Spirit Ship is built to keep our team connected and mission-ready. Clipped to our belts and the side of the wheelchair, it travels with us at every station—while our Scout in the wheelchair has a clear view ahead.

FEATURES

- Front-to-back side-carry orientation
- Clipped to Scouts' belts and to the wheelchair side
- Patrol flag, name, and troop number
- Multiple attachment points for mission items and tools
- Carabiners connect to Scouts' belts and wheelchair side handle
- Strong, lightweight, and easy to carry
- Wheelchair Scout has a clear forward view

SUGGESTED MATERIALS

- Woodsen staff (7-9 feet long)
- Crossbar (need down)
- Carabiners and clips
- Paint markers
- Mesh pouch
- Patrol flag and nameplate
- Ribbons and decorations
- 2 Scouts to carry (front & rear)
- Paracord and zip ties
- Duct tape

BUILT BEFORE CAMPOREE

CARRIED EVERY STATION

NO ONE LEFT OUT

EVERYONE MOVES TOGETHER

BUILD BEFORE CAMPOREE

BUILT TO BE CARRIED FRONT TO BACK ALONG THE SIDE

CARRY TO EVERY STATION

Your Spirit Ship represents our patrol. Carry it with pride to every station all day!

CARRY TO EVERY STATION

Your Spirit Ship represents our patrol. Carry it with pride to every station all day!

WHEELCHAIR SIDE CONNECTION

Staff is securely clipped to the side handle/frame of the wheelchair. Allows a clear view ahead.

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Staff is securely clipped to the side handle/frame of the wheelchair. Allows a clear view ahead.

SCOUT BELT CONNECTIONS

Carabiners clip to Scouts' belts at multiple points for stability.

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Carabiners clip to Scouts' belts at multiple points for stability.

ATTACHMENT POINTS

Multiple attachment points for mission items, tools, ribbons, and treasures.

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Multiple attachment points for mission items, tools, ribbons, and treasures.

SIDE-CARRY CONNECTION

CLIPPED TO SCOUTS' BELTS AND TO THE SIDE OF THE WHEELCHAIR FRAME FOR A CLEAR FORWARD VIEW

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CLIPPED TO SCOUTS' BELTS AND TO THE SIDE OF THE WHEELCHAIR FRAME FOR A CLEAR FORWARD VIEW

FORWARD VIEW FROM WHEELCHAIR

Wheelchair Scout has a clear, unobstructed forward view.

FORWARD VIEW FROM WHEELCHAIR

Wheelchair Scout has a clear, unobstructed forward view.

FULL TEAM VIEW

All Scouts travel together. The staff runs front to back along the side. No one left out—everyone moves together.

FULL TEAM VIEW

All Scouts travel together. The staff runs front to back along the side. No one left out—everyone moves together.

EVERY SCOUT BELONGS. EVERY SKILL COUNTS. EVERY HERITAGE MATTERS.

BUILT BEFORE CAMPOREE. CARRIED EVERY STATION.

INCLUSION * TEAMWORK * ADVENTURE

Section 1: General Information

Camporee Policies Overview: The following policies are intended to help everyone have a successful and safe camping experience. It is the responsibility of Scouts, adults, units, guests, and others to ensure that everyone knows and understands these policies. Anyone caught violating them may be asked to leave the camp.

Camping : All scouts and adults will camp in a designated following Scouting protocols. Areas will be assigned upon arrival.

Scouts must follow the 2 year within age gap.

Vehicles & Camp Trailers: Vehicles will be parked in the designated parking areas. Please stay below 10 miles per hour and be aware of people and personal items when moving vehicles. Do not block the main road.

Units will be permitted one vehicle and trailer at a time to transport gear to the campsite. Additionally, units are allowed to have their unit's trailer in their campsite for storage. For special accommodation, please submit a request for reasonable accommodation to the Camp Director by the registration deadline.

Safe Guarding Youth Guidelines: Camporee participants, adults, units, guests, and staff must follow Safe Guarding guidelines at all times.

This includes all guidelines, policies and procedures outlined in the Scouting America Safe Guarding Youth training for insuring safety of everyone. Violations of these guidelines must be immediately reported to the Camporee Director.

Water: The Location has limited water sources. Your unit is strongly encouraged to bring water for cleaning and drinking in your campsite. There will be water coolers stationed at designated areas within the activities area that participants can access for drinking water. Participants are responsible for providing their own water bottle to carry water in during the event at all times.

Food: There will be no dinner provided on Friday night, therefore participants should eat dinner before arriving at check-in. Units are responsible for their breakfast on Saturday and Sunday and lunch on Saturday. The district will host dinner on Saturday night and will provide the main dish and drinks. Units are responsible for bringing a side dish to share with their fellow campers. There will be a cracker barrel after the Saturday night campfire program, and units are asked to bring their favorite dessert to the cracker barrel to share with everyone.

Toilets: *On Site*

Fires : Depending on local fire restrictions and burn ban status, campfires may be permitted in designated above ground fire pits that your unit brings. No ground fires will be allowed at the camporee. Please practice the Outdoor Code at all times!

Trash: Pack it in, pack it out. There are no dumpsters and recycling bins available. Units will be responsible for packing out their trash and any recyclables when they depart the camporee. If you find any trash, please pick up and dispose of it appropriately.



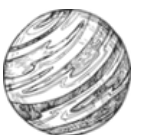
Firearms: Firearms, explosives, and fireworks are strictly prohibited and not allowed under Scouting America policy. Anyone caught will be reported to the local authorities and the Scout Executive of the Greater Colorado Council, and they will be asked to leave the camporee.

Prohibited Substances: Drugs, alcohol, and tobacco are strictly prohibited and not allowed under Scouting America policy. Anyone caught will be reported to the local authorities and the Scout Executive of the Greater Colorado Council, and will be asked to leave the camporee.

Conservation: Please be respectful of our beautiful Colorado outdoors. Everyone should observe and follow the Outdoor Ethics of Scouting America!

Lights Out: Lights out will be at 10:00 PM on both Friday and Saturday night. Scouts are not allowed out of their campsite after lights out, with the exception of going to and from the restrooms, or going to-and from the medic. Adults are asked to help with bringing roaming scouts back to the correct camp site after lights out.

Electronics: Using electronics in the campsites will be left up to the discretion of individual unit leaders. Electronics must be kept in pockets or backpacks and placed on silence during flag ceremonies, scouts own service, and while completing camporee activities. They ~~may be used~~ during camporee activities to take pictures or videos of individual unit activities.



First Aid: Each unit will be responsible for taking care of minor injuries, utilizing their own supplies and knowledge. Scouts should have a first aid kit as part of their 10-essentials to take care of minor injuries while participating in camporee activities. Injuries requiring further medical attention should be reported to and attended to by on-site medical staff.

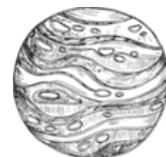
Please bring and retain a copy of each of your units' attendee's medical form. We will have trained medical staff on site that meet the requirements for short-term camping of Scouting America.

Uniforms: Scouts should be in their Class A uniforms while traveling to and from the event, at flag ceremonies, and during scouts' own service. During the main day activities on Saturday, Scouts are strongly encouraged to wear their Class "B's". Patrols should dress consistently.

Registration & Camp Fees: The cost per person is \$25 and registration is online. This registration fee covers the patches, camp preservation fees, awards, and other assorted supplies and equipment. Each camporee participant must pay the full registration fee by the registration deadline. The deadline to register is Sunday September 13th, 2026 at 10:00 PM. Please get signed up by the deadline in order to ensure that your place is reserved for the camporee.

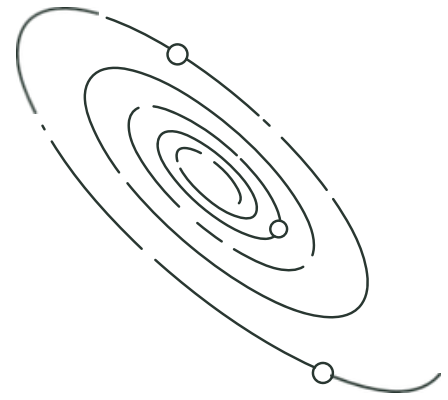
Campfire Program: Every patrol and crew should plan for a skit and/or a song at the campfire event on Saturday night. Multiple skits and/or songs are encouraged. Skits, songs, and/or stunts must be submitted to the Camporee Director by Sunday September 13th, 2026 by 5:00 PM for approval. Make sure your idea is Scouting appropriate and have it approved by your unit adult leader and unit youth leader. Specifically, not allowed: name calling, reference to violence, hazing, inside jokes, reference to nudity, stereotyping ethnic or cultural backgrounds, reference to drugs or alcohol, embarrassing anyone, bathroom humor, and/or anything not aligned with the ideals of scouting

Please practice so you are ready for the Saturday night campfire.



Checking In or Out:

When checking in or out of the camporee, please visit the Camporee Headquarters to check in or out. If any unit or participant needs to leave for any reason, they must visit the headquarters tent and sign out with a staff member. When returning to the camporee you must sign back in with a staff member at headquarters.



Generators: Generators are not allowed at camporee.

Friday Check-In: Units must check in at the Headquarters Tent on Friday night and complete the following with staff when checking in for the camporee.

- **Provide a copy of a unit roster with youth and adult attendees**
- **Confirm and verify registration payments.**
- **Submit copies of all attendees' medical forms (Parts A& B) to medical staff**
- **Provide a copy of your unit YPT/SYT status report for all adults.**
- **All participants will receive a wrist band that must be worn at all times during this event.**
- **Campsites will be assigned to individual units at the end of the check-in process.**

Sunday Check-Out: Units must check-out with staff at the Headquarters Tent on Sunday before departing for home. "A Scout is Clean"! That said, before checking out, units and event staff must complete cleaning assignments and clean up of individual unit campsites. Contact event staff for cleaning assignments and to verify that your campsite is clean. After completion of assignments and clearance from staff to leave, then your unit can proceed to HQ to check-out and pick up your packet of patches and paperwork.

Contact Information: For any questions or concerns regarding this event, units can contact...Next Page



Important Names and Contact Info

Dominique Angulo - District Executive

Registration and District Advisory

[Dominique .Angulo@scouting.org](mailto:Dominique.Angulo@scouting.org)

Dj Dickey - Camp Director

Inclusion Consultant, Disability Awareness counselor

Blindman3234@gmail.com

Shantal Velasquez - Camp Program Officer

Logistics

Vailtroop231@gmail.com

832-258-5783

Medical Personnel- Dr. Melissa O'Meara

Mdelaro2@gmail.com

Feel free to reach out to Shantal Velasquez at any time with any questions and

I may direct you in the right direction or person!

