



CAMPOREE II & CUB-O-REE 2026

Honor the Past. Serve Today. Build Tomorrow.

Alpine, Valley & Frontier Districts

LEADER'S GUIDE

October 2–4, 2026

McNeil Scout Ranch at Peaceful Valley • Camp Cris Dobbins
22799 Elbert Rd, Elbert, CO 80106

Updated September 23, 2026

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EVENT INFORMATION

EVENT

- Camporee II & Cub-O-Ree 2026 — Alpine, Valley & Frontier Districts Fall Camporee

FORMAT

- Open program, modeled on a Jamboree: no assigned rotation. Scouts choose their activities within the posted session times. See HOW CAMPOREE WORKS.

TIMES & DATES

- 3:00 PM, Friday, October 2, through 10:30 AM, Sunday, October 4, 2026
- **We strongly encourage units to attend for the whole weekend.** Saturday-only participation is available.

LOCATION

- McNeil Scout Ranch at Peaceful Valley — Camp Cris Dobbins
- **22799 Elbert Rd, Elbert, CO 80106**

DIRECTIONS

- Navigate to 22799 Elbert Rd, Elbert, CO 80106. From Denver, travel to Elbert, then south on Elbert Road to the camp entrance. See the Camp Map.

REGISTRATION

- Camporee II Registration: <https://scoutingevent.com/061-115655>
- Register by Sunday, September 27, 2026.
- Registration is the same for full-weekend and Saturday-only participants.
- Units registering later: send an estimated headcount to the Camp Director now. Food, materials, patches and staffing are ordered from those numbers.
- Fill out Roster and adult registration pages to hand in.
- **Each troop and pack is asked to submit a Unit Volunteer Form with its registration or at check-in.** See VOLUNTEERS.

REGISTRATION FEES

- \$20.00 per adult and per Scout, full weekend or Saturday only
- Onsite registration will be allowed.

CONTACT — CAMP DIRECTOR

- Joshua Pearson / Joshua.b.pearson@gmail.com / 970-381-9893 (text or call)
- References to the Camp Director in this guide mean this contact.

EXECUTIVE SUMMARY

The Alpine, Frontier, and Valley District Camporee is planned for October 2 through October 4, 2026, at McNeil Scout Ranch at Peaceful Valley. We are excited for a wide range of activities!

CAMPOREE II 2026 — FORGED BY TIME: THE PAST, PRESENT, AND FUTURE OF SCOUTING

Join Scouts from across Scouting Colorado as we celebrate America's 250th anniversary, Colorado's 150th anniversary, and more than a century of Scouting leadership and service.

This year's Camporee theme explores three eras of Scouting and American history:

- **The Past — The Brownsea Time Portal:** the birth of America in 1776, Baden-Powell's first camp on Brownsea Island in 1907, and more than a century of Scouting in America.
- **The Present — Ranger Station and Active Skills:** wildland fire service with the professionals who do the work, and the Scout skills practiced today: orienteering, range and target activities, casting and games.
- **The Future — Tomorrow's Trailhead:** artificial intelligence, cybersecurity, and the judgment Scouts need to lead with technology.

Through immersive activities, competitions, and patrol challenges, Scouts will experience how Scouting carries the values and skills of the past into the future.

HOW CAMPOREE WORKS — BUILD YOUR OWN ADVENTURE

Camporee II is modeled on a Jamboree. There is no set schedule and no assigned rotation. The weekend puts the best of Scouting in one place: history, Scout skills, service, technology, competition and advancement. The Scouts decide how to spend it. Making choices, setting priorities and managing their own time are skills this Camporee is built to teach.

Two tracks. Scouts America and Cub Scouts each run their own track through the same three eras, built for their age. Six merit badges run as a parallel path for Scouts America participants. See **EVENTS** and **MERIT BADGES**.

Daughters of the American Revolution (DAR). Visit with the DAR in the Past area. Scouts America participants have the opportunity to earn the Citizenship in the Nation merit badge; Requirements 5, 7 and 8 are completed before Camporee (see **MERIT BADGES**).

WHAT RUNS ON THE CLOCK

- 8:30 AM Saturday: flags at McKenzie's Range. 8:30 AM Sunday: flags, awards and recognition.
- Activity sessions run 9:00 AM–12:45 PM and 2:00–5:45 PM. Lunch is 1:00–1:45 PM.
- Brownsea and the COMPASS Incident each take about two hours. To finish the full program, and its merit badges, in one session, start by 10:45 AM for the morning session or 3:45 PM for the afternoon session. Scouts are welcome until each session closes; those who start later complete what time allows.
- Citizenship in the Nation session will run during both sessions.
- Saturday dinner and evening programs follow the afternoon session.

WHAT PATROLS AND LEADERS DO

- Friday night, during the troop Cracker Barrel, each patrol plans its Saturday: advancement goals, skill stations, open activities, and when the timed programs must start.
- Scouts move as patrols or with a buddy, and touch base with their leaders at lunch.
- Leaders please guide and shepherd. Help patrols think through their choices, remind them of the fixed times, and keep Scouts safe. If the plan works, job well done. If it does not, the patrol simply adjusts it.

CUB SCOUTS

The Cub route has no set schedule either. Packs, or dens if they prefer, choose their own path through the three eras, collecting rings as they go. The smallest group is a buddy pair: two Cubs with their adult partners. This is an introduction to the patrol method: Cubs help choose, and adults guide and keep the group together. Meals, the Friday Cub Cracker Barrel and Saturday dinner with the host troop are the fixed times (see **Schedule**).

SCHEDULE

Saturday activity sessions are open program with no assigned rotation; see HOW CAMPOREE WORKS.

Time	Activity
FRIDAY, OCTOBER 2	
3:00–9:00 PM	Arrivals — check in at HQ, then proceed to assigned campsite. Bring a sack dinner.
6:00–9:00 PM	Campsite assignment for late registrants
8:00–9:00 PM	Cub Scout welcome and all-Cub Scout Cracker Barrel — Dining Hall (ring satchels handed out)
8:30–9:30 PM	Scout Cracker Barrel and patrol planning for Saturday — at unit campsites
9:00–9:30 PM	Scoutmaster and SPL meeting and Scout Leadership Cracker Barrel — Dining Hall
9:30–10:00 PM	Staff meeting — Dining Hall
10:00 PM	Quiet time / lights out
SATURDAY, OCTOBER 3	
7:00 AM	Reveille; troops prepare breakfast at campsites
7:30 AM	Cub Scout breakfast (provided) Dining Hall
7:30 AM	Late check-in / registration at HQ, including Saturday-only participants
8:30 AM	Flag ceremonies at McKenzie's Range
9:00 AM	Morning activities open
12:45 PM	Morning activities close — return to campsite for lunch
1:00–1:45 PM	Lunch at troop campsites; Cub Scout lunch (provided) — Dining Hall
2:00 PM	Afternoon activities open
5:45 PM	Afternoon activities close — return to campsite for dinner
6:00–7:30 PM	Dinner at troop campsites; Cub packs join their host troops
7:30–9:45 PM	Troop evening programs with Cub Scout guests at troop campsites (no camp-wide closing ceremony)
9:30 PM	Cub Scouts return to their camp
9:30–10:00 PM	Flag retirement ceremony (optional) - McKenzie's Range
10:00 PM	Quiet time / lights out
SUNDAY, OCTOBER 4	
7:00–9:00 AM	Begin day — troops prepare breakfast, campsite breakdown and cleanup; Cub Scout breakfast (provided) - Dining Hall
8:30 AM	Flags, awards and recognition at McKenzie's Range
9:00 AM	Interfaith Service at McKenzie's Range (15-minute service)
9:00–10:15 AM	Campsites staff-inspected; units remove all trash from camp
10:30 AM	All units departed
12:00 PM	Staff departure

CAMP MAP



Area	Location
Check-in (HQ)	Main office by the flag poles and parking lot
Parking	Camp HQ parking lot; only troop gear vehicles go up to the campsites
Cub-O-Ree camping	West side of the ranch
Camporee camping (Scouts America)	Central and east campsites
The Past — Brownsea Time Portal	McKenzie's Range area
The Present — Ranger Station and Active Skills	North of McKenzie's Range toward the Dining Hall
The Future — Tomorrow's Trailhead	Gilwell Hall, the walk-out level below the Dining Hall
Scout RATA range	Shooting Sports Lot, northeast along the Oregon Trail
Cub RATA range	Marked on the map, north-central
Exhibit hall	Kephart Dining Hall
Casting station	Present area, near the flags at McKenzie's Range
On-site medical support (24 hours)	Branding Iron Lodge, just east of the Dining Hall; by radio on PV Repeater / FRS Channel 9
Flags, awards and Interfaith Service	McKenzie's Range

EVENTS — SCOUTS AMERICA

Punch the Ticket. Travel Through Time.

Saturday is open program with no assigned rotation; see HOW CAMPOREE WORKS in the Executive Summary. Saturday's program for Scouts America runs through three eras: the Past, the Present and the Future. The same program is open to every Scout. The six merit badges are a parallel path: counselors work alongside the activities and verify requirements as Scouts complete them (see MERIT BADGES). Scouts carry a Brownsea railway ticket in the Past, a Ranger Crew Card in the Present and a COMPASS operator credential in the Future; all are punched or marked along the way and kept as souvenirs.

AT A GLANCE

Era	Program	Location	Saturday hours	Merit badges
The Past	The Brownsea Time Portal (Brownsea Island: The Heritage Journey); Citizenship in the Nation, presented by DAR	Past area, McKenzie's Range up through Eagle Bound	Sessions 9:00 AM–12:45 PM and 2:00–5:45 PM; start by 10:45 AM or 3:45 PM to finish in one session	American Heritage; Scouting Heritage; Citizenship in the Nation
The Present	Ranger Station — Wildland Fire; orienteering; gaga ball; 9 Square in the Air; casting station; range and target activities (RATA)	Present area; Scout RATA range, Trading Post for Games	Saturday activity periods (see Schedule); gaga ball and 9 Square all weekend	Wildland Fire Management: introduction; completion at follow-up sessions
The Future	Tomorrow's Trailhead: The COMPASS Incident	Gilwell Hall, below the Dining Hall	Sessions 9:00 AM–12:45 PM and 2:00–5:45 PM; start by 10:45 AM or 3:45 PM to finish in one session	Artificial Intelligence; Cybersecurity

THE PAST — THE BROWNSEA TIME PORTAL

Brownsea Island: The Heritage Journey

In August 1907, Robert Baden-Powell took twenty boys camping on Brownsea Island, off the coast of Dorset, England. He divided them into four patrols — Wolves, Bulls, Curlews and Ravens — put the boys in charge of their patrols, and ran a week of tracking, observation, woodcraft, campfire yarns and games. Scouting for Boys followed in 1908, and Scouting reached America in 1910. The Brownsea Time Portal rebuilds that camp and connects it to 250 years of American history.

HOW IT WORKS

- Heritage Workshop — Finish the Journey** (30–45 minutes, self-paced; up to 60 Scouts at once). Research, reading and interviews that do not fit a seven-minute stop: family history, people and organizations that changed America, local history, a biography, heritage careers, a personal Scouting collection, interviews with veteran Scouters, and volunteer service in Scouting. Workshop work can be done before or after the journey.
- Brownsea Railway Station.** Each Scout receives a period railway ticket and is assigned to one of Baden-Powell's four original patrols. Groups of 6–10 Scouts (8 preferred) depart every 10 minutes; intact patrols may travel together.
- The 60-minute journey:**
 - Stop 1 — The Birth of America, 1776: read a passage of the Declaration of Independence and rewrite it in modern language.
 - Stop 2 — America Before Scouts, 1776–1906: assemble the timeline that led to Scouting.
 - Stop 3 — Brownsea Island, 1907: build Baden-Powell's experiment and the patrol method.
 - Stop 4 — Scouting Comes to America, 1907–1910: founder clues and the story of the Unknown Scout.
 - Stop 5 — America With Scouts in It, 1910–2026: national symbols, a current news story, and how Scouting programs developed.
 - Brownsea Games Field: build, teach and play Kim's Game; tracking signs, semaphore, and patrol yells and flags.
 - Stop 6 — You Are Scouting History: research your own unit's history; unit archive portrait.

- Scouting Heritage Museum: a bell-tent museum of memorabilia loaned by families, units and collectors. Each Scout draws a colored question at the door and finds the answer in the exhibits. Baden-Powell's recorded voice plays from a period gramophone.

4. Final Review. Counselors audit requirements and complete blue cards for Scouts pursuing American Heritage and Scouting Heritage.

5. Brownsea Canteen. Cold draft root beer, served by Troop 613.

OPERATING DETAILS

- **Saturday sessions:** 9:00 AM–12:45 PM and 2:00–5:45 PM. Departures every 10 minutes from the start of each session. To finish in one session, depart by 10:45 AM or 3:45 PM; later arrivals are welcome and complete what time allows.
- **Time required:** about 1¾–2 hours (Workshop 30–45 minutes, journey 60 minutes, final review 10–15 minutes).
- **Archive portrait:** optional. Declining the photo does not affect advancement.
- **Unit history for Stop 6:** send your unit's founding date, milestones, traditions and one or two historic photos to the Camp Director.
- **Museum loans:** families, units and collectors with memorabilia to loan arrange it in advance through the Camp Director. Each item is logged at intake and returned after the event.

CITIZENSHIP IN THE NATION — DAR

The Daughters of the American Revolution (DAR) present Citizenship in the Nation in the Past area during both activity sessions. Registered merit badge counselors verify requirements. Pre-work: see MERIT BADGES.

THE PRESENT — RANGER STATION AND ACTIVE SKILLS

RANGER STATION — WILDLAND FIRE

Wildland fire professionals from federal, state, county and local agencies, together with Scouters, bring engines, tools, gear and maps. Planned stations: fire history and ecology; fire behavior on a terrain board; prevention and defensible space; firefighter safety; tactics on a sand table; incident command; hand tools under qualified supervision; and a fire readiness map for Camp Cris Dobbins.

Agency participation depends on availability and deployment status; crews may be assigned to active incidents in October. The final lineup of agencies and apparatus is confirmed closer to the event. The program runs either way; the amount of equipment on site varies.

Limitation: Ranger Station at Camporee is sufficient to introduce Wildland Fire Management. It is not scheduled as a completion session. Requirement completion is scheduled for follow-up sessions after Camporee, open to all Scouts; dates and location are announced after the event.

ORIENTEERING

Patrols navigate a map-and-compass course across the ranch.

GAGA BALL AND 9 SQUARE IN THE AIR

Open play all weekend.

LICENSED TO CAST — CASTING STATION

Present area, near the flags at McKenzie's Range. No fish, no hooks, and no fishing license required to enter. Scouts cast at targets and earn their Camporee Casting License.

RANGE AND TARGET ACTIVITIES (RATA)

Rifle, archery, sporting arrows and tomahawks at the Scout RATA range at the Shooting Sports Lot (see Camp Map). A certified range instructor supervises each range.

Scouts America participants attend the Scout RATA range and are also welcome at the Cub RATA range; Cub Scouts may not use the Scout RATA range. Bracelets are issued to tell the groups apart. Range volunteers assist the instructor; adults who can help for a session contact John Peraro, Steve "Pancho" Harpham, or the Camp Director.

Q: Can Scouts work on merit badge requirements at the range?

A: The ranges are for practicing Scouting skills. Given the number of Scouts cycling through and the time available at each line, range sessions are not set up to complete merit badge requirements.

THE FUTURE — TOMORROW'S TRAILHEAD: THE COMPASS INCIDENT

Gilwell Hall, the walk-out level below the Dining Hall, becomes a technology institute. Scouts enter a future Scout camp run by C.O.M.P.A.S.S. — the Camp Operations Management Platform for Artificial Intelligence, Safety & Security. The system has been compromised, its four operating sectors are isolated, and it cannot restore itself without human operators. This is set up to run like an escape room! Technology professionals and merit badge counselors staff the rooms.

HOW IT WORKS

1. **COMPASS Mission Prep Center** (30–45 minutes, self-paced; up to 60 Scouts at once). Research, written preparation and lesson design; counselors initial completed work.
2. **READY desk.** Scouts who finish Mission Prep form patrols of 6–10 (8 preferred), receive COMPASS operator credentials, and launch every 15 minutes.
3. **The COMPASS Incident — four 15-minute sectors:**
 - East — Intelligence: AI or not; privacy settings and digital safety; the Scout Law online; protecting camp systems.
 - North — Trust: investigate a cyberattack; phishing and spoofing; a deepfake; the Turing Test; AI ethics cases; a personal AI code.
 - West — Defense: a Smart Camp of connected devices; software updates; multi-factor authentication; encrypted connections and hashing; locate and disconnect the compromised link.
 - South — Control: teach a short AI lesson to another Scout; the Cyber Rescue competition; the Human Override finale.
4. **Professional Exchange — Meet a Professional** (10–15 minutes, normally after South): interview a professional working in AI, automation or cybersecurity.
5. **Final counselor verification.** Counselors complete blue cards for Scouts pursuing Artificial Intelligence and Cybersecurity.

OPERATING DETAILS

- **Saturday sessions:** 9:00 AM–12:45 PM and 2:00–5:45 PM. The Mission Prep Center opens at the start of each session; launches every 15 minutes. To finish in one session, arrive at Mission Prep by 10:45 AM or 3:45 PM; later arrivals are welcome and complete what time allows.
- **Time required:** about 1¾–2 hours.
- **Devices:** all device work uses event training devices and training accounts. Scouts do not need phones or laptops and do not enter real passwords or personal account information.
- **Cybersecurity pre-work:** Requirement 1(a) video and parent/guardian permission. See MERIT BADGES.

PLANNING A SCOUT'S DAY

A Scout can complete both Brownsea and the COMPASS Incident on Saturday by doing one in the morning session and the other in the afternoon session. Present-area activities and the range fill the rest of the day.

EVENTS — CUB SCOUTS

Collect the Rings. Open the Portal.

Cub Scouts run their own route through the same three eras as Scouts America, built for their age. Cubs travel as packs or dens with their adult partners; adults stay with their group at all times.

No assigned order. The Cub route has no set schedule; packs, or dens if they prefer, choose their own path. See HOW CAMPOREE WORKS (Cub Scouts) in the Executive Summary.

HOW IT WORKS

- **The ring satchel.** Every Cub receives a ring satchel at the Friday Cub Cracker Barrel (Dining Hall, 8:00–9:00 PM). Cubs who cannot attend pick one up at registration at HQ Saturday morning. Attach the satchel to your pack. The first gold ring goes in the satchel and the portal opens.
- **Gold rings.** Each area or stop a Cub finishes earns another gold ring. Rings move Cubs through time: back to 1776 and the frontier, to Brownsea Island in 1907, forward through a century of Scouting, and past 2026 into the future.

- **The patch.** Every Cub who makes the journey earns the Camporee patch. The patch is not tied to a ring count.

THE PAST — BROWNSEA TIME TRAVELERS

- **1776 Picture Puzzle** — match symbols and pictures from the birth of America.
- **Timeline Dash** — sort picture cards into Before Scouts and After Scouts.
- **Browsea Patrol Maker** — pick a patrol animal (Wolf, Bull, Curlew or Raven), make up a patrol yell, and carry a patrol flag.
- **Kim's Game** — study a tray of objects, cover it, and name as many as possible.
- **Semaphore Copycat** — copy semaphore flag positions; older Cubs spell their initials or a short word.
- **Tracking Trail** — follow trail signs and footprints to a Browsea cache.
- **Museum Detective** — use a picture clue to find the matching artifact in the Scouting Heritage Museum, with an adult guide.
- **Browsea Canteen** — root beer, with adult supervision.

THE PRESENT — RANGER STATION AND ACTIVE SKILLS

- **Ranger Station — Wildland Fire** — a Cub stop at the Ranger Station: how wildfire starts and spreads, fire prevention, and firefighter tools and gear. Equipment on site depends on agency participation.
- **Orienteering** — a Cub-sized map-and-compass course.
- **Range and target activities (RATA)** — Cub RATA range (see Camp Map): BB guns (Tiger rank and older); archery, slingshot and catapult (all ages). A certified range instructor supervises each range. Cub Scouts attend the Cub RATA range; the Scout RATA range is for Scouts America. Please respect the age divisions; bracelets are issued to tell the groups apart.
- **Gaga ball and 9 Square in the Air.** There will be two gaga ball pits divided into age groups.
- **Licensed to Cast** — casting station in the Present area, near the flags at McKenzie's Range. No fish, no hooks, and no fishing license required to enter. Cubs cast at targets and earn their Camporee Casting License.

THE FUTURE — CUB COMPASS

Gilwell Hall, below the Dining Hall. The Cub route follows the same COMPASS story as the Scouts America program, at Cub scale. Packs or dens collect the clues and work together to crack the code, escape-room style.

- **Check-in** — receive a COMPASS operator credential.
- **East — AI or Not?** Vote with paddles: which machines use AI?
- **North — Spot the Phish and Real or Fake?** Find the tricks in oversized fake messages; pick the real picture.
- **West — Secret Codes and Connected Camp.** Crack a decoder-wheel code; place connected devices on a giant camp map.
- **South — Robot Commands.** Give a "robot" exact step-by-step instructions through a floor maze.
- **Human Override** — every Cub puts a hand on the control to restore COMPASS.

EVENINGS AND EXHIBIT HALL — ALL PARTICIPANTS

FRIDAY EVENING

Troops hold their own Cracker Barrel at unit campsites, 8:30–9:30 PM, where each patrol plans its Saturday. Cub Scouts attend the Cub Scout welcome and all-Cub Scout Cracker Barrel at the Dining Hall, 8:00–9:00 PM, where ring satchels are handed out. The Scoutmaster and SPL meeting (including medical support and the use of 911) and the Scout Leadership Cracker Barrel are at the Dining Hall, 9:00–9:30 PM.

EXHIBIT HALL

An informational exhibit hall runs in the Dining Hall during Saturday activity periods, with exhibits on International Scouting, Scouting Colorado programs and future district events. Open to everyone.

SATURDAY EVENING

Dinner. Each Cub Scout pack eats with its paired host troop at the troop's campsite. Meals, mess kits and dietary notices are under FOOD.

Evening program. There is no camp-wide closing ceremony. Troops are encouraged to plan an evening program to share with their Cub Scout guests, 7:30–9:45 PM at the troop campsite — for example, skits, songs, stories, a Scoutmaster's Minute or a skills demonstration. Cub Scouts return to their camp at 9:30 PM.

Flag retirement ceremony (optional). McKenzie's Range, 9:30–10:00 PM, open to all who want to attend; the ceremony may run long, so Scouts can join after their troop program. Saturday quiet time is 10:00 PM.

EVENT EQUIPMENT, AWARDS AND PATCH

PACK / TROOP / DEN / PATROL / CREW EQUIPMENT FOR EVENTS

The Scout Motto is Be Prepared. Scouts bring the following to their events:

- Filled water bottles and Scout Essentials (10 / 6 accordingly) in your backpack.
- Layers and rain gear for outdoor stations.
- Scouts pursuing merit badges: completed pre-work and the Merit Badge Pre-Work Checklist. Blue cards are provided.
- Scouts pursuing Scouting Heritage: Scouting items or photos for Requirement 6.
- Cub Scouts: no extra program gear; ring satchels are handed out at the Friday Cub Cracker Barrel or at registration at HQ.

Awards and recognition. Sunday morning flags at McKenzie's Range, 8:30 AM.

Patch. All registered participants receive one Camporee patch at checkout. Every Cub who makes the journey earns the patch; it is not tied to a ring count.

MERIT BADGES — A PARALLEL PATH

Six merit badges are available to Scouts America participants: American Heritage, Scouting Heritage, Citizenship in the Nation, Wildland Fire Management, Artificial Intelligence and Cybersecurity. Advancement runs alongside the program, not instead of it. The same activities are open to every Scout; a Scout pursuing a badge documents them with a counselor working alongside, who verifies each requirement as it is completed.

BADGES AT A GLANCE

Badge	Era / program	Time at Camporee	Before Camporee	Completion
American Heritage	Past — Brownsea Time Portal (with Scouting Heritage)	About 1¾–2 hours for both badges	Family Heritage Snapshot, completed with a parent/guardian (form in FORMS)	All requirements available at Camporee
Scouting Heritage	Past — Brownsea Time Portal	Included above	None required. Bring or wear Scouting items for Req. 6	All requirements available at Camporee
Citizenship in the Nation	Past — presented by DAR	Runs during both sessions	Reqs. 5, 7 and 8	Reqs. 1–4 and 6 at Camporee
Wildland Fire Management	Present — Ranger Station	Introduction	None	Follow-up sessions after Camporee
Artificial Intelligence	Future — COMPASS Incident (with Cybersecurity)	About 1¾–2 hours for both badges	None	All requirements available at Camporee
Cybersecurity	Future — COMPASS Incident	Included above	Req. 1(a) Digital Safety video; parent/guardian permission for Req. 5(c) (Pre-Work Checklist)	All other requirements available at Camporee

HOW ADVANCEMENT WORKS AT CAMPOREE

- **Blue cards.** The event provides pre-printed blue cards for each badge. Scouts can discuss the badges they plan to pursue with their unit leader before Camporee.
- **Counselor verification.** Registered merit badge counselors verify each requirement individually. Attending a station does not complete a requirement; the Scout performs the action the requirement calls for.
- **Pre-work.** Pre-work is completed before arrival and brought to Camporee. Without it, the related requirements remain open. The Merit Badge Pre-Work Checklist and the Family Heritage Snapshot are in FORMS.
- **Partials.** Scouts with earlier partial work bring their partial blue card. Requirements not finished at Camporee are recorded as partials, and the Scout receives a list of what remains.
- **Selected options.** Where a requirement offers choices, Camporee builds one path, listed with each matrix. Other options are completed outside Camporee.
- **Official requirements.** The matrices summarize requirements for planning. The current official requirements at scouting.org/merit-badges control.

Requirement matrices for each badge, showing what is completed at Camporee and what is done on your own, are in REFERENCE.

VOLUNTEERS

Each troop and pack submits a **Unit Volunteer Form** with its registration or brings it to check-in. We are requesting at least one adult from each troop and pack to assist for one Saturday session — morning or afternoon — at one of the program stations. Station assignments are confirmed at check-in. The form is in FORMS.

Unit volunteers enhance the experience for the Scouts. Each added adult at a station shortens waits, keeps groups small, and increases the hands-on time each scout gets.

STATION OPTIONS

Station options are the same for Scouts America and Cub Scouts.

- **Past:** Brownsea stops, Heritage Workshop, Scouting Heritage Museum, Brownsea Canteen
- **Present:** Ranger Station support, orienteering, gaga ball, 9 Square in the Air, casting station
- **Future:** COMPASS Mission Prep Center and sector rooms
- **Ranges:** assist the certified range instructor; no certification required.

VOLUNTEER REQUIREMENTS

- Current Safeguarding Youth (SY) training.
- Merit badge counselors registered for any of the six offered badges: check the badge on the form.

CHECK-IN

All units — Cub Scouts and Scouts America — check in at the main office (HQ) by the flag poles and parking lot. **Do not drive to your campsite first.** Check in, pick up your packet, and staff will direct you to your site. Campsites are assigned in advance; late registrants are assigned a campsite when they register.

Troops check in as a group, with the SPL checking in for the troop. **Cub Scout families may check in individually or as a pack.** Troops and packs are encouraged to carpool and arrive together. Saturday-only participants check in at HQ starting 7:30 AM Saturday, in time for 8:30 AM flags.

Camping areas. Cub Scouts sleep in the Cub-O-Ree camp on the west side of McNeil Scout Ranch with their adult partner (Arrow of Light options: see ARROW OF LIGHT SCOUTS). Scouts America units camp in the Camporee camp, in the central and east campsites. See the Camp Map.

BRING TO CHECK-IN

- Annual Health and Medical Record, **Parts A and B, completed for** every youth **and** adult attending. Troops bring forms for their whole roster; Cub Scout families checking in individually bring their own (see HEALTH FORMS in REFERENCE).
- **All adults must have a copy of their Safeguarding Youth (SY) training certificate attached to their medical forms.**
- Payment for any balance due for additional registrations — checks or EXACT cash. Credit cards preferred through Black Pug.
- Final unit roster with patrol or den names (Roster Form & Adult Registration Form) attached.
- Unit Volunteer Form.

UNLOADING AND PARKING

Due to the volume of traffic, unloading and parking can be slow. Keep unloading and loading of vehicles under 15 minutes. **Park in the Camp HQ parking lot, backed in (tail in) for emergency evacuation. Only vehicles carrying troop gear go up to the campsites; ONE vehicle and trailer may remain at each assigned campsite.** Park trailers in the appropriate space off the main roads. Do not park on the side of the roads other than to quickly unload or load. **Parking is limited; units are encouraged to carpool.**

CAMP INFORMATION

OVERNIGHT CAMPING

Participants sleep in tents. **No hammocks** are allowed; they cannot be tied to trees or permanent structures. No travel trailers, RVs or buses are permitted at this event. If extenuating circumstances exist, seek and receive prior written approval from the Camp Director.

GUIDE TO SAFE SCOUTING

Camporee participants follow the Guide to Safe Scouting: <https://www.scouting.org/health-and-safety/gss/>

SCOUT ESSENTIALS

All Scouts and Scouters carry their Scout Essentials at all times: <https://scoutingmagazine.org/2013/02/the-10-essentials/>

MEDICAL ASSISTANCE

Every unit should be able to provide basic first aid to all its participants. Units manage personal prescription and over-the-counter medications.

MEDICAL SUPPORT AND THE USE OF 911

On-Site Medical support is available on a 24-hour basis, located at the Branding Iron Lodge and by radio (PV Repeater / FRS Ch# 9). If you experience or witness a medical or other emergency, please notify the nearest staff member. **Our on-site medical team can provide care and contact EMS quicker than calling 9-1-1.** If you call 911, please immediately inform Event Staff to coordinate an immediate on-site response and support. The on-site team has direct communication with local Emergency Services and has established response protocols in place.

The Branding Iron Lodge is just east of the Dining Hall.

PUBLIC RADIO USE

Family Radio Service (FRS) Walkie Talkies are welcome at the Camporee. We ask however that you use Channel 9 for emergencies only. Channel 9 will be monitored on a 24-hour basis for any emergency calls.

Ham Radios are also welcome, and the McNeil Scout Ranch Ham Radio repeater is available to all licensed amateur radio operators. The frequency is 447.325 MHz, with a negative 5 MHZ offset and a 151.4 Hz tone. The call sign / ID is KB0BSA

FIRES

No open fires are allowed, including fire pans. Propane fire pits are permitted. Staff will communicate any changes to fire restrictions at check-in and during the event. Elbert County is under fire restrictions; let's be hypervigilant.

WATER

Frost-free water spigots are available in each camp. Each Scout carries a filled water bottle on Saturday. Leaders, too, need to stay hydrated.

LEAVE NO TRACE

Everyone practices the seven Leave No Trace principles: plan ahead and prepare; travel and camp on durable surfaces; dispose of waste properly; leave what you find; minimize campfire impacts; respect wildlife; be considerate of others.

FOOD

Cub Scouts, bring a mess kit: we have your meals covered. Troops, bring your stoves: you cook, and Saturday night you host. Bring a coffee cup: the coffee is on us.

Meal	Scouts America troops	Cub Scout families
Friday dinner	Sack dinner, brought from home	Sack dinner, brought from home
Saturday breakfast	Troop cooks at its campsite	Provided — Dining Hall
Saturday lunch	Troop cooks at its campsite	Provided — Dining Hall
Saturday dinner	Troop cooks at its campsite, including its Cub Scout visitors (arranged in advance)	With the host troop at the troop's campsite
Sunday breakfast	Troop cooks at its campsite	Provided — Dining Hall

- **Coffee** is available in the Dining Hall for everyone.
- **Dietary restrictions and allergies:** Cub Scouts and staff notify the Camp Director and their host troop in advance. Host troops plan Saturday dinner around what their pack sends.
- **Cub Scout families:** adult partners and siblings are included in all Cub Scout meals, including Saturday dinner with the host troop.

- **Mess kits:** Cub Scouts, adult partners and siblings each bring a mess kit: cup, bowl or plate, and utensils. A kit assembled from items already in the home is fine; there is no need to buy one.
- **Saturday dinner pairing:** each Cub Scout pack is paired with a Scouts America troop; host troops plan for the full family headcount. Packs plan on a small per-person contribution toward food costs, arranged directly with the host troop once pairings are announced.

TRASH

Campsite trash receptacles are not to be used; there will be no trash receptacles on site. Units remove and take home ALL trash, including food and wrappers. Pack it in, pack it out.

GREY WATER

Grey water may be screened, sumped and spread. Screen out food particles and pack them out with the trash, then pour the water into a sump or spread it widely, at least 200 feet from camp and from water sources (Leave No Trace).

TOILETS

Use camp latrines and restrooms. Wash hands after use. Bring hand sanitizer.

CAMP RULES

- Follow the Scout Oath and Scout Law.
- Practice Leave No Trace.
- Follow the parking rules under UNLOADING AND PARKING.

LOST AND FOUND

- Lost and Found is at Camporee Headquarters (HQ).
- Label all items with a last name and unit number in permanent marker.

REFERENCE

Detailed information for planning and packing: the personal equipment list, Arrow of Light camping guidelines, health form details, merit badge requirement matrices, and forms.

CAMPOREE PERSONAL EQUIPMENT RECOMMENDATIONS

WEAR

- Class A uniform to flags and Class B during the day
- Wide-brim hat
- Insulated jacket (water- and wind-resistant recommended)
- Scout shirt, Scout pants, Scout belt, Scout socks
- Hiking boots / sturdy shoes

BRING

- Sack dinner for Friday night
- Duffel bag OR 50 L+ pack
- Fleece sweater OR jacket
- Sleep clothes in a stuff sack (a plastic zip-lock bag works)
- Long Johns (shirt and bottoms) AND wool socks
- Extra clothes in a stuff sack (a plastic zip-lock bag works):
 - Knit cap (1), long-sleeve shirt (1), Scout pants (1)
 - Socks (1 extra pair), sock liners (1 extra pair)
 - Synthetic underwear and T-shirt (1 extra set)
- Gloves OR mittens
- Mess kit: cup, bowl, fork and spoon OR spork, Hot beverage cup
- Hygiene kit: toothbrush and toothpaste, comb, small towel
- Sleeping bag rated 30°F or lower, with stuff sack
 - If your bag is rated warmer than 30°F (for example, a 40–50°F sleepover bag), use two sleeping bags (one inside the other) OR add a fleece liner or blanket. A liner adds roughly 5–10°F.
- Insulated sleeping pad (R-value 2 or higher)
 - An uninsulated air mattress loses heat to the ground; put a foam pad or blanket between the mattress and the sleeping bag.
- Day pack:
 - Scout Essentials
 - Headlamp OR flashlight; compass and map
 - Water (2 quarts / 64 oz)
 - Knife (and Totin' Chip card)
 - Rain gear AND extra clothes: waterproof jacket and waterproof pants (ponchos are not recommended)
 - Small personal first aid kit (recommended): non-latex gloves (1 pair), alcohol wipe, bandages (assorted sizes, 2–3 each), triple antibiotic ointment, moleskin
 - Sun protection: wide-brim hat, sunscreen and lip balm, sunglasses
 - **Please leave all Waterproof matches OR fire starter (e.g., flint and steel) at home;**
 - Trail food (e.g., energy bar, gorp)
- Other recommended:
 - Scout handbook; gloves (service project); watch; pencil and paper; camp chair
 - Bandana (cotton is okay); scarf and/or buff (optional)
 - Bugle (trumpet): join the Camporee bugle corps for the weekend

Scouts should dress in layers: synthetic, close-fitting clothing next to the skin and a water- and wind-proof outer layer. Wool and fleece provide a good warmth-to-weight ratio. Do not bring **COTTON** clothing — for example, no cotton jeans or sweatshirts. Cotton loses its thermal value once wet and will not dry in cold conditions.

It is **NOT** recommended that Scouts bring electronics (smart phones, games, chargers, etc.). We do not want Scouts on electronics this weekend; it is time to Scout outdoors. Electrical outlets are not widely available. Tomorrow's Trailhead provides all devices used in its program; Scouts do not need personal phones or laptops for any Camporee activity.

ARROW OF LIGHT SCOUTS

Guidelines for Arrow of Light Scouts Camping Overnight with Scouts BSA

In accordance with the Guide to Safe Scouting, Arrow of Light Scouts can participate and camp at a unit coordinated campout with a Scouts BSA troop they are eligible to join. They must attend as an Arrow of Light den/patrol under the supervision of two-deep leadership from their Arrow of Light den/patrol or pack. All Cub Scout camping requirements still apply, including that the Arrow of Light den/patrol must have a BALOO-trained adult leader in attendance, and all of Scouting's Safeguarding Youth policies apply.

Arrow of Light Scouts may participate at a Scouts BSA "camporee" (council coordinated, short-term camp; see NCAP SA-001) during the day and/or overnight in one of two ways:

- **With their Arrow of Light den/patrol.** Arrow of Light Scouts can attend as an Arrow of Light den/patrol under the supervision of two-deep leadership from their Arrow of Light den/patrol or pack. The Arrow of Light Scout's parent or legal guardian(s) may attend with the Arrow of Light den/patrol and their child, either alongside the two-deep leadership or as part of it if they are registered with the pack.
- **As an individual Scout.** Arrow of Light Scouts can attend with their parent(s) or legal guardian(s) if the local council coordinates two-deep leadership per NCAP Standard HS-502.

During Arrow of Light den/patrol camping, each Scout should attend with their parent(s) or legal guardian(s). An Arrow of Light Scout whose parent or legal guardian cannot attend a Webelos den or Arrow of Light patrol overnight camping trip may participate under the supervision of at least two registered leaders. The leaders and a parent or legal guardian must agree to the arrangement, and all Safeguarding Youth policies apply.

AOL Scouts and their parent/adult partner must register online.

At Camporee II: Cub Scouts sleep in the Cub-O-Ree camp with their adult partner. Arrow of Light Scouts may instead camp with a troop in accordance with the Guide to Safe Scouting, arranged with the troop in advance.

HEALTH FORMS — ANNUAL HEALTH AND MEDICAL RECORD, PARTS A AND B

Every participant — youth and adult, Scouts America and Cub Scouts, including parents and adult partners — completes Parts A and B of the Scouting America Annual Health and Medical Record (AHMR). The AHMR is required for all Scouting activities, not only Camporee. Troops collect the forms and bring them to check-in; Cub Scout families checking in individually bring their own.

- **Part A** — informed consent, release agreement and authorization. Each adult signs their own; a parent or legal guardian signs for each youth under 18.
- **Part B** — general information and health history: emergency contacts, allergies, medications and medical conditions.
- **Part C** (physical exam by a healthcare provider) is **not** required. Part C applies only to events longer than 72 hours.
- The form is valid for 12 months. A current form already on file with the unit can be used.

Current fillable form and FAQs: <https://www.scouting.org/health-and-safety/ahmr/>

MERIT BADGE REQUIREMENT MATRICES

At Camporee shows where the requirement is completed. **On your own** shows work done before arrival; for Wildland Fire Management, it is work done before the follow-up session. HW = Heritage Workshop station. MP = COMPASS Mission Prep Center station. A dash (—) means none.

AMERICAN HERITAGE

Era: Past — Brownsea Time Portal. **Options built:** 2(a) and 2(b); 4(b) and 4(d); 5(b).

Official requirements: scouting.org/merit-badges/american-heritage

Req.	Requirement (summary)	At Camporee (Brownsea)	On your own
1	Read the specified Declaration of Independence passage, rewrite it in your own words, share it, and discuss why it matters.	Stop 1	—
2(a)	Research a political leader and a private citizen; compare their contributions to American heritage.	HW2 (Theodore Roosevelt and Ernest Thompson Seton)	—
2(b)	An organization that promoted positive change: the need, how change was achieved, and its connection to America's past.	Stop 4 and HW2 (Scouting America)	—
3(a)	A current U.S. news topic and its connection to events or values from America's past.	Stop 5 (current news cards)	—
3(b)	The flag, Pledge of Allegiance, Great Seal, national motto and national anthem: adoption, changes and continuing influence.	Stop 5	—
3(c)	Your family's history: how U.S. events affected your family, including reasons for immigration if applicable; share with the counselor.	HW1 — Scout interprets the family information with a counselor	Required: Family Heritage Snapshot completed with a parent/guardian and brought to Camporee. Without it, 3(c) remains open.
4(b)	An important local historical event: its impact, and how the place looked then and now.	HW3 (prepared local history packets)	—
4(d)	Take an active part in a program about an American historical event or person; report on your part and the subject.	Brownsea journey, reported at HW3	—
5(b)	Read an approved biography; discuss what you admire and do not admire, and the person's contribution.	HW4 (reading on site)	—
6	American heritage careers: choose one; explain the preparation, education and training.	HW5	—

SCOUTING HERITAGE

Era: Past — Brownsea Time Portal. **Options built:** 2(b) — Brownsea Island and the Scouts BSA Handbook; 4(c); 9(b).

Official requirements: scouting.org/merit-badges/scouting-heritage

Req.	Requirement (summary)	At Camporee (Brownsea)	On your own
1	Baden-Powell's life and times, why Scouting was needed, how it came to the United States, and the origins of Boy Scouting and Cub Scouting.	Stops 3 and 4	—
2(a)	Short biographies of two founders and their roles in the growth of Scouting in the U.S.	Stop 4 (W. D. Boyce and Ernest Thompson Seton)	—
2(b)	The significance to Scouting of two listed topics.	Stop 3 and the Museum (Brownsea Island; Scouts BSA Handbook)	—
3	How Cub Scouting, Scouts BSA, Exploring and Venturing developed for different ages and interests.	Stop 5	—
4(c)	Visit a Scouting memorabilia exhibit; give a short report on what you saw and learned.	Scouting Heritage Museum	—
5	Research your unit (or council, camp or OA lodge); prepare a report; review it with the counselor.	Stop 6 — You Are Scouting History	Optional: unit leaders send unit history to the Camp Director for the Stop 6 display.
6	Make or show a personal collection of Scouting patches or memorabilia; share what you learned.	HW6 — My Scouting Collection	Bring or wear: Scouting items you own (uniform insignia; unit, council, camp or event patches) or photos of them. Sewn insignia does not need to be removed.
7	Reproduce the equipment for an old-time Scouting game; teach it; play it with other Scouts.	Brownsea Games Field (Kim's Game)	—
8	Interview at least three people over age 40 who were Scouts; share what you learned.	HW7 — Voices of Scouting (interviewers provided)	—
9(b)	Serving as a Scouting volunteer: training, expenses and levels of service; short- and long-term goals.	HW8 — Serving Scouting	—

CITIZENSHIP IN THE NATION

Era: Past — presented by the Daughters of the American Revolution (DAR); registered merit badge counselors verify. Runs during both activity sessions.

Official requirements: scouting.org/merit-badges/citizenship-in-the-nation

Req.	Requirement (summary)	At Camporee (DAR)	On your own
1	The U.S. Constitution: what it is, what it does, the principles it reflects, and why a constitution matters.	DAR presentation and counselor discussion	—
2	The six purposes of the Constitution in the Preamble, and how they affect your family and community.	DAR presentation and counselor discussion	—
3	The three branches of government: the function of each, why powers are divided, checks and balances, and how citizens take part in each.	DAR presentation and counselor discussion	—
4	The importance of the Declaration of Independence; the Bill of Rights and the 14th Amendment; and the traditional motto “E Pluribus Unum.”	DAR presentation and counselor discussion	—
5	Follow the national news for five days in a row; discuss the issues; explain how one issue affects you, your family and your community.	Counselor discussion	Required before Camporee: five consecutive days of national news; bring notes with the dates.
6	A speech of national historical importance, with counselor approval: author, context, the difficulties addressed, what was said, and why it matters; a sentence or two meaningful to you.	Counselor discussion	Recommended: choose a speech and prepare notes. The counselor confirms approval.
7	Do two: visit a National Historic Landmark or National Register site; tour your state capitol or the U.S. Capitol; tour a federal facility; research a national monument.	Report to counselor	Required before Camporee: complete two options; bring notes, photos or brochures.
8	Name your representatives in Congress; write your representative about a national issue; show the letter and any response.	Show letter to counselor	Required before Camporee: write and send the letter; bring a copy.

WILDLAND FIRE MANAGEMENT

Era: Present — Ranger Station. **Option built:** 9(a).

Limitation: Ranger Station at Camporee is sufficient to introduce Wildland Fire Management. It is not sufficient to complete the badge, and no requirement is scheduled for completion at Camporee. Completion is scheduled for follow-up sessions after Camporee, open to all Scouts; dates and location are announced after the event. Stations marked “if agency staff attend” depend on agency participation.

Official requirements: scouting.org/merit-badges/wildland-fire-management

Req.	Requirement (summary)	Camporee — Ranger Station (planned)	On your own	Follow-up session
1	Research and discuss the U.S. history of wildland fire, suppression, prevention and management.	Fire history station	Research U.S. wildland fire history.	Discussion
2	Research wildfire harms, including acres burned in each of the past three completed years; discuss six impact categories.	Impact station	Record annual acres burned from NIFC; examples for each impact category.	Discussion
3	Discuss five purposes of prescribed fire.	Prescribed fire station	—	Discussion
4	Causes and prevention of wildfire; the wildland-urban interface; defensible space and structure protection.	Prevention and defensible-space model	—	Discussion
5(a–c)	Weather, topography and fuel effects on fire behavior; suppression by removing heat, fuel or oxygen; draw a diagram of the parts of a wildfire.	Terrain board	—	Explanation; individual diagram
6(a–b)	Wildland firefighter PPE; the 10 Standard Firefighting Orders, 18 Watch Out Situations and LCES.	Safety station, if agency staff attend	Study the NWCG 10 Standard Firefighting Orders, 18 Watch Out Situations and LCES.	Discussion
7(a)	Demonstrate six suppression tactics on a map with resource tokens; explain when each applies.	Sand table	—	Demonstration
7(b)	Draw an Incident Command System diagram; explain Command and General Staff responsibilities.	Incident command station	—	Diagram and explanation
8(a–b)	Demonstrate three wildland hand tools and build a fireline segment with one; discuss seven other tools, equipment or apparatus.	Hand tools under qualified supervision, if agency staff attend	—	Demonstration under qualified supervision; discussion
9(a)	Develop a fire readiness plan for a familiar wildland area, with the required map and planning elements.	Camp Cris Dobbins readiness mapping (started)	—	Completed plan reviewed with counselor
10	Research and discuss a catastrophic U.S. wildland fire: conditions, management, prevention, lessons learned, and effects on later policy and tactics.	Case study	Research a catastrophic fire (the 1994 South Canyon Fire is the planned case).	Discussion
11	Research one wildland fire career: training, costs, prospects, salary, duties and advancement; discuss your interest.	Meet professionals, if present	Research one career.	Discussion

ARTIFICIAL INTELLIGENCE

Era: Future — Tomorrow's Trailhead: The COMPASS Incident. **Options built:** 7(b); 8(b).

Official requirements: scouting.org/merit-badges/artificial-intelligence

Req.	Requirement (summary)	At Camporee (COMPASS)	On your own
1	Define and explain the key AI and automation terms (16 terms).	MP1	—
2(a–c)	Identify examples of AI: 10 in everyday life, 5 in the workplace, 5 in school.	MP2	—
2(d)	Play 10 rounds of AI-or-Not and discuss the choices.	East	—
2(e)	Create a five-milestone timeline of AI development.	MP3	—
3(a–c)	Identify examples of automation: 10 in everyday life, 5 in the workplace, 5 in school.	MP2	—
3(d)	Explain how automation handles repetitive tasks, reduces human error and optimizes resources.	MP2	—
3(e)	Create a five-milestone timeline of automation.	MP3	—
4(a)	Research AI bias, privacy and decision-making.	MP3	—
4(b)	Work through five ethical decision scenarios.	North	—
4(c)	Write personal ethical guidelines for using AI.	North	—
4(d)	Explain the Turing Test.	North	—
5(a–b)	Deepfakes: what they are, their effects, and how to respond.	North	—
6(a–d)	How AI learns and its limits; five methods for communicating with AI; why prompt engineering matters; three clear instructions for school tasks.	MP4	—
7(b)	Design and teach a short lesson about AI.	MP4 (design) and South (teach)	—
8(b)	Interview an AI or automation professional; share what you learned.	Professional Exchange	—

CYBERSECURITY

Era: Future — Tomorrow's Trailhead: The COMPASS Incident. **Options built:** 4(e)(1); 5(c)(2), (5) and (8); 6(c)(3); 8(b); 9(a).

Official requirements: scouting.org/merit-badges/cybersecurity

Req.	Requirement (summary)	At Camporee (COMPASS)	On your own
1(a)	Watch the Personal Safety Awareness "Digital Safety" video with parent/guardian permission.	—	Required before Camporee. Verified at the Mission Prep Center.
1(b–c)	Protect your digital footprint with privacy settings; physical safety and injury prevention when using devices.	East	—
2(a)	Relate three points of the Scout Law to online behavior.	East	—
2(b)	Ethical and unethical behavior in cyberspace: how to act in three situations.	North	—
3(a–b)	Three systems that need protection; confidentiality, integrity and availability.	East	—
4(a–d)	Vulnerability, threat and exploit; one type of malware; public Wi-Fi risks; spoofing and phishing.	MP5 and North	—
4(e)(1)	A recent cybersecurity incident: what happened, how, and the consequences.	MP5 and North	—
4(f)	List your personal cyber attack surface.	North	—
5(a)	Three defensive technologies and what each protects.	West	—
5(b)	Why software updates matter; demonstrate how to check, download, install and verify an update.	West	—
5(c)	Three system-security activities: multi-factor authentication (2), running processes (5), home network checklist (8).	MP6 and West	Required before Camporee: parent/guardian permission (Pre-Work Checklist).
6(a)	Three situations that use encryption: the type and why it matters.	MP6	—
6(b)	Show an encrypted website connection.	West	—
6(c)(3)	Hash a message, change it, rehash it, and compare the results.	West	—
7	Four connected (IoT) devices: usefulness, risks and protections.	West (Smart Camp)	—
8(b)	Take part in a counselor-approved cybersecurity competition.	South (Cyber Rescue)	—
9(a)	Identify three cybersecurity careers; research one; discuss your interest.	Professional Exchange	—

ROSTER FORM

TROOP / PACK # _____ DISTRICT _____

PATROL / DEN NAME: _____ # YOUTH _____

YOUTH NAME(S)	AGE(S)

PATROL / DEN NAME: _____ # YOUTH _____

YOUTH NAME(S)	AGE(S)

Reproduce this form as necessary. Bring the completed form to check-in at HQ.

ADULT NAME(S)	POSITION(S)
---------------	-------------

Reproduce this form as necessary. Bring the completed form to check-in at HQ.

UNIT VOLUNTEER FORM

One per troop or pack. Submit with registration or bring to check-in.

Each troop and pack provides at least one adult to assist for one Saturday session at a program station. Unit volunteers enhance the experience for the Scouts: each added adult at a station shortens waits, keeps groups small, and increases hands-on time for every patrol. All volunteers hold current Safeguarding Youth (SY) training.

TROOP / PACK # _____ DISTRICT _____

Unit contact: _____ Phone / email: _____

VOLUNTEER 1

Name: _____

Phone / email: _____

SY training current: ☐ Yes

Session: ☐ Saturday AM (9:00–12:45) ☐ Saturday PM (2:00–5:45)

Station preference: ☐ Past ☐ Present ☐ Future ☐ Range ☐ Brownsea Canteen ☐ Museum ☐ Any

Registered merit badge counselor for: ☐ American Heritage ☐ Scouting Heritage ☐ Citizenship in the Nation
☐ Wildland Fire Management ☐ Artificial Intelligence ☐ Cybersecurity

VOLUNTEER 2

Name: _____

Phone / email: _____

SY training current: ☐ Yes

Session: ☐ Saturday AM (9:00–12:45) ☐ Saturday PM (2:00–5:45)

Station preference: ☐ Past ☐ Present ☐ Future ☐ Range ☐ Brownsea Canteen ☐ Museum ☐ Any

Registered merit badge counselor for: ☐ American Heritage ☐ Scouting Heritage ☐ Citizenship in the Nation
☐ Wildland Fire Management ☐ Artificial Intelligence ☐ Cybersecurity

VOLUNTEER 3

Name: _____

Phone / email: _____

SY training current: ☐ Yes

Session: ☐ Saturday AM (9:00–12:45) ☐ Saturday PM (2:00–5:45)

Station preference: ☐ Past ☐ Present ☐ Future ☐ Range ☐ Brownsea Canteen ☐ Museum ☐ Any

Registered merit badge counselor for: ☐ American Heritage ☐ Scouting Heritage ☐ Citizenship in the Nation
☐ Wildland Fire Management ☐ Artificial Intelligence ☐ Cybersecurity

BECOME A MERIT BADGE COUNSELOR — REGISTER NOW

Camporee needs registered counselors for all six badges offered: American Heritage, Scouting Heritage, Citizenship in the Nation, Wildland Fire Management, Artificial Intelligence and Cybersecurity. Wildland Fire Management counselors are also needed for the follow-up sessions after Camporee.

To register, complete the Merit Badge Counselor Information form (No. 34405) and an Adult Application (position code 42), and submit both to Scouting Colorado. The fee is \$25 if you are not already registered in another position. The council approves each counselor and each badge, so start now.

Register: <https://www.scouting.org/merit-badge-tips-guide/merit-badge-counselor/>

MERIT BADGE PRE-WORK CHECKLIST

One per Scout pursuing merit badges. Bring to Camporee with the pre-work.

Scout name: _____ Unit: _____

Unit leader: _____ Phone / email: _____

Badges pursued (circle): American Heritage • Scouting Heritage • Citizenship in the Nation • Artificial Intelligence • Cybersecurity • Wildland Fire Management (follow-up)

BADGE	PRE-WORK	DONE
American Heritage	Family Heritage Snapshot completed with a parent/guardian (next page) and packed	☐
Scouting Heritage	Scouting items or photos packed for Requirement 6	☐
Citizenship in the Nation	Req. 5 — national news followed five consecutive days, from _____ to _____; notes packed	☐
Citizenship in the Nation	Req. 7 — two options completed (circle): a b c d; notes, photos or brochures packed	☐
Citizenship in the Nation	Req. 8 — letter sent to Rep. _____ on _____; copy packed	☐
Cybersecurity	Req. 1(a) — Digital Safety video watched on _____ with parent/guardian permission	☐
Wildland Fire Management	No Camporee pre-work. Follow-up session details are announced after Camporee.	—

PARENT / GUARDIAN PERMISSION — CYBERSECURITY

I give permission for my Scout to (1) watch the Scouting America Personal Safety Awareness “Digital Safety” video for Cybersecurity Requirement 1(a), and (2) complete the Cybersecurity Requirement 5(c) activities at Camporee on event training devices: a multi-factor authentication demonstration, viewing running processes, and a home network security checklist.

Parent/guardian name: _____ Signature: _____ Date: _____

FAMILY HERITAGE SNAPSHOT — AMERICAN HERITAGE 3(c)

Completed by a parent or guardian with the Scout before Camporee. At Camporee, the Scout chooses at least two facts, connects them to American history, and explains the connection to a counselor. Do not include Social Security numbers, exact birth dates, immigration document numbers or other sensitive personal data.

Scout name: _____ Unit: _____

FACT 1	
Family member or branch	
Approximate place(s)	
Approximate date or period	
Family event or move	
American event or situation connected to it	
Reason for immigration (if applicable and known)	
Source of this information	
FACT 2	
Family member or branch	
Approximate place(s)	
Approximate date or period	
Family event or move	
American event or situation connected to it	
Reason for immigration (if applicable and known)	
Source of this information	
FACT 3	
Family member or branch	
Approximate place(s)	
Approximate date or period	
Family event or move	
American event or situation connected to it	
Reason for immigration (if applicable and known)	
Source of this information	

Parent/guardian initials: _____