

AQUIA DISTRICT



# 2026 SPRING CAMPOREE

***A SCOUT IS CLEAN...  
BUT NOT AFRAID TO GET  
DIRTY!***

APRIL 10-12, 2026  
RAPPAHANNOCK CAMP & RETREAT CENTER

# AQUIA DISTRICT SPRING 2026 CAMPOREE

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## FACT SHEET

### Where and When



← **Entrance to camp**

21032 Port Rapids Road  
Richardsville, VA 22736

**DO NOT USE**

21457 Happyland Dr, Richardsville, VA 22736

\*\*Please see the map on the last page of this packet\*\*

### **Participation**

All Scouts: Scouting America Troops, Crews and the Ship are welcomed and encouraged to attend. The camporee will use the Patrol method. Scouts should be organized into patrols of approximately 6-8 youth each. Patrol Rosters are due at check in. These will be the scout patrols competing in the events.

### **Registration**

All units will register via Blackpug on our Council website. The cost is \$25 per youth and \$20 per adult.

### **Volunteers**

Each unit is asked to provide one or more adult volunteers (21+) to assist in program stations. Units providing volunteers will receive bonus points towards their event score. If your unit has not provided volunteers already.

### **Campsites**

Upon arrival at camporee, an adult leader must report to HQ to get your campsite assignment and parking information.

All participants are expected to stay within the camp boundaries. Scouts should use the buddy system within camp and not wander off into private property.

There are two bathhouses, **complete with showers**, that campers may utilize. Bathrooms will be marked for youth/adult and must be used according to SYT requirements.

### **Traffic**

Campers will be able to drive their trailers and leave them at their campsite. Vehicles can drop off items, but then must be parked in the designated parking areas.

### **Fires and cooking**

Open fires are allowed on above ground portable fire pits (pending conditions - unless a fire ban becomes imposed by the local fire department). Propane stoves are permitted. All liquid waste must be strained and removed with your unit's trash. Units are expected to practice LEAVE NO TRACE. Be sure to wash hands and practice good hygiene.

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## Water

There is potable water at the camp. Units should bring containers to transport water to their sites.

## Cracker Barrel

We will hold a camporee program and safety briefing at 8:30PM Friday at the shelter in the staff area. Each unit (troop, team or crew) must send a Senior Patrol Leader/President and adult: Unit Leader—a total of not more than 2 per unit. Briefing is followed by cracker barrel.

## Check-out Procedure

Units must ensure their campsite is clean and that all trash is carried out with them. Units must contact a camporee adult staff member before departure for final inspection and clearance.

## Camporee Staff

Camporee staff will be easily identifiable (Dirty Jobs T-Shirt) and available throughout the camporee weekend for answering questions. If you don't see us, we can be reached at the staff HQ (by the flagpole) or by cell phone. Numbers will be provided during check-in.

If you have questions or requests prior to the start of camp, please contact the individuals below:

Camporee Director	Jenna Cooper	<a href="mailto:jennacooper42@gmail.com">jennacooper42@gmail.com</a> 703-615-3605
District Executive	Kristy Freeman	
Medic	Eric "Doc" Gilgenast	

## First Aid and Emergency Medical

The First Aid station is near the flagpole by the registration tent and will be marked with a prominent first aid sign. All injuries, even minor ones treated at your campsite, must be brought to the First Aid station for treatment and recording.

- **General Safety:** Use the Buddy System! Report all unsafe conditions and actions to the Doomsday Depot immediately. If an action is unsafe, stop the action.
- **First Aid & Medical:** Scout leaders must be prepared to handle all minor situations with a First Aid Kit in their campsite. Serious injuries and emergencies must be reported immediately to the Medic Tent. A trained Health Officer will be on-site. Bring injured scouts to the Medical Station (Pavilion) with their health forms. Notify staff during check-in if your unit has additional trained medical personnel.
- **Communicable Diseases:** In the event of an infection/disease, contact the Health Officer.
- **Hazardous Materials Exposure:** An individual exposed to hazardous materials will be treated, the location documented, and authorities called to remove the materials.
- **Dangerous Wildlife Encounters:** Any encounter with foxes, raccoons, skunks, or other wildlife needs to be reported to the Medical Station to document where they are denning so campers can avoid those areas. Rabid animals will be avoided, and local authorities called to remove them.

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## Emergency Procedures

- **General Emergency (Fire/Lost Scout):** A series of three (3) blasts of a horn. ALL persons (Scouts and non-Scouts) must report to the flagpole for accountability and instruction.
- **Intrusions / Active Shooter:** One (1) long blast of the horn. All campers and adults are to run and hide. Law enforcement will be contacted to neutralize the threat. All medical professionals will come to the Pavillion to assist with a mass casualty event.
- **Utilities:** In case of an emergency requiring the shut off of utilities, report to the Main Pavillion so staff can contact the property manager.

## Staff Assistance / Volunteer Support

Given the broad range of activities planned for the camporee, adult leaders (Scouters and parents) are requested to assist with the program. Every unit is expected to contribute two adults on Saturday to assist in a program area--one in the morning and one in the afternoon. A signup sheet for activities will be available at the March roundtable. All materials will be provided.

## Camp Uniform

Because of the “dirty” nature of the activities, morning colors and camp dress will be Class B (the kind that can get a little dirt on it!). Evening colors and campfire will be class A.

## Special needs

Most camporee activities are designed to accommodate Scouts with a wide variety of skills and abilities. Nevertheless, if you have any Scout with special needs, let us know in advance.

## Activities & Commissioners Cup Competition

The Commissioners Cup - At the Spring 2026 Camporee, the Commissioner’s Cup will be awarded to the troop with the most combined points from the Jobs, Games, Campfire Skit, Cooking, Gateway, Campsite Inspection competition. Troops placing 2nd and 3rd will also be recognized.

Jobs - Participants will be traveling in patrols applying for jobs. Scouts are encouraged to try out for as many dirty jobs as possible. Once the Scout has completed their application process, they will get his résumé stamped at the station. Points towards the commissioner’s cup will be awarded based on the number of completed stations.

Campfire Skit - Every troop has the opportunity to present a short skit at the campfire. During the daytime “skit” activity, you must preview your skit to OA camp staff who will make sure it is Scout appropriate. You should already be prepared with a skit when you come to camp. Points towards the commissioner’s cup will be awarded based on the quality, creativity and performance of the skit.

The Golden Spatula - For the Scoutmaster cooking competition, let us know at check-in if you will be participating. The meal must be prepared at your campsite. Simply have one serving available at your campsite at 5:30 PM Saturday for a staff member to assess.

Campsite Inspections - Judges will inspect your troop campsite for general setup, cleanliness, health and safety issues, etc. Points towards the commissioner’s cup will be awarded based on the criteria outlined in this pamphlet.

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## CAMPOREE SCHEDULE

### FRIDAY

- 5:00 PM Headquarters open for registration
- 8:30 PM Scoutmaster & SPL cracker-barrel at HQ
- 10:00 PM Call To Quarters
- 10:30 PM Taps

### SATURDAY

- 7:30 AM Reveille
- 8:00 AM Breakfast
- 8:45 AM Opening Assembly
- 9AM - 12PM STATIONS
- 12 - 1PM Lunch
- 1:00 PM Campsite Judging
- 1 - 3 PM STATIONS
- 3 - 4 PM All Unit Activity (in the works)
- 4 - 8 PM TROOP TIME, DINNER
- 6:30 PM Scoutmaster Cooking Competition
- 8:00 PM Meet at Lake for Campfire
- 10:00 PM Taps

### SUNDAY

- 7:00 AM Reveille
- 7:30 AM Breakfast
- 8:30 AM Scouts Own Service
- 9:00 AM Closing Ceremony
- 9:30 AM Break Camp
- 11:00 AM Checkout at HQ – NLT Everyone must depart

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## Dirty Jobs

(as vendors respond, this list may expand!)

If a Scout/patrol does not complete the job application process, he may come back and attempt again.

- **Woodworker – Tom Callahan (26B) (10-15 Min)**  
Scouts will learn the fundamentals of woodwork without power tools. Scouts will be provided with wood to carve a neckerchief slide out of. Scouts will use hand tools, non-power drills, and chisels to turn the block into a neckerchief chief slide of their choosing
- **Politician – Delegate Josh Cole (10-15 Min)**  
This is the “other kind” of dirty job. Scouts will learn what it takes to get elected, the hours involved, the staff work necessary, wearing the “coat & tie,” fundraising activities, participating in local constituent non-profit events, etc.
- **Snake Researcher – Herping Virginia (10-15 Min)**  
Scouts learn what it takes to properly handle snakes along with the task of answering emergency calls to pick-up any unwanted guests that enter an unsuspecting house.
- **World War II Re-enactor – Brendan Barclay (317B) (10-15 Min)**  
We have all seen the incredible images of the Second World War recreated for the movies, but what does it take to get to that level of authenticity? Scouts will have the opportunity to walk among World War II reenactors and help create the scenarios. This could be the pitching of a tent, to how an observation post is constructed (oops...guess we may need to cut some wood and fill some sandbags), and crawling along terrain so the enemy cannot see us, and other tasks as required."
- **Metal works – Charles Tarango (10-15 Min)**  
Get ready to fire up the forge! Scouts will stretch glowing metal longer and thinner, thicken and shape it with powerful hammer blows, bend and scroll it into creative designs, and even punch holes and slots while it's hot. It's hands-on blacksmithing where heat, steel, and skill come together to create something amazing!
- **Sea Scout - Ship 11 (10-15 Min)**  
Find out what it takes to be part of a Ship, work on a boat, learn sailing basics. Learn what adventures could await you as a Sea Scout.
- **Mining - 845 (10-15 Min)**  
Scouts will make "by lashing" a machine to move mined material from the "mine" to the sluicing area. They will also get to try dry sluicing.
- **Health Care - Nursing - Kari Hammond and Felicia Bonomo (26G) - (10-15 min)**
- **Fire & Rescue - TBD (10-15 Min)**
- **Wildland Fire Line - TBD (10-15 Min)**

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- **HVAC - Chris Freeman - 317G (10-15 Min)**
- **Mechanic – Ward Seymour (10-15 Min)** Scouts will have the opportunity to work under the hood of a car and see what it takes to repair engines (which may require scouts to find out how slick clean oil feels and how gritty dirty oil feel, and/or learn how to degrease motor vehicle parts).
- **Plumber - Stuart Moore (10-15 Min)** Scouts will learn the basics of plumbing to include soldering, pipe cutting, threading, and fitting. Scouts will learn how to unclog pipes (which may require sticking your hand down some nasty gunk build-up to retrieve a small item like a ring or a watch) and how to work with some of the basic tools of the trade.
- **Farming - Rappahannock Education Farm (10-15 Min)** - Scouts will get an overview of the farm's mission and local impact. Scouts will learn how to plant a seed in a container and what is required for it to grow. They will then take the container home to care for the seedling before returning to the farm on designated dates to transplant and eventually harvest the produce for donation.
- **Composting - Fredericksburg Compost (10-15 Min)** - Scouts can expect a five-minute overview of their mission and connection to REF, followed by a demonstration on how to make compost, its uses, and why it is critical for farming.

\*\*If applicable, leaders will be provided with a list of the Merit Badge requirements completed at each station along with the name of a MBC that can sign off.

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## ULTIMATE DIRTY JOB RELAY!

Scouts will finish the days' events by putting their new skills to the test as a team!

In troops or patrols (depending on the size of your group), teams will race through a series of dirty job obstacles.

What to be prepared for:

- Crawling
- Water tasks
- Hauling heavy things as a team
- Sorting debris into correct bins
- Matching materials with the correct job (blind feel)
- Testing lashing skills

All activities will be explained to the camp at the same time.

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## CAMPSITE INSPECTION SHEET

TROOP \_\_\_\_\_

**TOTAL POSSIBLE POINTS 100**

	ITEM DESCRIPTION	POSSIBLE POINTS	SCORE
<b>1</b>	Gateway made with natural elements	<b>10</b>	
<b>2</b>	Properly set up campsite	<b>3</b>	
<b>3</b>	Troop flag properly displayed	<b>3</b>	
<b>4</b>	First aid kit visible, Central location	<b>5</b>	
<b>5</b>	Camporee schedule posted	<b>3</b>	
<b>6</b>	Duty roster posted	<b>5</b>	
<b>7</b>	Menus Posted	<b>3</b>	
<b>8</b>	Water refill station	<b>5</b>	
<b>9</b>	Food properly stored	<b>3</b>	
<b>10</b>	Cooking area clean and organized	<b>3</b>	
<b>11</b>	Fire extinguisher locating in cooking area	<b>3</b>	
<b>12</b>	Tents properly pitched	<b>3</b>	
<b>13</b>	Tents set up in Patrol lines	<b>3</b>	
<b>14</b>	No litter present in camp	<b>10</b>	
<b>15</b>	Trash can with bag in use	<b>8</b>	
<b>16</b>	Useful and creative camp gadgets present	<b>10</b>	
<b>17</b>	Wow Factor, overall impression of campsite	<b>10</b>	
<b>18</b>	Campsite Pizzazz – Dirty Jobs theme	<b>10</b>	

**TOTAL:** \_\_\_\_\_

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## Golden Spatula Competition

Welcome to the Dirty Jobs Scoutmaster Golden Spatula Competition! This event combines culinary creativity with some paranormal fun. As we celebrate the world of Dirty Jobs, we'll see who can cook up the most delicious and dirty meal! Let's get cooking!

### Event Overview:

The camp cookoff is a fun, competitive event where each Troop's leaders will create a dirty job-themed dish. Dishes should embrace the spirit of your favorite dirty jobs.

Date: 11 April 2025

Time: 6:30-7:00pm

Location: Camporee Headquarters

Goal: Cook up the best, most creative, and tastiest dish while embodying the Dirty Jobs theme!

### Event Rules:

- Team Formation: Each participating Troop's leaders will form a team (or cook solo if preferred). Each team will be responsible for one dish (main course, side, or dessert).
- Preparation: Dishes should be prepared on site, during Camporee over an open flame, camp stove, portable grill, etc. Scouting skills like cooking over fire, Dutch oven usage, and teamwork are encouraged!

### Judging Criteria:

- Creativity: Does the dish reflect the Dirty Jobs theme? Bonus points for incorporating famous elements, such as:
- Taste: Is the dish delicious?
- Presentation: How does the dish look?
- Storytelling: Does the dish have a cool backstory?

### Example Dishes:

- Landfill Layer Dip
- Pit Crew BBQ Packets
- Trencher's Stew

Winners will be announced, and the best Dirty Jobs-themed dish will receive bragging rights at the Campfire.

Remember, this event is all about fun, creativity, and cooking together. Please observe safe cooking practices around campfires and grills. Ensure that all food is cooked thoroughly, and have water and fire safety tools nearby at all times.

### Tips for Success:

- Get Creative with the Theme: Think beyond the usual dishes.
- Teamwork: Work together to brainstorm ideas, cook, and plate the dish. The more you collaborate, the more fun it will be!
- Presentation is Key!

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## MAP

