

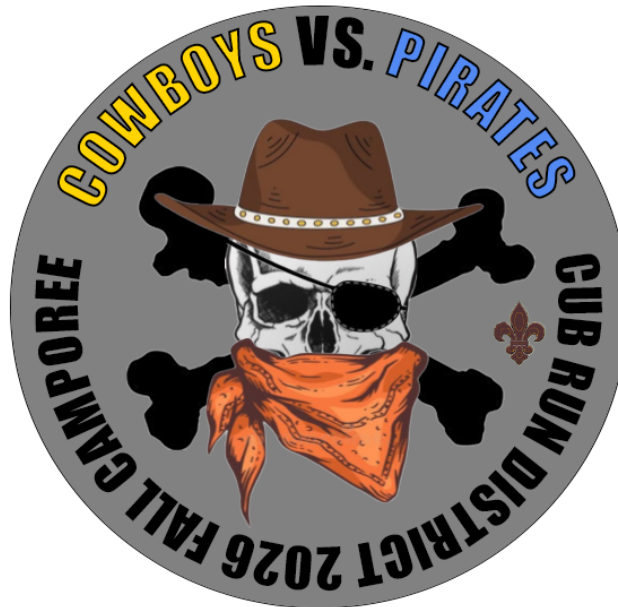
CUB RUN DISTRICT

2026 FALL CAMPOREE

LEADER'S GUIDE

Version 1.0

COWBOYS VS. PIRATES



October 2-4, 2026

Camp William B. Snyder • Haymarket, Virginia

Hosted by Troop 30 • Centerville, VA

REGISTER: scoutingevent.com/082-108726

Questions: Andrew Ohnstad • andrew.ohnstad@gmail.com • 540-308-3891

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Use this guide to prepare your unit, check in smoothly, and help every Scout get the most from the weekend.

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Key deadline reminder: Register online before arrival. Unit leaders should bring final participant and patrol rosters, verify medical forms, and be ready to identify the unit's Scoutmaster, SPL, quartermaster, and cooks at check-in.

Event Information & Registration

Event	Cub Run District 2026 Fall Camporee: Cowboys vs. Pirates
Dates	Friday-Sunday, October 2-4, 2026
Location	Camp William B. Snyder, 6100 Antioch Road, Haymarket, VA 20169
Host	Troop 30 from Centerville, Virginia
Weekend fee	\$25 per camper
Saturday-only fee	\$18 per day participant
Registration	https://scoutingevent.com/082-108726#
Event contact	Andrew Ohnstad • andrew.ohnstad@gmail.com • 540-308-3891

Who may attend

Scouts BSA troops and Venturing crews are welcome for the full weekend or Saturday only. Arrow of Light Scouts may participate during the day and/or overnight under current Scouting America camporee rules: with their Arrow of Light den or patrol and its required 2-deep leadership, or as an individual with a parent or legal guardian when the district confirms the required two-deep leadership. Webelos Scouts and other Cub Scout ranks may not attend a Scouts BSA camporee as participants or visitors.

Day participants and Arrow of Light participants (and their leaders) should arrange with a Troop attending Camporee to eat Saturday lunch and dinner with the Troop at the Camporee; all other units provide their own meals.

What the fee includes

The event fee covers Camp Snyder facility costs, portable latrines, one Camporee patch per registered participant, and award materials. Units remain responsible for transportation, unit equipment, camping gear, and meals except for the Arrow of Light meal provision noted above.

Registration

Register online: [Open online registration](#)

If any balance remains at arrival, follow the payment instructions shown in the registration system or provided at check-in. Saturday-only participants must still check in at Camporee Headquarters before joining the program.

Leader responsibility Confirm that every participant is registered in the correct attendance category and appears on the unit's final roster. Keep the roster and medical forms accessible throughout the weekend.

Arrival, Check-in & Check-out

Parking and unloading

Enter Camp Snyder at 6100 Antioch Road, Haymarket, VA and follow signs toward the main gravel parking lot and Camporee Field entrance. Each unit may use one vehicle on the Camporee Field to unload equipment or position a troop trailer; all other vehicles remain in the main parking area.

After unloading or parking the trailer, return the unit vehicle to the parking lot. Personal vehicles may not remain on the Camporee Field, and units should follow staff direction if weather or ground conditions require a different unloading plan.

Check-in

Friday check-in runs from 5:30 to 8:00 p.m. at the registration table near the Camporee Field entrance. Send one unit representative to check in while the rest of the unit remains in the parking and unloading area.

The representative should bring the final unit and patrol rosters and be prepared to identify the Scoutmaster, Senior Patrol Leader, quartermaster, and cooks. Staff will assign the campsite, confirm any balance due, share current announcements, and distribute materials for the Friday leader meeting. Saturday-only participants must check in at Camporee Headquarters before joining activities.

Patches

Camporee patches will be issued to the unit at registration based on the final checked-in participant count. The patch is included in the event fee.

Check-out and Leave No Trace

Before departure, clear the campsite of unit and personal gear, police the entire area, bag all trash, and completely extinguish all fires. When the site is ready, notify Camporee Headquarters so staff can inspect it.

Departures begin at 8:00 a.m. Sunday after the campsite inspection. All units must be out of camp by 10:00 a.m.

Adult volunteers

The Camporee depends on unit adults who can help with first aid coverage, station support, and evening judging. Volunteer sign-up will be available at check-in and the Scoutmaster/SPL meeting. Volunteers continue to serve under their unit's supervision plan and current registration requirements.

Weekend Schedule

Schedule updates Any changes will be posted at Camporee Headquarters and announced as early as possible.

Day	Time	Activity
Friday, October 2		
	5:30-8:00 p.m.	Arrival, check-in, and camp setup
	5:30-10:00 p.m.	Unit time
	8:45-9:15 p.m.	Scoutmaster and SPL meeting
	10:00 p.m.	Quiet time
	11:00 p.m.	Lights out
Saturday, October 3		
	6:30 a.m.	Unit wake-up and breakfast
	8:30-9:00 a.m.	Opening and flag raising
	9:00 a.m.-12:00 p.m.	Morning program: Pirate stations
	12:00-1:30 p.m.	Lunch as units
	1:30-4:30 p.m.	Afternoon program: Cowboy stations
	5:00-6:00 p.m.	Submit Hardtack & Grub entries and campfire skits/songs/stories
	5:30-7:30 p.m.	Dinner as units
	7:30 p.m.	Closing flags and depart for campfire at the amphitheater
	8:00 p.m.	Campfire and awards
	9:30 p.m.	Order of the Arrow cracker barrel
	10:00 p.m.	Quiet time
	11:00 p.m.	Lights out
Sunday, October 4		
	6:30 a.m.	Unit wake-up and breakfast
	8:00 a.m.	Interfaith Service (Amphitheater)
	8:00 a.m.	Check-out inspections and departures begin
	10:00 a.m.	All units have departed

General Information, Guidelines & Rules

Safety and adult supervision

Unit leaders are responsible for the safety, conduct, and supervision of their participants at all times. Scouts may leave the unit campsite only for planned activities and with appropriate supervision. The buddy system and all other Scouting America Barriers to Abuse remain in effect, and one-on-one contact between adults and youth is prohibited.

Two registered adult leaders age 21 or older are required at Scouting activities. A registered female adult leader age 21 or older must be present for any activity involving female youth or female adult program participants. All adults staying overnight must meet current Scouting America registration requirements; Arrow of Light parent or legal-guardian exceptions apply only as described in current Cub Scout overnight policy.

Youth leaders—including the SPL, ASPLs, and patrol leaders—should participate in the program unless station staff give another assignment.

Medical forms and first aid

Each unit must maintain current Annual Health and Medical Record Parts A and B for every youth and adult participant. Keep the forms under unit control and available for emergency review, together with any parent or guardian authorization needed if emergency care becomes necessary. Bring a well-stocked unit first aid kit.

Units provide routine first aid for their members and report every injury or illness to Camporee Headquarters, which can coordinate additional assistance and emergency response. Provide only the medical information necessary for safe participation; do not write sensitive health details on the public check-in worksheet or patrol roster in this guide.

Clothing and uniforms

Participants should dress for the forecast and changing field conditions. Sturdy hiking boots are strongly recommended, along with rain gear and warm layers. Wear the field uniform (Class A) for flag ceremonies and the campfire; the activity uniform (Class B) is appropriate for competition stations. Order of the Arrow sashes are encouraged for the campfire.

Health and sanitation

Portable latrines will be located near the Camporee Field, including an accessible unit and a women-designated unit. Please keep them clean. Arrive with filled water containers; refill procedures

and any scheduled service times will be announced at check-in, but units remain responsible for maintaining an adequate drinking-water supply.

Throughout the weekend, practice safe food handling, handwashing, allergen awareness, and the three-pot dishwashing method where applicable.

Campsite & Camporee Standards

Camping guidelines

The Camporee Field is mostly flat grass with limited tree cover, and low spots may become muddy after rain. Bring sturdy ground cloths and suitable sleeping pads. Do not cut trees, shrubs, or bushes or disturb wildlife and natural features; only wood already on the ground may be collected where camp policy allows.

Use elevated fire bowls only. Never leave a fire unattended, and extinguish it completely before retiring or leaving the campsite. Pack out all unit trash, keep food and waste secured, and do not leave garbage, unattended food, or loose materials in camp.

Camp Snyder program theme areas—including the Fort, Ship, ranges, and other closed program spaces—are off limits unless the Camporee program specifically opens them under staff supervision.

Law of the Camporee

The Scout Oath and Scout Law are the law of the Camporee. Unit leaders must ensure courteous behavior, respect for other campsites, and compliance with staff direction. Scouts must remain under appropriate adult supervision and use the buddy system. Because troop campsites may be close together, always ask permission before entering another unit's campsite.

Discipline is the unit leader's responsibility. A unit may be asked to leave if its conduct creates a serious or repeated problem.

Quiet hours

Quiet time begins at 10:00 p.m.; lights out is 11:00 p.m. Reveille is 6:30 a.m. Unit leaders are responsible for keeping noise low and enforcing the schedule.

Camp rules

Only folding knives with blades 3 inches or shorter are permitted. Fixed-blade and longer knives are not allowed except cooking knives used in the unit kitchen, and Scouts should carry a valid Totin' Chip or Whittling Chip as appropriate. Alcoholic beverages and pets are prohibited; service animals are handled under applicable law and Camp Snyder policy.

Lost and found is located at Camporee Headquarters, so label personal gear with the participant's name and unit number. No personal vehicles may remain on the Camporee Field after unloading. Keep campsites clean throughout the weekend, follow Leave No Trace practices, and complete the Sunday site inspection before departure.

Weather, changes and cancellation

Program stations may be delayed, modified, rescheduled, or canceled for safety, weather, or staffing. For event status or urgent questions, contact Andrew Ohnstad at 540-308-3891 or andrew.ohnstad@gmail.com. Updates will also be posted at Camporee Headquarters and distributed through available district communication channels.

Program Guide

Cowboys vs. Pirates is built around Scout skills, teamwork, communication, creativity, and good humor. Morning stations carry a pirate flavor; afternoon stations move west with the cowboys; the two sides meet again at Saturday evening's cook-off and campfire.

Patrol participation: Plan for patrols of roughly 4-8 Scouts. Every Scout should have an active role. Station staff may adjust groupings or participation methods to keep activities safe, fair, and moving.

How the station program works

Patrols rotate among stations during the morning and afternoon activity blocks. Final routing and any station limits will be explained at the Scoutmaster/SPL meeting and opening ceremony. Events emphasize safe execution, teamwork, skill, accuracy, communication, creativity, and—in many challenges—efficient completion; exact judging and scoring procedures remain with station staff.

A station may be changed, paused, or canceled for weather, safety, equipment, or staffing. Follow the station leader's instructions at all times. Unless staff authorizes it, participants may not use phones, internet searches, or outside reference materials during a challenge.

Make your mark before arrival

The Sheriff's Rundown campsite inspection continues the historical Camporee tradition of unit identity and theme presentation. Prepare a visible unit or patrol identity display before the weekend. A flag, banner, sign, or shield-style display may show the patrol and unit name or number, home community, emblem, yell or motto, representative colors and symbols, and original cowboy, pirate, or combined-theme details.

Bring theme items that are weather-resistant, safely secured, and appropriate for Scouting. Campsite creativity counts, but health, safety, cleanliness, and functional sleeping arrangements come first.

Skills to refresh

Skill area	Suggested review before the Camporee
Knots	Square knot, two half hitches, taut-line hitch, clove hitch, bowline, sheet bend, and safe relay habits
First aid	Assessment, basic treatment, improvised materials, teamwork, and safe patient handling
Fire building	Fire lays, ignition, control, extinguishing, and elevated-fire-bowl safety
Camping	Tent setup, campsite organization, sanitation, Leave No Trace, and inspection readiness
Communication	Clear verbal directions, listening, leadership rotation, and guiding a teammate who cannot see
Theme	Cowboy and pirate trivia, camp identity, a short original story/skit, and a thematic food presentation

Morning Program: Pirates

Saturday, 9:00 a.m.-12:00 p.m. • Patrols rotate among six pirate-themed challenges.

Sheets to the Wind — Knot Relay

The rigging is loose. Get the lines shipshape.

"Arrr matey, the wind dun undone me lines! Yee scallywags must swab the deck for ye best knotters and hoist the sails!"

What Scouts will do: Patrol members run a relay to tie assigned Scout knots correctly on a line. Everyone participates, and the station rewards calm hands, correct knots, and an organized handoff.

Be ready to: review core Scout knots and agree on a relay order that gives every Scout a meaningful turn.

Scout Overboard — First Aid

A shipmate needs help. Assess, treat, and move with care.

"SCOUT OVERBOARD SCOUT OVERBOARD!! Use ye heads and save ye mates!"

What Scouts will do: The patrol responds to simulated injuries using the materials and scenario supplied at the station. Scouts must recognize the problems, improvise when necessary, and demonstrate sound first-aid technique and teamwork.

Be ready to: practice scene safety, assessment, common injuries, communication, and safe patient movement. Station staff will explain the scenario boundaries.

Walk the Plank — Guided Obstacle Course

One pirate cannot see the hazards; the crew must talk them through.

"Yee scallywag, ye done troubled the crew, now ye must walk the plank!"

What Scouts will do: A blindfolded Scout navigates a marked course using only the patrol's clear verbal directions. The challenge tests trust, concise communication, and controlled movement.

Be ready to: choose a calm navigator, use one clear voice at a time, and follow all staff safety instructions around blindfolds and obstacles.

Shiver Me Timbers — Fire Building

Build a controlled fire strong enough to complete the station objective.

"The seas be cool, and me crew need some warmth. Gather ye very best mates and build a fire fierce enough to kill the kraken!"

What Scouts will do: Using the station's setup and permitted materials, the patrol builds and tends a small fire beneath a suspended line. Safe preparation, effective fire lays, and complete extinguishing are essential.

Be ready to: review fire safety, ignition methods, fire lays, and team roles. Bring no accelerants or unapproved fuels.

Saddles & Canyons — Cowboy-or-Pirate Trivia

Sort the saltwater clues from the Wild West clues.

"Arrr, what sorcery be this? Half these clues smell of saltwater, and the rest sound like they rode in from the Wild West! Gather yer sharpest mates, sort the pirates from the cowpokes, and conquer the grid before ye end up marooned in the desert!"

What Scouts will do: Each Scout works through the same themed trivia challenge without outside help. The activity is untimed and designed to reward observation and knowledge rather than internet searching.

Be ready to: brush up on classic cowboy and pirate terms, stories, tools, places, and traditions; leave phones put away.

Plunder the Booty — Retrieval Mission

Bring back the treasure without crossing the forbidden line.

"All good pirates need some booty! Our vessel may not be big, but we can plunder like ye never seen before! Just don't let the big ships see you!"

What Scouts will do: The patrol uses allowed people and items to retrieve an object positioned beyond a boundary. Scouts must plan, communicate, and adapt while keeping everyone safely behind the line.

Be ready to: think creatively about reach, balance, teamwork, and quick resets while following the station's equipment rules.

Afternoon Program: Cowboys

Saturday, 1:30-4:30 p.m. • Patrols rotate among six western challenges.

This Tent Ain't Big Enough for the Two of Us — Tent Relay

Pitch camp fast—with a one-handed twist.

"Yeehaw!! This town here ain't big enough for the two of us! Whoever gets their stuff up quicker wins partner!"

What Scouts will do: The patrol sets up a tent while each participant uses only their non-dominant arm. Success depends on planning, cooperation, and knowing the equipment before the clock starts.

Be ready to: practice setting up and striking a familiar tent, assigning roles, and working without forcing poles or damaging fabric.

Always Drink Upstream from the Herd — Bucket Relay

Move water across the range after earning the tools to do it.

"Howdy Partner! My steed and I need some water. Mind fillin us a bucket?"

What Scouts will do: Patrol members transfer water between buckets with sponges. Before receiving a sponge, Scouts accept a funny station limitation—such as moving backward or speaking in rhyme—and then keep the relay moving.

Be ready to: wear clothing that can tolerate splashes, communicate clearly, and follow the station leader's movement and safety limits.

Cow Tipping in a Twirlin' Devil — Guided Lasso Challenge

A dust devil has the roper turned around. The patrol supplies the directions.

"I dunno bout you partner, but knocking cows is my favorite pastime! Darn shame a tornado is rolling through."

What Scouts will do: One blindfolded Scout uses a lasso to knock down standing targets while the patrol guides from a safe position. Station staff control the setup, spacing, and blindfold procedure.

Be ready to: practice concise direction words and safe rope handling. Do not bring or use a lasso outside the station area.

Outlaw Jailbreak — Spider Web

Get the whole posse through the broken jail without touching the web.

"Darn tootin'! The jail got blown up and all the outlaws we caught are gettin away! That gosh darn sheriff..."

What Scouts will do: The patrol moves every member through a rope web. A touched strand sends that Scout back to retry, and each opening may be used only once, making planning as important as agility.

Be ready to: protect teammates, use safe lifts only when staff permits them, and reserve openings thoughtfully for different body sizes.

Unlassoing — Human Knot

The ropes are tangled, and most of the crew cannot look.

"Lassoing is fun till you get your lines are tangled! Come here and help me undo these darn tootin' things."

What Scouts will do: Scouts form a human knot by holding hands across a circle. One designated Scout may see and give full directions; the others keep their eyes closed and communicate only as the station explains while the group works back into a circle.

Be ready to: move slowly, protect shoulders and wrists, speak respectfully, and stop immediately if anyone is uncomfortable.

Sheriff's Rundown — Campsite Inspection

A well-run outfit looks ready, safe, and unmistakably its own.

"Whole reason to come out west is to make a name for yourself. Whether ye be wanted or be the best wrangler out there, every good cowboy needs a name."

What Scouts will do: The Sheriff and deputies visit unit campsites to review visible identification, health and safety readiness, sleeping arrangements, cleanliness, and cowboy/pirate theme creativity.

Be ready to: display flags or banners, keep first-aid and safety equipment accessible, organize tents and gear, remove litter, secure hazards, and add appropriate theme details.

Evening Program: Cowboys vs. Pirates

Hardtack & Grub — Cook-off

“After a long day of saddlin up and lassoing round, every good cowboy likes a nice and tasty meal.”

Each participating troop or patrol may prepare a food entry and present it with a short cowboy- or pirate-themed story. The food and its presentation should feel connected: a clever name, origin story, camp legend, menu card, costume element, or other Scout-appropriate theme can bring the entry to life.

Entry guidelines

Prepare the entry at the Camporee using safe food-handling practices, maintain safe serving temperatures, and submit it from 5:00 to 6:00 p.m. Saturday. Label the dish with its name, unit or patrol, ingredients, recipe or preparation summary, and common allergens. Food safety, taste, texture, appearance, originality, and theme all matter.

Dead Men Tell No Tales — Storytelling

“Arrr, any good pirate crew need to have they own sea story! The better the story, the more legendary the pirate!”

Each crew has up to three minutes for an original cowboy/pirate skit, story, song, or short performance. Every Scout should have a role. Submit it for review from 5:00-6:00 p.m. and follow the campfire master’s final order and timing.

Campfire performance guidance

The campfire begins at 8:00 p.m. at the amphitheater. Performances must represent the Scout Oath and Law and be cleared by the event’s campfire team before presentation. Present proposed performances to the Camporee Admin team during Hardtack & Grub.

Material may not include name-calling, put-downs, hazing, embarrassment, or inside jokes that exclude others, bodily-function, bathroom, or sexual humor; ridicule of any identity; or sensitive humor involving alcohol, drugs, gangs, guns, suicide, or similar subjects. Avoid wasteful food or water use, water skits, disrespectful patriotic or spiritual lyrics, violence, or anything inconsistent with the Guide to Safe Scouting.

Best test If in doubt, take it out. Unit leaders must know each submission before campfire review.

Awards

Awards will be presented at Saturday’s campfire. Staff evaluate the qualities appropriate to each challenge—safety, teamwork, skill, accuracy, communication, creativity, campsite readiness, and efficient completion. Exact scoring and tie-breaking remain with event staff.

Leader Preparation Checklist

Before registration closes

- ☐ Register every full-weekend and Saturday-only participant in the correct category.
- ☐ Confirm Arrow of Light attendance and leadership arrangements under current camporee policy.
- ☐ Identify the unit's Scoutmaster, SPL, quartermaster, cooks, and patrol leaders.
- ☐ Review Youth Protection, medical-form, transportation, and unit supervision requirements.

Two to four weeks before

- ☐ Organize patrols and refresh knots, first aid, fire building, tent setup, campsite sanitation, and communication skills.
- ☐ Create unit/patrol flags, banners, signage, and safe Cowboys vs. Pirates campsite decorations.
- ☐ Plan the Hardtack & Grub entry, ingredient list, allergen notice, and thematic story.
- ☐ Prepare a three-minute original campfire story, skit, or song and review it for appropriateness.
- ☐ Recruit adult volunteers who can assist first aid, stations, or judging.

Pack for the weekend

- ☐ Final participant and patrol rosters; confirmation of online registration and any balance instructions.
- ☐ Annual Health and Medical Record Parts A and B for each participant, secured by the unit.
- ☐ Unit first aid kit, filled water containers, weather-appropriate clothing, rain gear, boots, headlamps, and camp chairs.
- ☐ Elevated fire bowl if the unit plans an open fire; safe cooking equipment and food-storage supplies.
- ☐ Trash bags, sanitation supplies, campsite identification, theme materials, and a way to carry out all waste.
- ☐ Print and bring to Camporee one copy of the score sheet per patrol.

At check-in

- ☐ Send one representative to the registration table between 5:30 and 8:00 p.m.
- ☐ Receive the campsite assignment, patches, program updates, and leader-meeting information.
- ☐ Confirm water-refill procedures, Headquarters location, emergency process, and adult volunteer assignment.
- ☐ Ensure the Scoutmaster and SPL attend the 8:45 p.m. meeting.

Unit Check-in Worksheet

Complete before arrival and bring one copy to registration.

Unit type / number	Troop / Crew / AOL Patrol: _____
Primary adult leader	Name: _____ Cell: _____
Youth leadership	SPL: _____

Participant counts and fee check

Category	Count	Rate	Subtotal	Registered online
Full-weekend campers	_____	\$25	\$_____	Yes / No
Saturday-only participants	_____	\$18	\$_____	Yes / No
Total participants	_____		\$_____	
Amount already paid			(\$_____)	
Balance due			\$_____	

Leadership and readiness check

- ☐ Two registered adult leaders age 21+ confirmed
- ☐ Registered female adult leader age 21+ present when required
- ☐ All overnight adults meet current registration requirements
- ☐ Medical forms A & B verified for all participants
- ☐ Unit first aid kit and emergency contacts available
- ☐ Patrol roster(s), campsite identity display, cook-off plan, and campfire submission ready

Patrol names

1. _____	4. _____
2. _____	5. _____
3. _____	6. _____

Unit leader signature: _____ Date: _____

Patrol Roster

Use this page for program planning. Keep medical information in the unit's secure records. Use additional sheets if necessary.

Unit: _____ SPL: _____

PATROL Name: _____ **Patrol Leader:** _____

Member	Role / station strength	Member	Role / station strength
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

PATROL Name: _____ **Patrol Leader:** _____

Member	Role / station strength	Member	Role / station strength
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

PATROL Name: _____ **Patrol Leader:** _____

Member	Role / station strength	Member	Role / station strength
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

PATROL Name: _____ **Patrol Leader:** _____

Member	Role / station strength	Member	Role / station strength
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Patrol Score Sheet - Bring copies to Camporee

Unit: _____ Patrol: _____ Patrol Leader: _____

Morning: Pirates

Station	Participated	Staff initials	Score
Sheets to the Wind	☐	_____	_____
Scout Overboard	☐	_____	_____
Walk the Plank	☐	_____	_____
Shiver Me Timbers	☐	_____	_____
Saddles & Canyons	☐	_____	_____
Plunder the Booty	☐	_____	_____

Afternoon: Cowboys

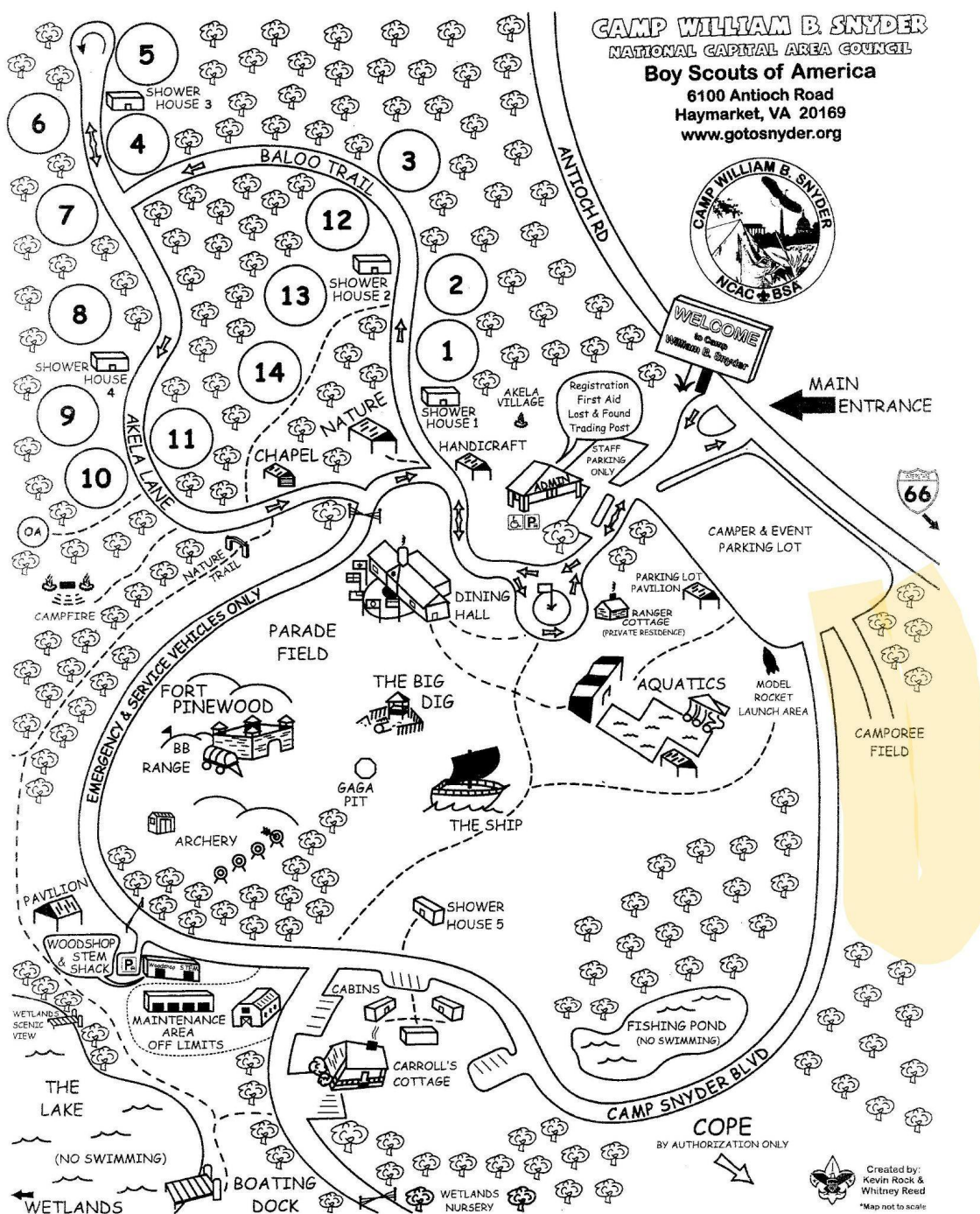
Station	Participated	Staff initials	Score
This Tent Ain't Big Enough	☐	_____	_____
Always Drink Upstream	☐	_____	_____
Cow Tipping in a Twirlin' Devil	☐	_____	_____
Outlaw Jailbreak	☐	_____	_____
Unlassoing	☐	_____	_____
Sheriff's Rundown	☐	_____	_____

Evening submissions

Entry	Submitted	Staff initials	Score
Hardtack & Grub	☐	_____	_____
2Dead Men Tell No Tales	☐	_____	_____

Camp Snyder Map

Use this map for general arrival orientation. The Camporee Field is shown in yellow near the main entrance. Follow current event signs, staff direction, and the campsite assignment received at check-in.



Camp William B. Snyder • 6100 Antioch Road • Haymarket, VA 20169 • Map not to scale