

CAMP-O-REE

Participant and Leaders Guide



Welcome, competitors, to the GTBAC 2026 Camporee.

You've taken the first step toward a weekend of challenge, strategy, teamwork, and survival. This guide is your field manual, inside you'll find everything your unit needs to prepare for the trials ahead. We've stripped it down to the essentials so you can focus on what matters most: outlasting the competition. We'll see you at camp this February.

Camporee is when units from across the Council unite, form alliances, test their skills, and prove their grit. It's more than a gathering, it's a showdown.

The competition begins Friday evening and continues Saturday morning running through mid-afternoon. Troops will face off in a series of survival-themed challenges designed to test Scouting skills, teamwork, and resilience. Only one troop will rise above the rest, earning the title of Council Champion Survivalist, awarded Sunday morning.

All meals are included with registration. No cooking, no meal planning, just fuel to keep you in the game. Saturday night, the Council gathers for a high-energy Survivor-style show, followed by an after-party to celebrate those still standing.

Prepared. Skilled. Unstoppable.

If questions arise as you prepare for the challenge, direct them to your Tribal Leader and Camp Director, Jay Sheridan. He can be reached at Jaysheri1976@yahoo.com and is standing by to help your troop stay in the game.

This Leaders' Guide serves as your survival dossier. Inside, you'll find the challenge schedule, rules of engagement, and all logistical details needed to navigate this monumental competition.

We welcome you to Survive & Thrive, where skill, teamwork, and resilience will be put to the test. Prepare yourselves—we look forward to seeing you at Flaming Arrow Scout Reservation, where the adventure begins.

In Scouting and Survival,

Jay Sheridan

Camporee Coordinator

Prepared. Skilled. Unstoppable.





WHAT TO EXPECT

Survive & Thrive Camporee is more than a campout—it's a Scout-style survival challenge where skills, teamwork, and grit are put to the test. Here's why this is an event they won't want to miss:

Master Survival Skills: Scouts will face hands-on survival trials that push their outdoor skills to the next level—fire building, shelter construction, navigation, first aid, and emergency preparedness. These are the tools every true survivalist need, on the trail and in everyday life.

Build Confidence & Self-Reliance: Confronting real challenges outdoors helps Scouts grow stronger, more confident, and more independent. Every obstacle overcome builds belief in their abilities.

Test Teamwork & Leadership: Survival isn't a solo game. Troops will work together to solve problems under pressure, strengthening communication, cooperation, and leadership as they rely on one another to succeed.

Adventure with Purpose: From skill-based competitions to immersive outdoor scenarios, Scouts will experience the thrill of adventure while learning through action—making this Camporee unforgettable.

Form New Alliances: Scouts will meet and work alongside peers from other troops and districts, building camaraderie, respect, and friendships that last long after the competition ends.

Develop Grit & Resilience: Survive & Thrive challenges Scouts to think critically, adapt quickly, and persevere—developing mental toughness and problem-solving skills that define true Scouts.

CAMP-O-REE SCHEDULE

Arrival Day – Friday

Time	Activity	Location
4:00 PM	Check-in opens	Saunders Hall
Arrival–9:00 PM	Campsite set up	Campsites
6:00–8:00 PM	Field games	OA Cabin / Basketball Court
8:00 PM	Cracker Barrel	Wood Hall
9:00 PM	Scoutmaster / SPL meeting	Jenkins Hall
11:00 PM	Lights out	Campsites

Closing & Departure Day – Sunday

Time	Activity	Location
7:30 AM	Breakfast	Wood Hall
8:30 AM	Flag, closing ceremonies & awards	Council Ring
9:00 AM	Religious services	Chapel
10:00 AM	Check-out begins	Saunders Hall

Competition & Campfire Day – Saturday

Time	Activity	Location
6:00 AM	5K Run	Meet at Four Corners
7:15 AM	Flag raising (activity uniform required)	Council Ring
7:30 AM	Breakfast	Wood Hall
8:00–11:50 AM	Troop survival competitions	Program Areas / Parade Field
12:00 PM	Lunch	Dispersed around camp
1:00–4:00 PM	Troop survival competitions	Program Areas / Parade Field
1:00–5:00 PM	Midway open	Jenkins Field
4:00–6:00 PM	Alumni gatherings (NYLT, WB, NESA, OA Alliance)	Basketball Court
5:15–6:15 PM	Troop gathering time	Campsites
6:15–7:15 PM	Dinner	Wood Hall
7:30 PM	Flag lowering & campfire program	Council Ring
8:45–10:30 PM	After Party activities	Parade Field
9:00 PM	Cracker Barrel	Wood Hall
9:00 PM	Patch trading	Wood Hall Tent

A Scout is clean. Each unit must do their part to make sure their campsite is left in better condition than found. Any damage needs to be reported.

Units will sign up as Patrols/Dens prior to camp via Sign Up Genius closer to event or at the event. Patrols/Dens must be no less than 5 or more than 8 youth to compete. Units can have multiple patrol/den competitors (for example your unit has 20 scouts attending, you have 4 patrols of 5 or 3 patrols divided 6-6-8; for smaller units we can combine units together to get minimum number of 5)

The following competitions will be going on throughout the day:

Event	Theme / Title	Challenge	Skills Tested	Victory Condition
Fire Building	Flame of Immunity	Teams use limited materials to ignite a sustainable fire using approved fire-starting methods.	Fire safety, fire lays, teamwork, patience, problem-solving	First team to produce a steady flame capable of burning a string or igniting tinder earns the Flame of Immunity.
Shelter Building	Outlast the Elements	Teams construct a shelter using natural materials and limited gear to protect from the elements.	Shelter design, knots and lashings, creativity, teamwork, Leave No Trace	Shelters judged on stability, weather resistance, and efficient use of materials. Strongest shelter wins.
Knot Tying	Bound for Survival	Teams race to correctly tie a series of required knots under pressure.	Accuracy, speed, memory, communication	Fastest team to correctly tie all required knots earns safety and critical points.
Canoe Race	Paddle for Power	Teams paddle a marked course, navigating turns and obstacles in sync.	Watercraft handling, teamwork, endurance, communication	First canoe to finish or best overall time claims Paddle Power and bragging rights.
5K Race	Race Against Extinction	Participants complete a 5K course through camp terrain.	Physical endurance, pacing, mental toughness, determination	Fastest finishers and strongest team participation earn key points.
Obstacle Course	Survivor Gauntlet	Teams navigate a series of physical and mental Survivor-style obstacles.	Agility, strength, balance, problem-solving, teamwork	Fastest team to complete the course while following all rules wins.

Arrival

Troops may arrive at Flaming Arrow ***after 4:00pm*** on Friday, February 27. You will be greeted at the parking lot entrance by a staff member who will direct you to parking location and provide directions for unloading gear. If needed one vehicle per unit will be allowed to go to the campsite and drop off gear and/or trailer.

Check-In

After arriving, the unit leader and at least one youth leader shall proceed to Saunders Hall to check in. There you will confirm your unit's registration status and receive the latest camporee news. Campsite assignments will be determined prior to the event and are designed to allow Scouts to meet those from other districts. Troops, AOL Dens, Crews and Ships will camp at the same campsites. Please always follow 2-deep leadership.

Parking

All vehicles must be parked in the parking lot for the duration of the camporee; this includes any vehicle used to take gear or a trailer to the campsite. One trailer per unit may be parked along the road near your campsite entrance. No vehicles are permitted on campsites, and they may only be parked in designated parking areas. Handicapped parking will be available on a case-by-case basis.

All drivers must observe the camp-wide 5MPH speed limit and must use hazard lights while driving into camp.

Campsites

Each unit is responsible for the condition of its campsite and is expected to observe current Leave No Trace camping procedures in compliance with the Outdoor Code and Scout camping policies. Please report new maintenance issues to the camp master corps/rangers promptly.

Campsite trash will be collected throughout the event from each site. Please safeguard trash from animals.

Toilet and shower facilities are available at each campsite. Please keep them clean.

Event Rotation

Friday evening and Saturday event rotation will be based competitions and patrols that attend, each patrol will have time to move from game to game with flow/capacity guidance from staff. Scouts must always stay with buddies and patrols/units, and adult leaders must provide adequate supervision to ensure safety for all youth in their unit.

Meals

Breakfast, lunch, and dinner on Saturday, and breakfast on Sunday will be provided.

First Aid

Routine, non-emergency first aid, is the unit's responsibility. Major injuries must be reported immediately to the camporee staff. The First Aid building is on the north side of the camp near Parade Field. Depending on the severity of the injury, it is also appropriate for an adult leader to call 911 and inform camporee staff immediately that a call has been made.

Medical Forms

It is each unit's responsibility to ensure each participant has a current Annual Health and Medical Record. The camporee staff will only verify that these forms are in the possession of the unit leader. Individuals without medical forms will not be allowed to remain at the camporee. All medications, including over the counter and prescription medications, that are brought to camp are the responsibility of the unit leader.

Swimming Classification Record

Units must present evidence of each Scout's swimming classification at check-in. Scouts without appropriate swimming skills will not be permitted to participate in waterfront activities.

Worship

A brief Interfaith Worship Service will be conducted on Sunday morning in the council ring.

Uniforms

Friday: units may arrive and continue to wear either the field or activity uniform.

Saturday: Scouts are encouraged to wear the unit's activity uniform all day Saturday.

Sunday: Scouts are required to wear the full and complete field uniform on Sunday for the flag ceremony and interfaith worship service.

Smoking

No smoking (to include E-Cig) will occur in the presence of youth. Any smoking will be in accordance with all applicable BSA rules and regulations and in the designated area only (main parking lot).

Alcohol and Drugs

The use of alcohol and illegal controlled substances during the camporee is absolutely prohibited and is grounds for expulsion from the camporee and the Boy Scouts of America.

AOL camping

We are inviting AOL Dens to camp with their units OR as a Den as written in our NCAP standards.

We look forward to AOL dens joining units as part of their patrols during the competitions. The Arrow of Light scouts may participate as a DEN with proper 2 deep leadership OR as an individual with proper adult supervision. ALL adult supervision must be registered with their units.

Check-Out

Units may depart as early as 10:00am on Sunday. A member of the camp commissioner staff will inspect your campsite before you leave. Prior to inspection, please complete the following:

- ☐ Ensure the campsite is litter-free.
- ☐ Restore the campsite to its original (or better) condition.
- ☐ Pack all gear and be ready to depart.
- ☐ Complete a camporee evaluation.
- ☐ Request a site inspection from the camp commissioner staff.

General Camp Rules

Rules are made for the safety of participants, protection of the facility, and to provide fairness to all. Unit leaders are asked to help ensure that safety is always maintained.

- All camporee participants and staff must adhere to The Guide to Safe Scouting.
- No firearms, bows and arrows, or ammunition of any kind may be kept in the possession of any Scout or Scouter.
- No fireworks of any kind are permitted on camp property.
- The cutting of live trees is NOT permitted.
- Closed toe shoes must be always worn in camp.
- The Scout uniform, correctly worn (shirts tucked in), is the most proper dress.
- Pets are not allowed at camp. Please, for the safety of other campers and the pets, leave them at home.
- No alcoholic beverages or unlawful drugs are permitted on camp property.
- Tobacco use is not permitted in or around campsites or event venues during the camporee. Adults may only smoke in the main parking lot. Smokers may be asked for proof of age.
- Throwing rocks, pinecones, sticks and the like is prohibited.
- No individual ground fires.
- No riding in the back of pick-up trucks.
- The buddy system is always in place.