



OCTOBER 16 - 18, 2026
INGERSOLL SCOUT RESERVATION
LONDON MILLS, ILLINOIS

Huzzah! It's Fall Camporee Time!

Camporee Chief's Minute

We are excited to continue celebrating America 250 by hosting a Revolutionary War era-inspired Fall Camporee. This year's W. D. Boyce Council Fall Camporee – **open to AOL Scouts, as well as Troops and Crews** – will be themed **Journey to 1776 – Liberty in Action**. This Camporee will be held on:

October 16: Check-in begins at 4:30pm / Set up Camp

October 17: All Day & Evening Program

October 18: Interfaith Service 8am / Departure 9am

Ingersoll Scout Reservation will reflect the spirit and industry of the original 13 colonies. We'll have a mixture of Scout-skill tests, group challenges and physical contests. As always, the emphasis in our Camporees is fun, teamwork, and sportsmanship.

Rather than a competition, this Camporee will mirror the economy of the English colonies ... which was heavily centered around bartering. Scouts will earn "pay" during morning stations and then barter what they've earned to take part in select afternoon activities. Again, teamwork at play! More details follow.

Camporees are a chance to join in on one of the oldest traditions in Scouting America history. Council level gatherings provide an opportunity to meet and interact with other Scouts from all Districts.

If you have any questions or concerns, please feel free to contact us at wdboycecamporee@gmail.com. We will do our best to help however possible.

Yours in Scouting,

Eric Hoadley, Council Vice President of Program

Barb Murphy, Crossroads District Executive

Camporee Information

Registration

Registration for the 2026 Fall Camporee is open and will take place **online only**.

- Registration closes at **11:59 p.m. on Friday, October 9th**. The cost to attend the Camporee is:
 - \$30 per person – Scout BSA Youth or Adult
 - \$30 per person – AOL Youth or Adult
 - \$30 per person – Staff Adult or Youth
- **Pay by October 2nd, save \$10 off each participant!**
- **Units must also register the Arrow of Light Scouts, and the Adult AOL Leaders who will be attending with the AOL Den you are hosting (so check with them first).**
- **Individual AOLs (w/parent or two-deep leadership) who register to attend without a patrol will be assigned to a patrol before or at the event.**

Troops are encouraged to invite AOL Dens to the Camporee. Some activities may be off limits to AOL Scouts, but most of our events are AOL-friendly.

Rosters

When registering online, please enter all participants (both Troop and AOL Scouts and Adults) that will be attending. At check-in, we will be looking at that roster to verify attendance. You can print out your unit roster under the reports tab on your registration. If your online registration isn't accurate and more Scouts from your unit are attending, you will need to turn in a paper copy with all the information that the roster requests (name, rank, age, etc.) and pay the additional fees in person by check at registration. A printed sheet from Excel, Scoutbook, or some other similar format is acceptable.

Colony Registration Form

Every Patrol will represent one of the original colonies for this Camporee and needs to turn in the Colony registration page at registration. The form is found in the back of this guide.

Medical Forms

All participants (adults and Scouts) must have a completed BSA Annual Medical Form Part A & B. Part C requiring a doctor's signature is **not required**. In case of an emergency, all leaders in camp should know where the forms are located and make them readily available to Camporee staff upon request.

AOL Participation

This Camporee is ready-made to acquaint AOL Scouts with your troop. We highly encourage Scouts BSA to spend time with the Arrow of Light Scouts and encourage them to participate in all campsite activities (setting up camp, cooking, clean-up, camp games, & etc.)

Cub Scouts

A separate Cub Scout program will run alongside our Camporee from Saturday into Sunday. Please encourage all Packs in your community or area to attend! Their program will have Revolutionary

elements, and they will spend some time observing and interacting with us! Be prepared to welcome them!

Arrival and Check-In

Do **not** arrive earlier than 4:30 pm on Friday, October 16. After your vehicles are parked (see Parking Information in the next section for guidelines) and while camp is being set up, please have an adult come to the RMS Lodge to check in with complete rosters, Colony registration forms, and final payments. Please check in between 4:30 and 9:00 pm.

SPL/Scoutmaster/AOL Leader Meeting & Cracker Barrel

This meeting is important, so Senior Patrol Leaders, Scoutmasters, and AOL Leader should attend. It will be held on Friday night at 9:30 pm at the RMS Lodge. This meeting will cover any last-minute changes pertaining to the Camporee program, a map of activity locations, as well as answer any questions.

Colonial Bartering

Colonists in early America bartered using everyday goods because English coins were very hard to find.

- **Tobacco:** Used heavily in Virginia as official "country pay" and accepted to pay taxes or buy goods.
- **Wampum:** Shell beads made by Indigenous groups that both Native Americans and European settlers used for trade.
- **Nails:** Highly valuable and scarce iron items that people traded like real money.
- **Crops and Livestock:** Items like corn, wheat, pork, beef, and cattle served as a standard medium of exchange

Our Camporee will use wampum (beads) as pay for the Scouts' achievements.

Evening Program

After Saturday night's dinner, we will have a fun Campfire Program, including:

- Revolutionary War Era Stories
- Skits by YOU which should be Revolutionary War Era themed *some examples are included in the attachments of the registration.
- Flag & Yell Demonstrations
- And More!

Interfaith Worship Service

A Scout is Reverent. We will hold an interfaith worship service in the Centennial Chapel after Sunday morning breakfast. A collection for the World Scouting Fund will be sought, so please alert your Scouts so they might bring a donation, if preferred.

Emergency Procedures

ISR's *In Case of Emergency* document will be included in your registration packet. Emergency evacuation shelters will be assigned at registration and reviewed during the SPL / Leader meeting Friday night.

Camp Rules and Guidelines

Camp Code

The Scout Oath and Scout Law are always the camp code. Behavior contradictory to the Scout Oath and Law may result in an individual, or an entire Troop, being asked to leave the event.

Scout Spirit

Scout Spirit is the core of everything we do as Scouts and Scouters. It is the embodiment of the Scout Oath and Scout Law, and it is the cheerful and positive attitude in all we do. Scout Spirit is the beacon that sets Scouting apart from other youth programs. It is an expectation that all those participating in the W. D. Boyce Council's Fall Camporee be ambassadors of the Scouting Spirit in all we do.

Buddy System

We ask that everyone remains vigilant regarding Safeguarding Youth. The buddy system will be used all weekend. Pairs for safety. Adult/leaders should be notified before Scouts leave the campsite. Adult leaders are accountable for their Clans/Troops. All attendees should stay in the assigned areas for the event.

Camping

All participants will camp in the large field across the road from the Climbing Tower. Units are encouraged to invite AOL Scouts and leaders to camp with them. AOL Scouts with leaders unattached to any troop or crew may also camp in this area.

Cub Scouts and their families will have a separate campsite on Saturday night in the Activity Field near the pool. Scouts BSA Scouts and Leaders should respect their camp at all times.

Equipment

Troops/AOL Dens should bring their own tents and personal gear. Units will be responsible for their own meals, so plan accordingly.

Uniform

The uniform for a Camporee is the BSA Field (Class A) Uniform. The Field Uniform is expected for all Scouts and Scouters during registration, flag ceremonies and non-denominational religious service. The Activity (Class B) Uniform can be worn during campsite set up, competition, and meals. Please stay aware of the weather for Camporee weekend. It is the responsibility of the Troops to have appropriate clothing on hand, as well as a change of uniform if necessary.

Troop Flags

Each unit is expected to have their flag at the Camporee to help identify themselves and show Scout Spirit.

Emergency Medical Service

The Camporee will have a Medical Officer on site for first aid situations. Scout specific medication and other medical issues should be handled within the Troop. Each Troop should also be outfitted with a campsite first aid kit that is centrally located.

Parking

Parking for all vehicles and trailers is allowed only in the RMS parking lot. Units may temporarily park near the camping area to unload vehicles/trailers – as long as you do not block the road. Please plan to quickly unload gear near the road, move vehicles to the RMS parking lot, and THEN return to set up camp.

Cooking/Meals

It is each Troop's responsibility to provide all meals and snacks for themselves, except for the SPL cracker barrel Friday night. It is recommended that when planning lunch, preparation time and ease of clean up be taken into consideration so as to allow activity times to run smoother. Each Troop is responsible for the cleanliness of their campsite and for packing away their own trash after the event. Staff may eat with their units or can eat with staff in the RMS.

Food Storage

Each Troop is responsible for supplying their own secure food storage containers.

Garbage

All trash must be put into trash bags and removed from the Camporee site. **Pack out all trash!** You may only use the dumpsters at the Ranger Maintenance Area if they are not already full.

Fires

In the camping field on Friday and Saturday nights, ISR fire pits will be used for warming areas. **Units should not plan on bringing their own firepits.** Propane stoves and grills for meals, or charcoal for grilling or Dutch Oven cooking will be allowed if a metal tray is used for containment. All these sources of flame should be clearly marked and away from tent areas.

Pressurized Fuel

Pressurized fuel lanterns and stoves are allowed but must be operated by Scouts with proper training. Adult supervision must also be trained. All fuel must be properly stored, and away from tents. Optional adult training will be available during the Camporee. See the schedule.

Alcohol, Drugs

Alcohol and illegal drugs are simply not allowed. Period.

Sheath Knives

Sheath knives are not permitted on Council property or at any Council activities.

Transportation

When transporting Scouts in vehicles, they must be in proper passenger seats and always wearing seat belts. Riding in the back of trucks or on tailgates is prohibited.

Representing the 13 original Colonies

The original Thirteen Colonies were separately administered under the English Crown, but had similar political, constitutional, and legal systems. Some were substantially motivated by their founders' concerns related to the practice of religion. The other colonies were founded for business and economic expansion.

For a time, the colonies saw themselves as separate and independent from one another, viewing their loyalty as tied individually to Great Britain rather than to a unified "America." Your patrol will be assigned one of the original colonies upon check in.

- Connecticut
- Delaware
- Georgia
- Maryland
- Massachusetts
- New Hampshire
- New Jersey
- New York
- North Carolina
- Pennsylvania
- Rhode Island
- South Carolina
- Virginia

Dress for a Revolution

Fore extra “pay,” your unit is encouraged to dress as you might have had you lived in the Colonies. Your options are quite varied.

Colonial American clothing was heavily defined by social status, geography, and British trade laws, which restricted the colonies from manufacturing their own cloth. Enslaved people and rural farmers wore durable, coarse linen and wool, while urban merchants and the elite wore silks, laces, and London-tailored

Men's Attire

- **Shirts & Breeches:** Men wore a loose linen shirt beneath a vest (waistcoat) and square-cut coat. Bottoms were knee breeches, typically fastened with a buttoned front fall, paired with tall knitted wool or cotton stockings.
- **Accessories:** Neckwear consisted of a simple cravat, and footwear featured low-heeled leather shoes secured with metal buckles. Broad-brimmed tricorne (three-cornered) hats were the standard headwear.



Women's Attire

- **Gowns & Petticoats:** Women layered garments, starting with a linen shift, followed by supportive boned stays (an early corset) and multiple petticoats (skirts) for warmth and volume. They wore open-front gowns or shortgowns (hip-length jackets) over these layers.
- **Accessories:** Married women and older girls covered their hair with cloth caps or bonnets, and aprons were worn to protect their dresses during daily work.

The "Homespun" Movement

During the American Revolution, British blockades and boycotts (non-importation agreements) cut off access to English textiles. To circumvent this, colonists began producing their own "homespun" cloth, shifting the style toward simpler, muted garments as a sign of patriotic unity.

Flag & Yell

We're going to test your creativity on the go! Each unit will be supplied with a similar amount of material during one of the morning station rotations. Your challenge will be to construct a unique Colony Flag – and come up with an accompanying Colony Yell. You will be asked to show off each at the Campfire Ceremony.

Schedule — Based on the number of participants, we will place Scouts into groups with a schedule to rotate through stations. This will be distributed at the SPL / Leader meeting on Friday night.

Friday															
4:30 PM	Arrival and setup. Please do not arrive before 4:30 p.m.														
4:30 PM - 9:00 PM	Check-In @ RMS Lodge (turn in roster)														
9:30 PM	Scoutmaster/SPL Cracker Barrel at the RMS Lodge														
11:00 PM	Lights out / all quiet														
Saturday															
6:30 AM	Reveille, Breakfast at campsites														
8:30 AM	Flags/Opening/Safety Briefing at Sinclair Pavilion be dressed in your best colonial era attire – otherwise Class A.														
9:00 AM – 12:00 PM	Morning Event Time <table border="1"> <tr> <td colspan="2">Activity Field near Shooting Sports</td></tr> <tr> <td>9 – 9:15 AM: Station 1</td><td>10:30 – 10:45 AM: Station 7</td></tr> <tr> <td>9:15 – 9:30 AM: Station 2</td><td>10:45 – 11 AM: Station 8</td></tr> <tr> <td>9:30 – 9:45 AM: Station 3</td><td>11 – 11:15 AM: Station 9</td></tr> <tr> <td>9:45 – 10 AM: Station 4</td><td>11:15 – 11:30 AM: Station 10</td></tr> <tr> <td>10 – 10:15 AM: Station 5</td><td>11:30 – 11:45 AM: Station 11</td></tr> <tr> <td>10:15 – 10:30 AM: Station 6</td><td>11:45 AM- 12 PM: Station 12</td></tr> </table>	Activity Field near Shooting Sports		9 – 9:15 AM: Station 1	10:30 – 10:45 AM: Station 7	9:15 – 9:30 AM: Station 2	10:45 – 11 AM: Station 8	9:30 – 9:45 AM: Station 3	11 – 11:15 AM: Station 9	9:45 – 10 AM: Station 4	11:15 – 11:30 AM: Station 10	10 – 10:15 AM: Station 5	11:30 – 11:45 AM: Station 11	10:15 – 10:30 AM: Station 6	11:45 AM- 12 PM: Station 12
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10:30 AM	Adult Leader Koffee Klatch at the RMS Lodge w/Ben Blumenberg														
12 – 1:30 PM	Lunch at Campsites. Discuss how to divide your “pay.”														
1:30 PM – 4:00 PM	Afternoon Event Time Paul Bunyan Area: Rather than a rotation by unit, Scouts (in buddy groups) can bring their share of the “pay” earned that morning to the station they’re most interested in. Pay your way to an afternoon of fun!														
4:00 PM – 5:00 PM	Free Time														
5:00 PM	Dinner at campsites														
6:30 PM	Campfire Program – Centennial Chapel														
11:00 PM	Lights out / quiet time														
Sunday															
6:30 AM	Reveille, Breakfast at campsites														
8:00 AM	Interfaith Worship Service – Centennial Chapel														

9:00 AM	Police your area, break camp; safe travels going home!
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Camporee Events

You may have noticed that the morning's events are designed to be fast and fun. This is to help patrols earn as much wampum as they can at each station, pooling their "pay" over the lunchtime to divide it up for afternoon use among the entire patrol. Wampum will be distributed based on the station leads' assessment of how well a patrol worked together to accomplish the goal.

STATION 1

True North – Navigating in colonial days was a work of art. Colonial sailors used cross-staffs, astrolabes, and later sextants to measure the angle of the sun at noon or the North Star to find their north-south position. Magnetic compasses provided core directional headings (north, south, east, west).

From a starting point, patrols will need to navigate their way to specific distances along specific compass readings. **What Patrols need:** Bring a compass and know how many steps it takes to mark out 100 feet, so you will know when to stop when directed by instructions.

STATION 2

Wilderness First Aid – First aid in Colonial America relied on home remedies, herbal treatments, and harsh physical interventions rather than sterile medical science. Ordinary people managed minor injuries at home, turning to local healers, midwives, or family traditions when emergencies happened.

Our Camporee will be turning to Wilderness First Aid, which is most like Colonial America approaches. Scouts should be familiar with treating the following situations in the wilderness: sprained ankle, heat stroke, deep cuts, internal bleeding.

STATION 3

Knotty Problems – The most useful knots in colonial America for daily agrarian life, trade, and maritime work were the square knot, bowline, and clove hitch. These knots helped colonists secure cargo, tie bundles, dock ships, and build structures. Patrols will be asked to tie the following:

- Square Knot
- Bowline
- Clove Hitch
- Timber Hitch
- Sheet Bend
- Taught Line Hitch

STATION 4

Over Hill and Dale – Travel in colonial America was extremely slow, expensive, and dangerous. Most "roads" were widened Native American trails choked by tree stumps, deep mud, and unbridled rocks. Walking allowed about 3 miles per hour, horses reached 30 miles a day under optimal weather, and heavy wagons moved much slower. Rivers, bays, and coastal oceans served as the main and safest arteries of transit.

Sound like an obstacle course? We'll build one for you to traverse as quickly as you can, but with some definite roadblocks. Who knows, you may just have to carry a very important piece of history with you along the way.

STATION 5

Fire by Flint – Friction matches had not yet been invented in colonial America. One of the more prevalent fire-starting methods was flint and steel (also known as a tinderbox), so ... this will be the only acceptable method of fire starting at this camporee!

There will be one string tied between 2 poles at 8 inches off the ground. Each Patrol can bring any NATURAL kindling for fire-starting purposes. This is to be a test of proper fire building. The fire lay must not go above four inches high before the sparks start to fly!

STATION 6

Bucket Brigade – Colonial settlers used bucket brigades as their primary method of fighting fires, supported by laws requiring homeowners to keep leather fire buckets on hand. Buckets were clearly marked with the owner's name or initials so they could be sorted and returned after the emergency ended.

Two lines of people were used; one passed full buckets forward from a water source like a well or river, while the second line passed empty buckets back. Towns passed strict laws requiring citizens to own a specific number of leather fire buckets based on their fire risk or trade (for example, bakers often needed three, and brewers needed six).

Depending on the size of a patrol, Scouts will be arranged in one or two lines. All you need to do is transport water from a source to a target. Sound easy? Maybe. Maybe not.

STATION 7

Powder Run – Revolutionary War supply runs relied heavily on overland wagon trains, coastal watercraft, and sheer human muscle power to move food, clothing, and gunpowder. Both the Continental and British armies faced severe logistical hurdles due to poor infrastructure, harsh weather, and constant partisan disruption.

Scouts will transport small paper cups of “gunpowder” (sand) which they must deliver to the “front lines.” These cups must be transported on a piece of provided cloth, requiring coordinated effort by the carriers. British interceptors may poke the carriers with their “bayonets” (pool noodles) to impede progress.

STATION 8

Spy Ring – Spies in the Revolutionary War gathered critical military intelligence, utilized covert communication techniques like invisible ink, and operated spy rings to shape major troop movements and outcomes. Networks like the Culper Spy Ring used numerical dictionaries where numbers stood in for specific names, places, and common words (such as 711 for George Washington).

Patrols will play the role of a front-line recipient of a coded message, and must quickly interpret it for decisive battlefield action!

STATION 9

Delivering Supplies – Supplies during the Revolutionary War were delivered primarily via heavy horse-drawn wagons, coastal and river cargo ships, and pack animals. Both armies faced extreme logistical hurdles due to poor infrastructure, reliance on muscle power, and long vulnerable supply chains.

Patrols will be equipped with several supplies and options for delivering them as soon as possible. Strategy and cooperation will be needed to earn the most wampum!

STATION 10

Patriot Quiz – Do you know your Revolutionary War trivia? Scouts will earn wampum based on correct answers to any number of Colonial America questions they can answer.

STATION 11

Capture the Colors – Hear the drums and raise the colors! Just as Continental and British regiments fought to protect their standards, Scouts will defend their colors while attempting to capture those of the opposing camp.

STATION 12

Design the Colors of Your Colony – Every colony needs a banner to rally behind! At this station, your patrol will create its own colonial flag, choosing symbols, colors, and mottos that represent your colony's values and spirit. Once completed, raise your colors proudly and prepare to march with honor.

Afternoon Events

After the morning stations, patrols should divide up their wampum so that every member has some to spend at activities in the afternoon. Each afternoon station – many of which will be located in the Paul Bunyon area – will require beads for participation, amount will be based on availability. Not everyone will be able to do every activity. **Please note that Arrow of Light Scouts cannot participate in black powder rifle shooting.**

Tomahawk Throwing Range – Continental militia and frontier units often carried small belt axes or tomahawks for camp chores like cutting firewood and clearing brush. Axe and tomahawk throwing was not popular as a combat tactic during the Revolutionary War, but soldiers did use it as a casual downtime game.

Two-Handed Saw – According to historical documentation, colonial settlers used crosscut saws primarily for "bucking"—cutting already-felled trees into standard log lengths, clearing smaller timber, and chopping firewood. Settlers did not use large crosscut saws to chop down (fell) standing living trees until around 1880.

Black Powder Rifles – Colonial settlers used black powder weapons for hunting, protection, and warfare. They relied primarily on flintlock muskets and fowling pieces, which required loose black powder to ignite the main charge.

Blacksmithing – Blacksmiths were completely necessary in colonial America, serving as the core of daily survival, farming, and building. Without them, communities could not make or fix metal items. Among other things, they forged critical nails, hinges, locks, and latches needed to construct homes and barns; created and repaired heavy plowshares, axes, hoes, and sickles for agriculture; made horseshoes and fitted metal rims onto wagon wheels; and produced pots, pans, and fireplace cooking gear.

Rope Making – During the colonial era (which ended in 1776), people made traditional ropes out of natural plant fibers like hemp and flax in long outdoor or indoor sheds called ropewalks. Because wire rope had not been invented yet. During the colonial era (which ended in 1776), people made traditional ropes out of natural plant fibers like hemp and flax in long outdoor or indoor sheds called ropewalks.

Hoop Rolling Game – Hoop rolling was an extremely popular game in colonial America. Brought over from Europe, children used simple wooden or metal barrel hoops, driving them along the ground with a stick or the hand. Made from native bent wood or recycled metal barrel bands, paired with a small wooden stick or "skimmer".

Leather Crafts – Leather crafting was an essential and widespread trade in Colonial America. Artisans used animal hides to make vital daily goods, including shoes, breeches, and military gear. Tanners soaked and treated raw animal hides using bark from local trees (like oak or hemlock) in a slow process that took months.

Flute Playing – Flutes were quite popular in colonial America, ranking second only to violins as the most prevalent melodic instruments among settlers. Colonists played several varieties, including transverse flutes (then called German flutes), recorders (known as common or English flutes), and military fifes. Mostly played by men of varying social classes, they provided entertainment in homes, taverns, and even church services.

Candle Making – Candle making was an absolute survival necessity in colonial America. Without electric lights, candles provided the only practical indoor illumination needed for essential tasks like cooking, mending, reading, and childcare during long winter nights. An average household needed roughly 400 candles a year to function through the dark months. Daylight limited farm and home chores, so candles allowed work to continue after sunset.

Quill Making and Writing – . Quills were the primary writing instruments used for daily communication, legal contracts, business records, and pivotal historic documents like the Declaration of Independence. Without mass-produced modern pens, every segment of literate society relied on sharpened bird feathers.

Nine Pins – Ninepins in colonial America was a widely popular bowling pastime brought over by early Dutch colonists, played with nine wooden pins arranged in a diamond shape, and famously linked to a legislative ban that led to the creation of ten-pin bowling. Enjoyed by all classes as a lawn game, floor game, or tabletop diversion.

Kettle Corn Making and Eating – Popcorn was not widely popular as a mass snack in Colonial America, though it was known in localized areas. While Indigenous peoples had popped corn for thousands of years, colonial families only occasionally ate it, sometimes serving it as an early breakfast cereal with sugar and cream. Popular lore claims popcorn was served at the first Thanksgiving in 1621, but historians note this is a later myth; early settlers grew Northern Flint corn, which does not pop well.

Coffee Klatch

This activity will be held on Saturday at 10:00 AM at the RMS Lodge. This is an open-ended meeting and is for adults in your Troop. It is a time to hear any news from the Council, discuss Scouting topics, and ask questions. Come and enjoy some coffee and a light snack.

Camporee Shirt - Pre-order Only

Remember your trip back to 1776 by ordering this awesome Camporee Long Sleeve with your registration. Orders will be fulfilled at the Camporee check-in. **We will not be ordering extra shirts** for purchase at the Camporee.

Adult sizes only. \$20.00 each, add \$2 for 2X and \$3 for 3X.

Shirt orders must be placed by 10PM on 9/30/26, to ensure on-time delivery. Order shirts during your online registration. If placing a shirt order before completing unit registration (late registrations are due October 9), contact lisa.marz@scouting.org to confirm order placement.

Shirt Graphic available on 8/8/26

Patrol “Colony” Registration Form

Troop # _____

Patrol 1 Name: _____

Patrol Leader: _____

How Many Patrol Members: _____

Patrol 2 Name: _____

Patrol Leader: _____

How Many Patrol Members: _____

Patrol 3 Name: _____

Patrol Leader: _____

How Many Patrol Members: _____

