

2026 Fall Camporee

Leader's Guide

Version 2 (updated 9-17-26)



October 9-11, 2026

Camp Louis Ernst
9139 State Highway 7
Dupont, IN 47231

Registration for the Event

Registration for the Fall Camporee should be done online [through the council calendar](#).

Registration closes: October 2, 2026

Check-in and Campsites

Friday arrival: Units may check in between 4:00 pm and 9:00 pm.

Check in at the pop-up shelter just past the main entrance, near the Ranger's House (see attached map). Please arrive as a unit, as this will expedite the Check-In process.

Bring a copy of your Registration Receipt and Complete Unit Roster. You will receive info about your campsite location at check in.

Trailers can be taken to campsites and dropped off. After dropping off trailers, tow vehicles must return to the parking area. No vehicles may remain in campsites. All vehicles must park in the designated parking areas. Overflow parking, if needed, will be coordinated at the check-in station.

Late arrival: If you plan on arriving after 9pm, please contact Adam Collins at 513-407-0250.

Leader/SPL Meeting

A Leader and SPL meeting will start Friday evening at 9:30 pm. Please meet at the Winter Cabin (see attached map).

Health and Safety Information

- A medical officer will be present. The designated First Aid Station will be at the Ranger's House (see attached map).
- Emergency facilities are located nearby at: Norton's King's Daughter's Hospital, located at 1373 E State Rd 62, Madison, IN 47250: [Location on Google Maps](#). No Participant shall be removed from camp without notifying the medical officer.
- Each unit should have a First Aid kit to handle minor injuries on their own.
- All prescription medications used by Scouts must be in possession of and dispensed by an adult unit leader and shall remain safe/secure/locked within your unit campsite.
- A completed health history (forms A, B1 and B2) with a parent or guardian signature, for each Scout attending, must be in the possession of the Unit Leader. Official BSA Health Forms are available on-line at: [medical forms](#)
- Inclement weather plans will be discussed at the Leader & SPL meeting on Friday evening.

IMPORTANT NOTE: All Scouts must remain off the dam.

2026 Fall Camporee Schedule

FRIDAY, October 9th

4:00PM-9:00PM Check-In
9:30PM Leader Meeting
10:00 PM Quiet Time (all Scouts must be in their campsites)
11:00PM Lights Out

SATURDAY October 10th

7:00AM-8:00AM Breakfast (Your Unit in Campsite)
8:15AM Flag Raising
9:00AM-12:00PM **Session1**
12:00PM-1:30PM Lunch (Your Unit in Campsite)
1:30PM-4:30PM **Session 2**
5:00PM Flag Lowering
5:30PM - 7:30 PM Dinner (Your Unit in Campsite)
8:00PM Closing Campfire (at Amphitheater, see attached map)
10:00 PM Quiet Time (all Scouts must be in their campsites)
11:00PM Lights Out

SUNDAY, October 11th

7:00AM-8:00AM Breakfast (Your Unit in Campsite)
8:00AM-11:00AM Tear Down & Check-Out

Campfires & Cooking Fires

- Wood fires will be permitted in above-ground portable fire pits or grills only. Remember to bring a firepan.
- Units should bring their own firewood to Camporee.
- Unused firewood at the end of the camporee can either return with the unit or can be placed neatly in the firewood locker near the Dining Hall.
- All meals to be prepared in unit campsites.

Grey Water Policy

All grey water shall be filtered to remove food particles and other solids before disposal. Filtering can be achieved using a strainer and paper towels or coffee filters.

Description of Events

IMPORTANT NOTE: Please note that IOLS training will be provided at the Dining Hall for the duration of the Camporee. We ask that Camporee participants not directly registered for the IOLS training remain quiet and respectful when near the Dining Hall area.

THEME: Gaming! We encourage units to get creative with costumes, props, decorations, campsite effects, etc. that celebrate gaming. There's lots to choose from!

PACKING LIST: Bring your favorite card games, board games, and field games to share with your unit and others! Please leave your electronic games at home.

MAIN EVENT: Our camporee is designed with a morning session (Session 1) and an afternoon session (Session 2). Each Session is identical. At check-in, Patrols will be assigned to participate in either the morning or the afternoon Session.

Each Session includes multiple stations where Scouts will earn points by demonstrating scout skills, teamwork, or, because it's a gaming-themed camporee, just plain luck! The Patrols with the most points at the end of the day will win the Camporee's Golden, Silver, or Bronze Meeples!

Stations (with associated skills) include:

- Minecraft (build your own torch). **Note:** Upon completion of a torch, the camp staff will stockpile the torches until our Closing campfire.
- Mario Kart (first aid stretcher race). BYO bananas!
- Battleship (teambuilding).
- Clue (orienteering).
- Jumanji (wilderness survival).
- Wingspan (birdwatching scavenger hunt)
- ...and Underwater Basket Weaving (rope skills)

Note: Patrols (and adult leaders!) not in a given Session are encouraged to participate in the Chess tournament, the Euchre tournament, the Wingspan-themed scavenger hunt, or to play games with others in the camping area! Additionally, **conservation projects** will be available at the Ranger's House if a Patrol would like to volunteer service hours and earn additional points!

Euchre tournament: Ongoing during Sessions 1 and 2, at the Shelter House near Primary Camping area.

Chess tournament: Ongoing during Sessions 1 and 2, at the Winter Cabin.

Field games: The field near the flagpole can be used for your Unit's field games.

Indoor board gaming areas: In the event of poor weather, there is limited space in the Winter Cabin and at the Shelter House for board gaming. The Chess and Euchre tournaments take precedence.

Check Out on Sunday

- All units are asked to follow the “Leave No Trace” camping guidelines.
- Pack it in / Pack it out—Please do not leave remnants of your camp behind.
- More about “Leave No Trace” on the Web at: www.scouting.org www.LNT.org
- All units must police their campsite prior to departure. Our friendly camp staff will inspect campsites before releasing units Sunday Morning. Please request a departure inspection at the check-in station near the Ranger’s House. We request inspections begin no earlier than 8am on Sunday morning.
- Trash should return with your unit.
- Camporee staff will hold Camporee patches until campsites are clean and unit is ready to leave.
- IMPORTANT – Only tow vehicles will be permitted to enter the camping area on Sunday. This is for the safety of the Camporee participants and to ensure that traffic congestion is kept to a minimum so that units can pack up and leave smoothly on Sunday.

...and Finally

This entire event was conceptualized, designed, and planned by the Scouts of Troop 693 in Bright, IN. Although adult leaders were involved with respect to safety and some higher-level decisions, the vast majority of this Camporee was developed by our youth members! This Camporee reflects more than 16 months of planning and testing by our Scouts. We would like to acknowledge the efforts put forth by our Scouts!

Game on!

Unit Roster

Unit Type _____

Unit # _____

Leader _____

Senior Patrol Leader _____

Number	Name	Position	Emergency Contact
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			

Leaders/Adults

Number	Name	Position	Emergency Contact
1			
2			
3			
4			