



THE AMAZING RACE

LEADER GUIDE

May 1st – 3rd, 2026

Chain O' Lakes State Park

Albion, Indiana

This guide contains all information leaders need to prepare their troops for the event.

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1. WELCOME & OVERVIEW

Welcome, Scout Leaders! We are thrilled to invite your troop to the Summit District Spring Camporee 2026. This year's theme — THE AMAZING RACE — promises an exciting, fast-paced weekend of scoutcraft competition, teamwork, and outdoor adventure.

Inspired by the classic race-around-the-world format, Scouts will rotate through six challenging stations spread across Chain O'Lakes State Park, putting their skills to the test in knot tying, fire building, first aid, orienteering, lashing, and search and rescue. Each station is a leg of the Race — every second counts and every skill matters!

This Camporee is designed to reinforce core Scouting skills, promote patrol teamwork, build leadership, and — above all — create lasting memories. We look forward to seeing your Scouts rise to the challenge!

“Be Prepared --- and race to victory!”

Volunteers are needed for this event to be judges and run each station. Preferably one adult from each Troop, although older scouts can be encouraged to help. If you are interested in helping with this event, please contact Jon Youse (jon.youse@gmail.com).

2. EVENT DETAILS AT A GLANCE

Event Name	Summit District Spring Camporee 2026 — The Amazing Race
Dates	Friday, May 1 – Sunday, May 3, 2026
Location	Chain O'Lakes State Park, 2355 East 75 South, Albion, Indiana 46701
Theme	The Amazing Race — Scoutcraft Challenge Circuit
Who May Attend	All registered Scout troops within Summit District; Webelos crossover patrols welcome. Cub Scouts are highly encouraged to attend. We'll have special stations for Cubs and their adult leaders can help navigate the park.
Patrol Size	Minimum 4, Maximum 8 Scouts per patrol (patrols over 8 will be split)
Registration Deadline	Friday, April 29, 2026 — No late registrations guaranteed. Contact Justin Arkkelin (260-760-9175 or justin.arkkelin@scouting.org) for registration questions.
Fee Per Scout	\$15.00 per registered person
Challenges	Knot Tying • Fire Building • First Aid • Orienteering • Lashing • Search & Rescue
Awards Ceremony	Saturday, May 2nd at Evening Campfire

3. SCHEDULE OF EVENTS

Friday, May 1, 2026 — Arrival Day

Time	Activity	Location/Notes
6 – 8:00 PM	Arrival, Check-In Opens	Race HQ – Youth Tent Area
8:30 PM	Race Staff & Volunteer Meeting	Race HQ
9:00 PM	Scoutmaster & SPL Meeting	Race HQ
11:00 PM	Lights Out	All campsites

Saturday, May 2, 2026 — Race Day

Time	Activity	Location/Notes
6 – 8:00 AM	Breakfast in Camp	Rise & shine!
8:45 AM	Race Briefing & Station Rotation Instructions	Race HQ
9:00 AM	THE AMAZING RACE BEGINS	All stations open
9 – 11:45 AM	Station Rotations — Legs 1–3	Get your next clue when the station challenge is complete
Noon – 1 PM	Lunch Break (troops return to campsites)	Individual campsites
1:00 – 3:00 PM	Station Rotations — Legs 4–6	Get your next clue when the station challenge is complete
3:00 – 4:30 PM	Free Time / Open Program	Throughout park
4:30 – 5:30 PM	Score Tabulation (Race Staff & Volunteers Only)	Headquarters Tent
6:00 PM	Dinner in Camp	Individual campsites
7:30 PM	Evening Campfire — Race Awards, Skits & Songs by Troops	Race HQ Fire Ring
11:00 PM	Lights Out	All Campsites

Sunday, May 3, 2026 — Departure Day

Time	Activity	Location/Notes
6 – 8:00 AM	Breakfast in Camp	Rise & shine!
8:30 AM	Non-Denominational Scouts' Own Service	Race HQ Fire Ring
9 - 11 AM	Check-out, Campsite Inspections	Race HQ
11:00 AM	All units depart	Main Gate

4. Registration & Fees

How to Register

All troops must register online through the [Calendar on the AWAC](#) website. Troop leaders are responsible for collecting Scout fees and submitting one registration per troop with total headcount.

Category	Fee
Registered Scout	\$15.00 per Scout
State Park Entrance Fee (paid at Entrance Gate)	\$7.00 per vehicle

Payment

Should be made during online registration if at all possible. Check or Cash is also accepted. Payment is due at check-in. For refunds for cancellations, contact Justin Arkkelin (260-760-9175 or justin.arkkelin@scouting.org).

Camping

Camping will be included in the cost for attendees. While we understand that Cubs often attend for only the daytime, we would like to encourage them to camp alongside their brother/sister Troops and to spend time fostering the connections they have between their youth and adults alike. This is a fantastic opportunity to prepare lunch and/or dinner together and share the things you have done as a Scout that have been the coolest for you!

Minimum / Maximum Participation

- Minimum patrol size: 4 Scouts (patrols below 4 will be merged with another patrol from their troop)
- Maximum patrol size: 8 Scouts
- Troops with more than 8 Scouts must register multiple patrols

5. CAMPING INFORMATION

Chain O'Lakes State Park

[Chain O'Lakes State Park](#) is a 2,678-acre park in Noble County, Indiana, featuring eleven lakes connected by the Hog Creek and Pigeon Creek waterways. The park provides an ideal backdrop for an Amazing Race adventure, with open fields, wooded trails, and varied terrain.

Address: [2355 East 75 South, Albion, Indiana 46701](#) | Phone: (260) 636-2654

Campsite Assignments

Troops will be assigned designated group camping areas within the Youth Tent Area at Chain O' Lakes. Each area accommodates up to two troops. Please do not move to a different site without checking with Race Headquarters.

Facilities

- Vault toilet facilities available in the Youth Tent Area.
- Vault toilets and restroom facilities available elsewhere as indicated on the State Park map.
- Potable water available at hydration stations throughout the event grounds.
- Trash and recycling stations at every camping cluster — Leave No Trace required.
- Electrical hookups: NOT available in group camping areas.
- Parking: Designated troop parking lot (a short walk from campsites — no vehicles in campsites).

Camp Cooking

All troops are responsible for their own meals. Bring sufficient food for Friday dinner through Sunday breakfast.

Leave No Trace

All units must practice Leave No Trace principles throughout the weekend. Carry your trash with you and dispose of it properly. Campsite inspection will be conducted Sunday morning.

6. SCOUTCRAFT CHALLENGE STATIONS

The Amazing Race consists of six scoutcraft stations — each representing a 'leg' of the race. Patrols rotate through all five stations during Saturday's competition. Rotation order is pre-assigned and starting clues will be distributed at the start of the race on Saturday.

- Be sure to demonstrate your Scout Spirit and teamwork at every station.
- Station tasks are first-come, first-served.
- Patrols should wait in designated areas for their turn at the station challenge.
- Use of Scout Handbooks to review how to perform station tasks is encouraged prior to the race.
- Patrols may receive point deductions if they refer to or study their handbooks during the race.
- Each Scout should be carrying their ten essentials.

Station Overview

Station	Challenge	Time Limit	Max Points	Location
Station 1	Knot Tying — The Rigger's Challenge	25 minutes	100 pts	TBD
Station 2	Fire Building — Spark & Flame	25 minutes	100 pts	TBD
Station 3	First Aid — Injury on the Trail	25 minutes	100 pts	TBD
Station 4	Orienteering — Navigate to Victory	25 minutes	100 pts	TBD
Station 5	Search & Rescue — Find the Lost Scout	25 minutes	100 pts	TBD
Station 6	Lashing - Create a Camp Gadget	25 minutes	100 pts	TBD

Station 1 — Knot Tying: The Rigger's Challenge

Required Knots: Square Knot • Bowline • Two Half Hitches • Taut-line Hitch • Clove Hitch • Sheet Bend • Sheepshank • Timber Hitch. Reference pages 365-370 in your handbook.

Challenge Description

Four patrol members will be randomly assigned two knots to tie from the required list. Scouts must tie the knot correctly and demonstrate its proper use within the time limit. Additional points are awarded for correctly tying a Sheepshank. Handbooks may not be used in any form during the challenge. Scouts should have these knots memorized.

Tasks

- Task 1: Individual knot tying — 2 knots per Scout (80 pts)
- Task 2: Tie a Sheepshank — Must also correctly describe how it is used (20 pts)

Scoring Notes

- Knots must be functional and properly formed to receive full credit
- Partial credit may awarded for correct technique with minor errors
- Scouts may attempt each knot only once during individual rounds

Station 2 — Fire Building: Spark & Flame

Materials Provided: Flint & steel • tinder • kindling • finger-sized fuel wood | No accelerants permitted
Reference pages 388-391 in your handbook.

Challenge Description

The patrol must build and light a fire using only the provided materials. The fire must burn through a 12-inch piece of cotton twine suspended 12 inches above the ground within the time limit. Scouts will demonstrate fire safety and responsible fire management.

Tasks

- Task 1: Gather fire safety equipment — 20 pts
- Task 2: Build and light fire using flint and steel; burn through the string — 60 pts
- Task 3: Properly extinguish fire and restore fire ring — 20 pts

Scoring Notes

- Full 60 points for burning the string; partial credit (30 pts) if fire is built correctly but string is not burned
- Mandatory 20 point deduction for any fire safety violation
- Bonus 10 points if fire is lit within first 5 minutes

Station 3 — First Aid: Injury on the Trail

Scenarios presented by station judges | Required first aid items provided | Scouts may not use personal phones during this station. Reference pages 111-115, 144-147, 149 in your handbook.

Challenge Description

Patrols will perform tasks to complete the emergency scenario. Station judges will evaluate the patrol's response using BSA First Aid standards. The scenario is designed to align with Tenderfoot through First Class requirements.

Tasks

- Task 1: Demonstrate the First Aid Method — assessment, treatment, and evacuation plan (34 pts)
- Task 2: Injury treatment — splint technique, sling use, and positioning (33 pts)
- Task 3: Moving the victim — Move the victim using the proper carry technique (33 pts)

Scoring Notes

- Full implementation of the First Aid Method is required for full points on Task 1.
- Patrols are evaluated on communication, calm demeanor, and correct technique.
- Bonus 10 points if every patrol member has a first aid kit with them.

Station 4 — Orienteering: Navigate to Victory

Equipment: Compass (each Scout should bring their own) | GPS devices NOT permitted
Reference pages 388-391 in your handbook.

Challenge Description

Patrols will be presented with a compass game at the station. The patrol must locate three checkpoints in sequence within the competition area. Each checkpoint has a pull card station. Patrols pull a single number card at each checkpoint and return to the start within the time limit. You must present the correct numbers to score full points.

Tasks

- Task 1: Map reading quiz — identify five map symbols. (20 pts)
- Task 2: Navigate to all three checkpoints in order using provided instructions and compass (60 pts, 20 per checkpoint)
- Task 3: Report back to judge with number cards and describe route taken (20 pts)

Scoring Notes

- Time bonus: 10 pts for returning more than 3 minutes early with all checkpoints found
- Compasses must be baseplate-style (button compasses are not acceptable for this event)

Station 5 — Search & Rescue: Find the Lost Scout

Scenario: A fellow Scout has slipped from the trail and fallen down a hill | Patrol must initiate a rescue

Challenge Description

The patrol will receive a scenario briefing and must plan and execute a simulated rescue operation in a designated woodland area. A 'lost Scout' will be at the bottom of a hill or ravine. The Patrol must assess the injuries and utilize the proper rescue knot to help get the lost Scout to safety. Judges evaluate systematic approach, communication, safety awareness, and speed.

Tasks

- Task 1: Assess the situation at the site of the fall. — 15 pts
- Task 2: Decide on an appropriate rescue action — 15 pts
- Task 3: Locate the subject, assess condition, and administer basic first aid — 40 pts
- Task 4: Successfully complete the rescue operation — 30 pts

Scoring Notes

- Patrols must demonstrate teamwork while completing the tasks.
- Bonus 10 pts for a member of the patrol tying a Bowline one-handed.

Station 6 — Lashings: Construct a Camp Gadget

Rope and Pioneering poles will be provided | Reference pages 371-378 in your handbook.

Challenge Description

Patrols will be given the description of the camp gadget to be made along with materials. The patrol should work together to create the gadget and tie the appropriate lashings. They will be given a task to accomplish with the gadget. Bonus points available if the patrol completes a second activity joining two pole together with the appropriate lashing.

Tasks

- Task 1: Construct the camp gadget and use the appropriate lashing techniques. — 70 pts
- Task 2: Utilizing the camp gadget, retrieve the object as directed by the judge. — 30 pts
- Task 3: lash two poles together to create a longer pole utilizing the correct technique — 10 pts

Scoring Notes

- Proper lashing technique must be utilized and the gadget must be sturdy.
- If lashings are loose or improperly constructed, the patrol cannot complete the challenge.

7. SCORING SYSTEM

The Amazing Race uses a cumulative point system. Each of the six stations is worth 100 points, for a maximum base score of 600 points. Additional bonus points may be earned as described in each station section.

Point Summary

Station	Challenge	Base Points	Max Bonus
Station 1	Knot Tying	100	—
Station 2	Fire Building	100	+10
Station 3	First Aid	100	+10
Station 4	Orienteering	100	+10
Station 5	Search & Rescue	100	+10
Station 6	Lashings	100	—
TOTAL		600	+40

Scout Spirit Award

The Scout Spirit Award is evaluated throughout the entire weekend by event staff. It is not tied to station performance. Criteria include:

- Patrol unity, cheer, and sportsmanship
- Adherence to Scout Oath and Law in camp and at stations
- Campsite appearance and camp spirit
- Participation in evening campfire (skits, songs, enthusiasm)

Tiebreakers

In the event of a tie in total points, the following tiebreaker order will be used:

1. Highest score on Station 5 (Search & Rescue)
2. Highest score on Station 3 (First Aid)
3. Coin toss supervised by Event Director

8. GENERAL RULES & GUIDELINES

To have a safe and successful camping experience, please read and follow all the following rules. In addition, Chain O' Lakes [State Park rules](#) must be followed. Scouts are expected to heed posted warnings or signs and to comply with directions from DNR Staff. It is the responsibility of the adults in charge to see that their Scouts know and understand these rules. Anyone caught violating the rules may be asked to leave the camp.

Camporee Policies

- Vehicle Speed limit is 15 mph. No passengers in the back of trucks or trailers. Vehicles are limited to main roads and parking areas only. Please, no vehicles in campsites or blocking roads.
- Firearms, explosives, and fireworks are prohibited.
- Please conserve natural resources and follow Leave No Trace Guidelines. No digging, trenching, or raking at any time.
- ABSOLUTELY NO cutting of brush or standing timber is allowed.
- Scouts are not allowed out of their site after lights out, except to and from the latrine. Please respect others during lights out. Scouters are asked to bring roaming Scouts to headquarters after lights out.
- No radios, stereos, music players, etc. are allowed in camp.
- Each unit is to furnish all of their own meals while at Camporee. Meals and snacks are not provided by the camporee.
- No pets or emotional support animals are permitted at the camporee. Service Animals are always welcome.

Scout Conduct

- All Scouts and leaders must abide by the Scout Oath, Scout Law, and the BSA Code of Conduct at all times
- Scouts must remain with their patrol at all times during competition and travel between stations
- Disrespectful behavior toward station judges, event staff, or other Scouts will result in immediate disqualification from that station
- No electronic devices (phones, tablets, etc.) during competition — timepieces are permitted

Competition Rules

- Patrols may not bring outside resources or reference materials to any station
- Adults and leaders may NOT assist Scouts during competition — observe only
- Scouts must wait for the starting signal before beginning each station
- Station judges' decisions are final; appeals must be submitted in writing to the Event Director within 30 minutes of the station's conclusion
- Any patrol found cheating or violating station rules will receive a zero for that station

Campsite Rules

- Quiet hours: 11:00 PM to 6:00 AM daily
- No open fires except in designated fire rings and fire pit areas
- Campfires must not be left unattended
- All food must be stored in animal-proof containers or vehicles overnight
- Vehicles are not permitted in camping areas at any time

Weather Policy

Chain O'Lakes State Park is a rain-or-shine event. Come prepared for variable spring weather. In the event of a severe weather watch or warning, all activities will pause and participants will shelter in the main pavilion structures. The Event Director retains the authority to modify the schedule for safety reasons.

9. SAFETY & FIRST AID

First Aid

First Aid will be available at Race Headquarters. However, each Troop should be able to take care of minor injuries. All Scouts must carry first aid kits as part of their Scout Essentials and with race items.

Medical Forms

Every participant (Scout and adult) MUST have a completed BSA Annual Health and Medical Record (Parts A and B) on file with their troop leader. Leaders are responsible for carrying these forms for their troop at all times during the event. Medical forms will be checked at registration.

Allergies & Special Medical Needs

Please note any severe allergies or special medical needs in the comments section of your registration form. This information will be shared only with event medical staff. Participants that utilize inhalers, EpiPens, etc. should carry those items with them during the event.

Emergency Procedures

- For any life-threatening emergency, call 911 immediately, then notify Event Staff
- Noble County Emergency: 911
- Chain O'Lakes State Park Office: (260) 636-2654
- Event Director on-site cell phone will be distributed at check-in
- All troop leaders should have their troop's medical forms immediately accessible

10. WHAT TO BRING — PACKING LIST

Each Scout Should Bring

- Full BSA field uniform (Class A) for closing campfire and awards; activity uniform (Class B) for competition
- Sleeping bag and sleeping pad or cot
- Tent (coordinate with patrol)
- Sufficient clothing for variable spring weather including rain gear and warm layers
- Sturdy, closed-toe footwear (no sandals or flip-flops during competition)
- Daypack or event bag for carrying personal items and Scout Essentials between stations
- Personal water bottle (minimum 32 oz) — hydration stations available
- Compass (baseplate style — required for Orienteering station)
- Pocketknife or multi-tool (Totin' Chip required for possession)
- Mess kit, cup, and utensils for meals
- Sunscreen and insect repellent
- Headlamp or flashlight with extra batteries
- Personal first aid kit (small)
- Any personal medications in clearly labeled container (report to Scoutmaster)

Each Patrol Should Bring

- Patrol flag and flag pole
- Patrol first aid kit
- Camp cooking equipment and sufficient food for all meals
- Rope (50 ft minimum) for knot and lashing practice
- Patrol scorecard (provided at check-in)

Each Troop Leader Should Bring

- BSA Medical forms (Parts A & B) for every participant
- Completed troop roster with emergency contacts
- Proof of payment / registration confirmation
- Two-deep leadership at all times (minimum two unrelated adults)

11. STAFF & VOLUNTEER INFORMATION

Volunteer Opportunities

This event would not be possible without dedicated adult volunteers. We need station judges, registration helpers, score tabulation staff, and campfire program leaders. If you or a member of your troop committee is willing to volunteer, please indicate this on your registration form.

Station Judges

Each of the six competition stations requires two to three trained judges. Judges must attend the mandatory judge orientation on Friday evening at 9:30 PM in Pavilion A. Judge packets including scoring rubrics, timing guides, and scenario scripts will be distributed at orientation.

Staff Check-In

Volunteers and staff should check in at the Staff Registration table (separate from participant check-in) upon arrival. Staff will receive event t-shirts, a judge packet, a radio/communication assignment, and their station materials.

12. AWARDS & RECOGNITION

Competition Awards

Award	Description
Amazing Race Champion	Patrol with highest total cumulative score
Silver Finisher	2nd place patrol
Bronze Finisher	3rd place patrol
Station Champion Award	Highest score at each of the five stations
Spirit Award	Best overall Scout spirit as judged throughout the weekend

Patches

All registered participants (Scouts and adults) will receive an exclusive Summit District Spring Camporee 2026 participation patch. Patches will be distributed at the Awards Ceremony at the closing campfire.

13. CONTACT INFORMATION

For questions, registration issues, or volunteer inquiries, please reach out to the Camporee planning team:

Role	Contact
Event Director	Summit District Camporee Chair — contact via your District Executive
Registration Questions	Submit via the Summit District Council website registration portal
Medical / Special Needs	Email district executive at least 2 weeks prior to the event
Chain O'Lakes Park	(260) 636-2654 chainolakes@dnr.in.gov
Emergency (Event Weekend)	On-site cell number distributed at Friday check-in

Summit District Spring Camporee 2026 — The Amazing Race

May 1–3, 2026 | Chain O'Lakes State Park, Albion, Indiana

On your marks — get set — SCOUT!