



Monon District

Steampunk

Winter Camporee 2026 Leader Guide





2026 Monon District Winter Camporee January 23-25, 2026

Camp Kikthawenund
7651 W 500 N, Frankton, IN 46044

REGISTER ONLINE: <https://scoutingevent.com/160-MONONwinter2026>

QUESTIONS? Contact Crew 125 (host) at SJLINMART@AOL.COM

Camporee Schedule

Activity	Time	Place
Friday		
Check-In	6:00 PM to 8:00 PM	Office behind Dining Hall
SPL & Scoutmaster Meeting	8:30 PM	Dining Hall
Quiet Hours Begin	10:00 PM	Campsites
Lights Out	11:00 PM	Campsites
Saturday		
Breakfast	unit choice	Campsites
Flag Raising	8:30 AM	Flagpoles
Machine Prep Session	8:45 AM to 11:45 AM	Campsites
Lunch	12:00 PM to 1:30 PM	Dining Hall
Machine Set Up	2:00 PM to 5:00 PM	Parade Field
Machine Activation	5:00 PM	Parade Field
Troop Time & Dinner	5:30 PM to 8:00 PM	Campsites
Evening Program	8:00 PM	Dining Hall
Quiet Hours Begin	10:00 PM	Campsites
Lights Out	11:00 PM	Campsites
Sunday		
Breakfast	unit choice	Campsites
Scout's Own Service	8:15AM	Dining Hall
Camp Clean-up and Teardown	8:45 AM to 10:00 AM	Campsites & Shared Areas
Check-Out	10:00 AM	Dining Hall

Registration and Preparation

Please register at <https://scoutingevent.com/160-MononWinter2026>. Cost is \$20 per Scout and \$15 per adult. Registration will remain open until January 21, 2026.

Please register as soon as possible. That will help the host troop plan for the expected number of scouts and adults. Your unit will not show up as registered until you pay for at least one participant. Once you initiate a reservation, save the transaction number. You can return to the registration website and update attendance and payment as often as needed until January 21, 2026.

Each unit's adult leader and assistant leaders should read and be familiar with the **Camporee Health & Safety Information** at the end of this leader guide. Please comply with these standards to help mitigate risk during the event. There are specific requirements that must be met in the following areas:

- Who May Participate in the Camporee?
- Health Pre-Screening, Health Forms, and Unit Roster
- Medications and Medical Devices
- Accidents, Incidents, and Illnesses
- Emergency Procedures and Camp Security
- Campsite Sanitation
- Food Handling
- Campsite Standards and Inspection
- Restricted Items



Arrival and Check-In

- Check-in is from 6:00 PM to 8:00 PM on Friday, January 23, 2026, in the office at the back of the dining hall
- A 3-ring binder containing all health forms and the Camporee Unit Roster form must be turned in at check-in. See details in the Camporee Safety & Health Information section at the end of this leader guide.
- Any out-of-council units must bring BSA registration details for all participants, and Safeguarding Youth Training credentials for adults, for verification.

- Participants will be issued a wrist band indicating that they have checked in. Any youth or adult who arrives after the rest of the troop has been checked in must be accompanied by the unit leader to the dining hall for check-in upon arrival.
- Units will be assigned a campsite at check-in.
- Each unit will be allowed one vehicle to travel to the campsite to deliver the gear and/or trailer. The one vehicle may remain at the unit campsite.
- Any units or day visitors arriving on Saturday must check in at the dining hall upon arrival.

Check-Out

- Check-out will be in the dining hall on Sunday morning following the Scouts' Own service and camp clean-up, including shared areas.
- To check out, a unit must present the pre-departure campsite inspection form completed by the unit's guide. Forms for both campsite evaluation during the program and pre-departure inspection will be provided at check-in, but a copy is included in this guide for reference.
- The binder of participant health forms will be returned to the unit at check-out. Forms that are not claimed as of the close of the event will be shredded.



Program

This camporee does not follow a traditional camporee format. Rather than rotating from station to station, we will focus on creating a massive, ingenious **Rube Goldberg Machine!**

What is a Rube Goldberg machine, you ask? According to Wikipedia, A **Rube Goldberg machine**, named after American cartoonist Rube Goldberg, is a chain reaction–type machine or contraption intentionally designed to perform a simple task in a comically overcomplicated way. Usually, these machines consist of a series of simple unrelated devices; the action of each triggers the initiation of the next, eventually resulting in achieving a stated goal.

Here are some videos to help you visualize the concept:

[A simple Rube Goldberg Machine](#)

[A complex Rube Goldberg Machine](#)

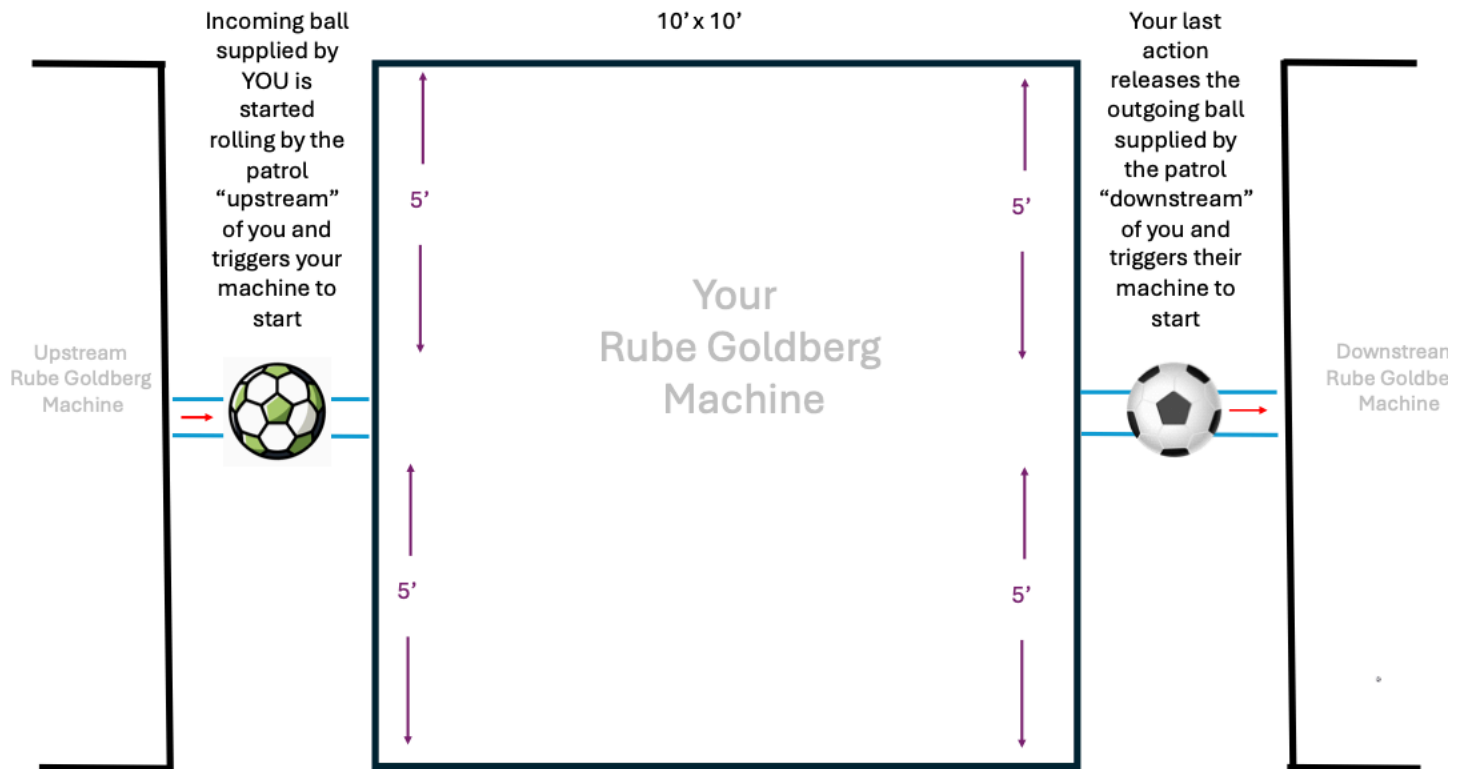


Some additional resources to help with designing your Rube Goldberg machine are available on the Scouts BSA Test Lab website for the potential [Physics merit badge](#). One of the requirement options for this pilot merit badge is to build a Rube Goldberg machine. Check out requirement 7b for links to videos with building tips. (And while you're on their site, learn more about the [Scouts BBA Test Lab](#) and how you can help launch a new merit badge!)

Saturday afternoon during the Camporee will be spent constructing our beautifully complex machine. Each patrol will be assigned a 10' x 10' space on the parade field beyond the flag poles. Within that space, you will construct your portion of the machine. Here's a very rough idea of how the field will be laid out, with the yellow squares representing each patrol's space. (Not drawn to scale or representative of the expected number of patrols.)

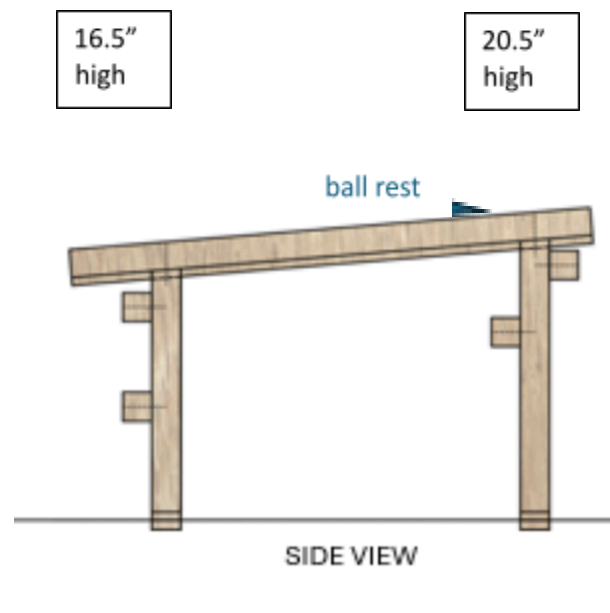


This diagram shows where your machine will be triggered and where you will trigger the machine after you, as seen from above.



The trigger to start your machine will be a soccer ball rolling down a “transition ramp” toward your machine. This ball will be started by your “upstream” neighboring patrol’s machine. **A picture of the transition ramp is shown below.** The transition ramp will be positioned at the midpoint of the 10’ side that you share with your “upstream” neighbor. The transition ramp is approximately 3 feet long and will sit in a space between you and your neighboring patrol. The lower end of the transition ramp, on which the incoming soccer balls rolls, is approximately 16.5” above the ground. Where exactly the ball hits your first trigger will depend somewhat on the size of the ball you provide. You will supply the soccer ball that rolls down the transition ramp to trigger your machine to start, so you will know the exact dimensions and weight of the ball coming at you and can practice and test using that ball.

The final action of your machine will be to pull the ball rest from the transition ramp that connects your machine to that of your “downstream” neighbor. This will release their soccer ball, allowing it to roll toward their machine and trigger their first action. The upper end of the transition ramp, on which the outgoing soccer balls rolls, is approximately 20.5” above the ground. The ball rest is a lightweight wedge-shaped piece of wood that will be placed just in front of the outgoing soccer ball at the top of the ramp.



Please click the link below to view a video demonstration. It shows the use of a soccer ball on a transition ramp to start a Rube Goldberg machine which ultimately releases a different soccer ball on a second transition ramp.

[Rube Goldberg with Transitions Demo](#)

In order to be prepared to set up your machine in the afternoon, you'll need to do some planning and testing ahead of time. Ideally, you'll design your machine in the weeks and months before the actual camporee. That way you'll have time to gather materials, test out ideas, and keep adding more steps to make the process as complex and creative as possible. The wackier and more intricate the better! Take a look at the scoring criteria below to see how each machine will be judged. Prizes are given for the best machines!

Rube Goldberg Machine Scoring

Simple Machines	2 points for each first successful inclusion of a simple machine. *	1 point for each subsequent successful inclusion of a simple machine previously used. *
Knots / Lashings	2 points for each first successful inclusion of a type of knot or lashing . *	1 point for each subsequent successful inclusion of a type of knot or lashing previously used. *
Complexity	2 points for each segment / mechanism / trigger point	
Task Completion	5 bonus points if no intervention needed for completion	2 points deducted for each intervention needed
Teamwork	Discretionary points may be awarded for patrols displaying exemplary teamwork where all patrol members are involved.	Discretionary points may be deducted for patrols in which teamwork is lacking or adults are taking over.
Theme	Discretionary points may be awarded for incorporating the Steampunk theme.	

* Successful inclusion means that it has to be functioning correctly and that it has to be part of the working mechanism structure. Simple machines or knots on display without a function in the machine do not score points. **Lashing added to user guide 12/8/2025.**

Please note that only scouts will be allowed in their 10x10 square. If interventions are required when a patrol's machine is running, it will be up to the scouts to solve the problem. Adults may stay within conversational distance.

Due to safety concerns, some items are NOT to be used in the construction of your machine. No knives or blades of any sort are to be used. (You cannot chop a string to trigger the next phase.) Similarly, no sharp projectiles may be used. (No launching a dart to pop a balloon to trigger the next phase.) Heavy objects (more than 5 pounds) may not be elevated above 4 feet off the ground. Please use common sense in determining whether a process may pose a risk to bystanders and find an alternate mechanism if it does.

You will have time on Saturday morning to do some initial tinkering and testing of your machine in your campsite before setting up in the parade field in the afternoon. **If your machine is working perfectly and you have extra time**, stop by the dining hall to check out the many STEM-related

displays and activities. There will also be some camp-wide activities to keep you moving and intrigued.

Theme

Machinery is a key component of the Steampunk genre, so we appreciate embracing Steampunk themes as you work on your machine. We encourage dressing in Steampunk attire, using gears in the building and decorating of your machine and campsite, and incorporating any other scout-appropriate Steampunk fun into the weekend.



Lunch!

A hot lunch will be provided in the dining hall for all registered participants. Please be as accurate as possible when registering number of attendees so we can ensure enough food for everyone without unnecessarily overbuying food and driving up costs.

Evening Program

After a day outside, we'll be taking the evening program into the dining hall. More information will be provided at the camporee.

Interfaith Scouts' Own Service

A brief Scouts' Own worship service will be held on Sunday morning. All units are requested to attend. Field ("Class A") uniform is appropriate attire. The service will be followed by presentation of camporee awards and final instructions for check-out and departure.

Monon Camporee Spirit Award

The Monon district camporee spirit award is presented to the unit that best demonstrates Scout Spirit during the camporee. Participants are expected to follow the Scout Oath and Law at all times. Evaluation is based on demonstration of Scout-like behavior by Scouts and adults. Enthusiasm, esprit de corps, creativity, and campsite appearance are also considered.

Special Items to Bring for Program Activities

- ❖ We recommend that each patrol supply a 10' x 10' pop-up shelter or tarp, under which you will set up your Rube Goldberg machine on Saturday afternoon. This will be helpful in the event of precipitation or if you want to suspend part of your contraption.
- ❖ A soccer ball that will trigger your machine to start.
- ❖ All materials needed to build your Rube Goldberg Machine

- ❖ Each Scout or patrol should bring the 10 essentials for outdoor activities: a pocket knife (and Totin' Chip), a first aid kit, extra clothing, rain gear, water, a light, trail food, matches and fire starters, sun protection, and a map & compass.
- ❖ In addition to a water bottle, each person should bring a cup (with your name on it) that is suitable for hot beverages.
- ❖ Klondike sleds or other sleds may be brought to the camporee for fun or transporting equipment and supplies but will not be used as part of the scheduled activities.

Personal Gear

A Scouting America field ("Class A") uniform is requested for arrival and for the Sunday morning Scouts' Own service. Activity ("Class B") uniform, or Scout-appropriate attire related to the steampunk theme, is suitable for other activities.

All campers should be prepared with a tent, cold-weather rated sleeping bag and pad, and the 10 Scout Basic Outdoor Essentials recommended by Scouting America for outdoor activities. See the winter camping packing list available at <https://scoutingevent.com/160-MononWinter2026>. Any youth who enters the dining hall after lights out must be accompanied by a buddy and two adult leaders from the unit. Campers are not permitted to stay overnight in the dining hall.



10 Scout Basic Outdoor Essentials



WATER BOTTLE: Drink plenty of fluids, even in cold weather. Use a lightweight, unbreakable container with a secure lid.

EXTRA CLOTHING: Temperatures can change during a trip. Have the clothing you need for warm days and cooler nights.

SUN PROTECTION: Use sunscreen, and wear lip balm with an SPF of at least 30. Apply early in the day, and reapply often.

FIRST-AID KIT: A few items will allow you to treat scratches, blisters and other minor injuries. They should also allow you to provide initial care while waiting for help for more serious injuries.

FLASHLIGHT: A lightweight flashlight, a headlamp or a rugged penlight should serve all your backcountry needs. Bring extra batteries, too.

TRAIL FOOD: Bring more than you think you'll need in case you get stuck (or lost) in the woods. Make your own trail mix, bring a small bag of granola and pack a handful of energy bars.

RAIN GEAR: Rain can come in a hurry, and getting your clothes drenched is more than just uncomfortable — it can lead to hypothermia. Have your rain gear easily accessible.

MAP AND COMPASS: A topographic map will help you identify landmarks along the way. Review your route-finding skills before you leave so you'll be sharp on the trail.

MATCHES AND FIRE STARTERS: Store matches or lighters in resealable plastic bags. Plan so that you won't need an open fire, but Be Prepared to build one in an emergency.

POCKETKNIFE: A useful all-purpose tool. Use it to cut a cord or pieces of food, whittle a stake, tighten a screw and more. Keep your knife sharp and clean.

CAMPSITE EVALUATION for TROOP/CREW _____

Each unit will be assigned a guide, who will do this inspection. The inspection should be done at a mutually agreeable time on Saturday before 4PM. The completed evaluation form should be submitted to the camporee headquarters for inclusion in the camporee scoring. *Place a check-mark next to satisfactory items.*

General Appearance

✓

No litter in campsite _____
 Personal gear is properly stowed _____
 Troop gear is properly stowed _____
 Appearance of tents is neat _____
 Area under shelter is neat _____
 Campsite is embellished with theme _____

Patrol Method

✓

Patrol sites are easily identifiable _____
 SPL knows each patrol's name _____
 Patrol sites are neat and clean _____

Posting

American flag is displayed _____
 Troop and patrol duty rosters posted _____
 Menus are posted _____

Campsite Health and Safety

Latrine is clean and well stocked _____
 Washstand area is clean _____
 First aid kit is stocked and available _____
 Walking areas are clear _____
 Trailer properly chocked, if present _____
 Axe yard set up, if woods tools used _____

Outdoor Ethics

Fire only in ring or above-ground pan _____
 Fire monitored or cold out _____
 Ashes and burnt wood only in fire ring _____
 Respect for other campers _____



PRE-DEPARTURE CAMPSITE INSPECTION for TROOP/CREW _____

At check-in, each unit will be assigned a guide, who will do this inspection. The inspection must be done on Sunday morning after personal and unit gear is packed. The completed inspection form must be brought to Check-Out in order to claim unit health forms and camporee package. *Place a check-mark next to satisfactory items.*

	✓
No litter (campsite has been policed)	
Troop gear is packed	
Personal gear is packed	
Picnic tables are where they belong	
Ashes and burnt wood are only in fire pit	
No camp equipment is damaged	
Any campsite embellishments are removed	
Latrine area is clean	
Washstand area is clean	

Outdoor Ethics

Units must adhere to the principles of Leave No Trace while in camp. General camp guidelines:

- Fires are allowed in fire pits or above-ground fire pans only. Fires must be tended at all times, and must be cold out when leaving the campsite. Ashes and burned wood should be left only in fire rings.
- Be respectful of wildlife and fellow campers by minimizing noise. Respect the quiet hours and lights out schedule.
- Do not cut down live vegetation unless directed by the Camp Ranger.
- Travel on established paths and durable surfaces.
- Dispose of waste in proper receptacles.
- Do not dig holes for any reason, including gateway construction.
- Observe, but do not feed or interact with, wildlife.



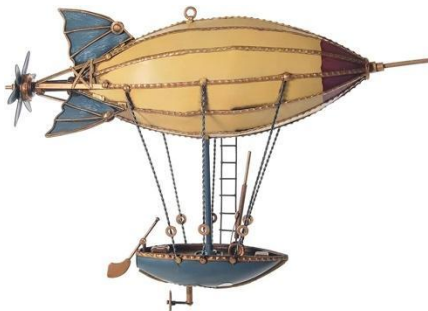
Firewood

You may bring firewood into Camp Kikthawenund if

- It is kiln-dried scrap lumber with no bark.
- It is from your home or another Indiana location and bark has been removed.
- It bears a USDA or Indiana state compliance stamp, or is purchased from a camp store or firewood vendor.

Food & Cooking Equipment

All meals except Saturday lunch are provided by units and cooked in campsites. Please minimize waste, including food, packaging, and disposable paper/plastic/foam goods. Dispose of food scraps and dishwashing water appropriately. Cool it, strain it, and distribute it outside of campsite areas.



Camporee Health & Safety Information

(to be included in the Leader Guide for each camporee)

Who May Participate in the Camporee?

Camporees are open to Scouts BSA troops and Venturing crews in the host district (or division). Units from other parts of the Crossroads of America Council may register and participate if capacity is available. Units from other councils may inquire about possible participation.

Each participating unit is responsible for providing adequate adult supervision. All adults who stay overnight must be registered in paid unit roles and have current BSA youth protection training (completed within the last two years). At least two adults age 21+ must be in attendance at all times. The unit leader is responsible to ensure these requirements are met. In addition to satisfying the two-deep leadership requirement, units must have at least one adult present for every 8 youth. In girl troops, at least one of the registered leaders over age 21 must be female. If linked boy and girl troops participate, each troop must separately meet the adult supervision requirements.

Troops may host 5th grade Arrow of Light Scouts as part of their unit contingent. If an Arrow of Light Scout stays overnight, his/her trained, registered parent or guardian must also be present. These youth and adult visiting participants must meet all health and safety considerations applicable to other participants, and must be included on the troop's camporee unit roster. They should be included in the patrols formed for camping, eating, and participation in camporee activities.

The buddy system is employed by youth at all times. A buddy group includes either 2 boys, 2 girls, 3 boys, 3 girls, 2 boys + 1 girl, or 2 girls + 1 boy, all of whom are within 3 years of the same age. Same-gender siblings may be buddies, regardless of age, if approved by their parent/guardian. Tent-mates are the same gender, and within 2 years of the same age. Same-gender siblings may tent together, regardless of age, if approved by their parent/guardian. Scouts do not share tents with adults, including their parent, except in extraordinary circumstances (such as a Scout with special needs).

Health Pre-Screening, Health Forms, and Unit Roster



Campers should not participate if they are experiencing any symptoms of infectious disease, including fever, vomiting, diarrhea, or cough. Unit leaders are asked to screen all participants prior to arrival at the camporee. For more information about pre-event medical screening, see the checklist available at

www.scouting.org/health-and-safety/safety-moments/pre-eventmedical-screening.

A current BSA Part A/B health form is required for each youth and adult overnight camporee participant. The unit leader is responsible (but may delegate to another unit adult) to collect health forms, complete the unit camporee roster, and place the roster and health forms in a 3-ring binder that must be provided to the camporee health officer at check-in. The unit number should be placed on the spine of the binder for quick identification.

The unit must, through direct familiarity with a participant's medical history, or by reviewing health forms submitted by participants, identify any medical alerts that the camporee health officer should be aware of. These include participants with mobility issues requiring assistance, rescue medications such as epi pens or inhalers, acute environmental or food allergies, seizure disorders, or other conditions that might reasonably require monitoring or contribute to a medical emergency during the camporee.



Medications and Medical Devices

Unit adults are responsible to collect and administer youth medications in their unit during the camporee. The unit must have and use its own process to track the frequency and dosage of medications to be taken, and log that they have been administered to the youth. The unit should be prepared to share this documentation if requested by the camporee health officer for a spot check.

If a unit has any medications that require special handling, such as refrigeration, the camporee health officer should be informed at check-in. Emergency-use medications (Epi-pens, inhalers, etc.) should be kept on the person to whom they are prescribed.

Participants who use C-PAP machines or other medical devices must generally make their own arrangements for charging. They may inquire of the camporee host or health officer if there are exceptions at a particular event.

Accidents, Incidents, and Illnesses

Each unit must have a stocked first aid kit available and accessible to unit participants. It is expected that minor first aid treatment is rendered by unit adults in the campsite. Illnesses or injuries requiring further treatment or assistance should be brought to the attention of the camporee health officer. The health officer's location and contact information will be shared at the leader meeting at the start of the event.

Leaders and participants are required to report any accidents, incidents, or illnesses occurring during the camporee which were addressed by individuals or unit leaders and

required treatment beyond minor first aid. The camporee health officer is required to document each accident, incident, or illness on the BSA first aid form. This form is submitted to the council following the event. (In the event no accidents, incidents, or illnesses occurred, the report is still submitted.)

Emergency Procedures and Camp Security

Unit adults and youth leaders will be briefed at the opening of the camporee on camp-specific emergency procedures. An overview of key emergency procedures will be shared with all participants at the Saturday morning flag raising.

At some events, participants will be issued a wrist band indicating that they are authorized to be in camp and have been checked in. The host will provide information on this at check-in. Regardless, all participants are asked to be observant of any unauthorized activities or attendees, and to report them promptly to the camporee host or camp ranger. Any youth or adult participant who arrives after the rest of the unit has been checked in – including any day visitors – must be accompanied by the unit leader for check-in upon arrival.

Campsite Sanitation

Facilities differ by camp but, at a minimum, include primitive pit toilets in or near campsites, and a central bathroom facility with flush toilets. Details about access to facilities will be provided to unit leaders upon arrival.



Unit leaders must monitor camp bathroom facilities and provide supervision as required to keep the areas sanitary and presentable. Issues which cannot be remedied by the unit should be reported to the camporee host.

Use of cameras or other electronic devices in and around bathroom and shower facilities is prohibited due to privacy considerations.

To reduce the spread of infectious or food-borne illnesses, units are strongly encouraged to have hand sanitizer available in their campsites for use prior to food preparation and after bathroom use.

Food Handling

If food is prepared and served to camporee participants, a certified ServSafe food handler must oversee the food storage, preparation, and service. Patrol cooking in unit campsites does not

require this oversight, but unit leaders should be alert to any food safety considerations and ensure good practices are used.

Campsite Standards and Inspection

The campsite reflects the unit's pride, and must adhere to Scouting America and camp safety and health standards. Campsites will be inspected during the camporee, and any deficient areas must be addressed by the unit. Units may be asked to assist the host by completing assessments of other unit campsites. Checklists are available for conducting campsite reviews.

Prior to departure, each unit campsite must pass inspection by the camporee host. The predeparture inspection will include health and safety as well as Leave No Trace considerations.

Restricted Items

Alcoholic beverages and illegal drugs are not permitted in camp. Possession or use of them on camp property will be cause for removal from the camp.

At most camp properties, vehicles are not permitted in campsites. One vehicle may be allowed to make a single trip to the campsite for troop and personal gear during check-in and check-out. Details for each event will be explained at check-in. Only camp service vehicles are allowed on camp roads during the activity portion of the camporee.

Smoking is prohibited in camp, per state law and BSA policy. This includes electronic nicotine delivery systems. All buildings are smoke-free environments. Smoking in campsites or outside the entrance or exit of any building is not permitted. There may be a designated smoking area near the camp entrance or parking lot. Participants may inquire at check-in if an area is available.



