



FORGED BY FIRE

CROSSROADS OF AMERICA COUNCIL

2026 MONON DISTRICT FALL CAMPOREE

OCTOBER 16-18 AT CAMP RANSBURG

OVERVIEW INFORMATION

- \$20 PER PERSON
- TROOPS/PATROLS ARE ENCOURAGED TO PARTICIPATE IN THE CLOSING CAMPFIRE!
PLEASE PREPARE A SKIT OR SONG ON THE THEME FORGED BY FIRE!
- NEED TO BRING LONG PANTS AND CLOSED TOED SHOES IF YOU WANT TO PARTICIPATE IN METALWORKING
- EMAIL CHERLT@OUTLOOK.COM AND MDBOYD68@GMAIL.COM WITH ANY QUESTIONS

WHY IS THIS EVENT SPECIAL

- THERE WILL BE A METALWORKING STATION
- THERE ARE DIFFERENT STATIONS IN THE MORNING AND IN THE AFTERNOON
- SERVICE PROJECTS INCLUDING CONSERVATION SERVICE
- AN IRON CHEF COMPETITION
- YOU CAN WIN THE MONON SPIRIT AWARD

- **IT IS A RECRUITING EVENT**
 - **AOL SCOUTS CAN ATTEND THE CAMPOREE UNDER SCOUTING AMERICA RULES AND REGULATIONS AS LONG AS THEY ATTEND UNDER THE SUPERVISION OF REGISTERED TWO-DEEP LEADERSHIP FROM THEIR PACK/DEN, INCLUDING A LEADER WITH BASIC ADULT LEADER OUTDOOR ORIENTATION (BALOO) TRAINING.**

CHECK-IN/ ARRIVAL PROCEDURES

- **SCOUTING UNITS MAY ARRIVE AT CAMP RANSBURG BETWEEN 6:00 PM AND 8:00 PM ON FRIDAY, OCTOBER 16, 2026. EVENT STAFF WILL BE LOCATED NEAR THE PICNIC AREA . UNITS MUST PRESENT ALL REQUIRED HEALTH FORMS, STORED IN THREE-RING BINDERS, AT THE TIME OF ARRIVAL. UNITS WILL NOT BE ALLOWED TO CHECK IN WITHOUT PROPER, TWO-DEEP LEADERSHIP PRESENT AT THE TIME OF ARRIVAL. ANY SCOUTS OR SCOUTING UNITS WHO PLAN TO ARRIVE AFTER 8:00 PM MUST CONTACT THE CAMP EVENT CHAIR TO INFORM HER OF THESE PLANS AND TO MAKE ARRANGEMENTS FOR LATE ARRIVAL.**
- **UNIT TRAILERS MAY BE PARKED AT THE UNIT'S ASSIGNED CAMPSITE. ALL ATTENDEE VEHICLES MUST BE PARKED IN THE CAMP PARKING LOT AND MUST REMAIN THERE FOR THE DURATION OF THE EVENT, UNLESS PARKING A UNIT TRAILER (VEHICLE MUST BE REMOVED TO THE PARKING LOT WHEN THE TRAILER IS SET).**

DEPARTURE PROCEDURES

- ANY ATTENDEE WHO MUST LEAVE PRIOR TO THE END OF THE EVENT MUST NOTIFY EVENT STAFF. A SIGN-IN/SIGN-OUT SHEET WILL BE LOCATED IN THE HEALTH OFFICE.
- TO CHECK OUT, A UNIT MUST PRESENT THE PRE-DEPARTURE CAMPSITE INSPECTION FORM COMPLETED BY THE UNIT'S ROVER. (THESE ASSIGNMENTS WILL BE MADE AND FORMS WILL BE PROVIDED AT CHECK-IN FOR BOTH THE CAMPSITE EVALUATIONS AND THIS PRE-DEPARTURE CAMPSITE INSPECTION.)

SCHEDULE

FRIDAY

6-8:30PM: CHECK-IN

8:20PM: SPL/SM MEETING

9PM: GAME- CAPTURE THE FLAG

10PM: QUIET TIME

11PM- LIGHTS OUT

SATURDAY

8:30AM: MORNING FLAGS

9-11:30AM: MORNING STATIONS

1:30-4PM: AFTERNOON STATIONS

2:45PM: IRON CHEF COMPETITION CLOSE

3PM: IRON CHEF JUDGING

4PM: FREE TIME

5:30PM- EVENING FLAGS

6:30PM: FIELD GAMES

8PM: CAMPFIRE

10PM: QUIET TIME

11PM: LIGHTS OUT

SUNDAY

7:30AM: CAMP WAKE-UP

8:30AM: MORNING FLAGS

9AM: SCOUTS OWN

9:15AM AWARD CEREMONY

9:45 AM CAMP CLEAN-UP/CHECKOUT

STATIONS

- **RING OF FIRE**

- WELCOME TO THE RING OF FIRE! YOUR PATROL MUST TOLL ROPE RINGS ONTO THE STAKES. ONCE EVERY SCOUT IN YOUR PATROL HAS SUCCESSFULLY LANDED A RING, THE PATROL WILL MOVE BACK TO THE NEXT DISTANCE AND TRY AGAIN. CONTINUE ADVANCING THROUGH EACH DISTANCE UNTIL ALL STATIONS HAVE BEEN COMPLETED. THE GOAL IS TO WORK TOGETHER AND COMPLETE ALL DISTANCES IN THE FASTEST TIME POSSIBLE. ACCURACY IS JUST AS IMPORTANT AS SPEED, SO STAY FOCUSED AND ENCOURAGE YOUR TEAMMATES.

- **MOLTEN METAL MAZE**

- WELCOME TO THE MOLTEN METAL MAZE! YOUR PATROL MUST MOVE YOUR 'MOLTEN METAL' FROM ONE BUCKET TO THE OTHER USING ONLY A SPONGE. THE FIRST SCOUT WILL SOAK THE SPONGE IN THE WATER BUCKET AND PASS IT OVER THEIR HEAD TO THE NEXT SCOUT. THAT SCOUT WILL PASS IT UNDER THEIR LEGS TO THE NEXT PERSON. CONTINUE ALTERNATING OVER-AND-UNDER DOWN THE LINE UNTIL THE SPONGE REACHES THE LAST SCOUT, WHO WILL SQUEEZE THE WATER INTO THE EMPTY BUCKET. WORK QUICKLY AS THERE MIGHT BE OTHER CHALLENGES DURING THE TIME, BUT BE CAREFUL— EVERY DROP COUNTS! WHEN TIME IS UP, THE PATROL WITH THE MOST WATER COLLECTED IN THEIR BUCKET WINS. YOU WILL HAVE 5 MINUTES.

- **HEAT OF THE MOMENT**

- THINK FAST—BECAUSE THE CLOCK IS TICKING! IN HEAT OF THE MOMENT, YOUR PATROL WILL FACE A SERIES OF PUZZLES, RIDDLES, AND CHALLENGES THAT MUST BE SOLVED BEFORE TIME RUNS OUT. JUST LIKE A BLACKSMITH WORKING AT A BLAZING FORGE, YOU'LL NEED TO STAY CALM UNDER PRESSURE, THINK CLEARLY, AND WORK TOGETHER TO SUCCEED. EVERY SECOND COUNTS AS YOUR PATROL RACES AGAINST THE CLOCK TO UNLOCK CLUES, SOLVE PROBLEMS, AND PROVE THAT YOU CAN HANDLE THE HEAT. WILL YOUR TEAM CRACK THE CODE BEFORE TIME RUNS OUT, OR WILL THE PRESSURE OF THE FORGE BE TOO MUCH?

- **FORGE RESCUE**

- WELCOME TO FORGE RESCUE! AN ACCIDENT HAS OCCURRED AT THE FORGE, AND INJURED WORKERS NEED YOUR HELP. YOUR PATROL MUST ASSESS THE SITUATION, PROVIDE PROPER FIRST AID, AND SAFELY ASSIST THE VICTIM. STAY CALM, WORK TOGETHER, AND REMEMBER: A TRUE SCOUT IS ALWAYS PREPARED TO HELP OTHERS. READY TO ANSWER THE CALL? BEGIN!

- **FLOOR IS LAVA**

- THE FORGE IS BLAZING, AND THE GROUND HAS BECOME MOLTEN! YOUR PATROL MUST CROSS USING ONLY THE BOARDWALK. WORK TOGETHER, KEEP YOUR BALANCE, AND MAKE SURE NO ONE STEPS OFF. IF A SCOUT FALLS INTO THE FORGE, YOUR PATROL MUST START OVER. READY? CROSS THE FORGE!

- **FIRE & STEEL**

- WELCOME TO FIRE & STEEL. USING ONLY FLINT AND STEEL, YOUR PATROL MUST START A FIRE AND HAVE IT BURN FOR TEN MINUTES WITHOUT GOING OUT. IF IT GOES OUT REBUILD IT AS QUICK AS POSSIBLE AS YOUR TIME DOES NOT STOP. READY! SET! LIGHT!

- **THE MATERIAL TRAIL**

- WELCOME TO THE MATERIAL TRAIL! BEFORE A BLACKSMITH CAN FORGE STEEL, THEY MUST FIRST FIND THE IRON ORE. USING YOUR COMPASS AND NAVIGATION SKILLS, FOLLOW THE COURSE AND SEARCH FOR HIDDEN IRON ORE TOKENS ALONG THE WAY. WORK TOGETHER, STAY ON YOUR BEARINGS, AND COLLECT THE ORE AS FAST AS YOU CAN.

- **THE TEMP. IS RISING**

- THE TEMPER TEST CHALLENGES SCOUTS TO WORK TOGETHER UNDER PRESSURE BY RELYING ON TRUST, COMMUNICATION, AND PATIENCE. IN THIS ACTIVITY, ONE SCOUT IS BLINDFOLDED WHILE TEAMMATES GUIDE THEM THROUGH A DESIGNATED PATH OR OBSTACLE COURSE USING ONLY VERBAL INSTRUCTIONS. ALONG THE WAY, SCOUTS MUST REMAIN CALM, LISTEN CAREFULLY, AND SUPPORT ONE ANOTHER AS THEY NAVIGATE THE COURSE.
- **SURVIVAL FORGE**
 - IMAGINE YOU ARE IN THE WILDERNESS WITHOUT MODERN EQUIPMENT. BEFORE YOU CAN BUILD, YOU MUST FIRST CREATE A TOOL FROM MATERIALS FOUND IN NATURE. ONCE YOUR TOOL IS COMPLETE, USE IT TO HELP YOUR PATROL BUILD THE ASSIGNED STRUCTURE.
- **FORGE THE CHAIN**
 - WELCOME TO THE FORGE THE CHAIN! A BLACKSMITH DOESN'T CREATE A CHAIN WITH A SINGLE PIECE OF METAL—HE FORGES IT ONE LINK AT A TIME. TODAY YOUR PATROL WILL DO THE SAME. EACH SCOUT WILL RECEIVE A SECTION OF ROPE AND BE ASSIGNED A KNOT. ONE BY ONE, YOU MUST TIE YOUR KNOT CORRECTLY TO CONNECT YOUR ROPE TO THE GROWING CHAIN. WHEN EVERY SCOUT HAS ADDED THEIR LINK, YOUR CHAIN WILL BE TESTED.
 - REMEMBER: A CHAIN IS ONLY AS STRONG AS ITS WEAKEST LINK. WORK TOGETHER, CHECK EACH OTHER'S KNOTS, AND MAKE SURE EVERY CONNECTION IS SECURE. DON'T KNOW THE KNOTS? MIGHT WANT TO CHECK YOUR SURROUNDINGS FOR BOOKS THAT COULD ASSIST YOU IN YOUR JOURNEY.
- **FORGE MASTER'S EYES**
 - WELCOME, SCOUTS, TO THE FORGE MASTERS EYE! A MASTER BLACKSMITH MUST NOTICE EVERY DETAIL—ONE MISTAKE CAN RUIN AN ENTIRE PIECE OF WORK. TODAY, YOU'LL TEST YOUR POWERS OF OBSERVATION. YOU WILL HAVE 60 SECONDS TO STUDY A COLLECTION OF CAMPING AND SURVIVAL ITEMS. LOOK CAREFULLY, BECAUSE WHEN TIME IS UP, THE ITEMS WILL BE COVERED AND YOU WON'T GET ANOTHER CHANCE TO SEE THEM. THEN, WORKING AS A PATROL, YOU'LL HAVE TO RECALL AND IDENTIFY AS MANY ITEMS AS POSSIBLE. THE PATROL WITH THE SHARPEST EYES AND THE BEST MEMORY WILL PROVE THEY HAVE THE EYE OF A TRUE FORGE MASTER! PAY ATTENTION. EVERY DETAIL MATTERS. ANY QUESTIONS? YOUR 60 SECONDS BEGIN... NOW!

AWARDS

- THE MONON SPIRIT AWARD
- THE BEST FIRST YEAR PATROL
- 1ST, 2ND, AND 3RD OF EACH STATION
- 1ST, 2ND, AND 3RD OVERALL
- 1ST, 2ND, AND 3RD FOR IRON CHEF

MONON SPIRIT AWARD RUBRIC

- JUDGING FOR THE SPIRIT AWARD IS BASED ON THE DEMONSTRATION OF SCOUT SPIRIT BY SCOUTS, SCOUTERS, PATROLS AND THE UNIT AS EMBODIED IN THE SCOUT OATH, SCOUT LAW, SCOUT MOTTO, AND THE SCOUT SLOGAN. THE SPECIFIC ACTIONS OF EACH SCOUT NEED TO BE CONSIDERED ALONG WITH HOW WELL THE UNIT AND THE PATROLS WORK TOGETHER. IMPORTANT POINTS TO CONSIDER ARE THE EFFECTIVENESS OF BOY LEADERSHIP IN THE PATROL AND HOW WELL THE LEADERS SET THE EXAMPLE FOR THE REST OF THE UNIT. SOME THINGS TO LOOK FOR IN JUDGING THE UNITS ARE:
 - ARE THEY PREPARED FOR THE EVENT OR ACTIVITY?
 - DID EVERYONE PARTICIPATE IN THE EVENT OR ACTIVITY?
 - DO THEY WORK AS AN EFFECTIVE GROUP?
 - ARE THEY PROPERLY UNIFORMED?
 - DO THEY SHOW “ESPRIT DE CORPS”?
 - ARE ALL THE SCOUTS DOING THEIR PART?
 - ARE THE SCOUTS AND THEIR AREA CLEAN?
 - ARE THEY ON TIME?
 - ARE THEY HAVING A GOOD TIME?
 - IS THE SCOUT LAW BEING FOLLOWED?
 - WAS A GOOD TURN DONE?
 - WAS THE OUTDOOR CODE FOLLOWED?

- DID THEY FOLLOW LEAVE NO TRACE PRINCIPLES?
- WERE THINGS DONE SAFELY?
- ARE THEY COURTEOUS TO EACH OTHER AND TO OTHERS? WERE QUIET TIMES OBSERVED?
- WERE THE REGULATIONS OF THE CAMPOREE FOLLOWED?
- JUDGING THE POSITIVE ASPECTS OF EACH UNIT IS PREFERRED. NEGATIVE ASPECTS SHOULD BE CONSIDERED BUT NOT EMPHASIZED. UNIT SIZE IS NOT A FACTOR IN JUDGING UNITS.

FOOD

- FOOD WILL NOT BE PROVIDED FOR PARTICIPANTS. TROOPS WILL COOK AT THEIR CAMPSITES.
- STAFF ARE PROVIDED FOOD. MORE INFORMATION WILL BE SENT OUT TO STAFF.
- IRON CHEF COMPETITION WILL HAPPEN SATURDAY AFTERNOON. PATROLS, TROOPS, AND ADULTS CAN ENTER THE COMPETITION. PLEASE BRING EVERYTHING YOU WILL NEED TO MAKE YOUR DISH. IF YOU NEED A DUTCH OVEN PLEASE REACH OUT TO THE EVENT CHAIR ASAP.

OUTDOOR ETHICS

- UNITS MUST ADHERE TO THE PRINCIPLES OF LEAVE NO TRACE WHILE IN CAMP.
GENERAL CAMP GUIDELINES INCLUDE:
 - FIRES ARE ALLOWED IN FIRE PITS UNLESS DIRECTED OTHERWISE. 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 TO WILDLIFE AND FELLOW CAMPERS BY MINIMIZING NOISE.
 - RESPECT LIGHTS OUT AND QUIET HOURS.
 - DO NOT CUT DOWN LIVE VEGETATION UNLESS DIRECTED BY THE SERVICE CHAIR.

- TRAVEL ON ESTABLISHED PATHS AND DURABLE SURFACES ONLY.
- DISPOSE OF WASTE IN THE PROPER RECEPTACLES.
- OBSERVE BUT DO NOT FEED OR INTERACT WITH WILDLIFE.

HEALTH & SAFETY

- ALL ATTENDEES MUST REGISTER AND HAVE COMPLETE HEALTH FORMS PART A & B ON ARRIVAL.
- EACH UNIT MUST SUBMIT A ROSTER WITH WHICH NAMES YOUTH AND ADULT PARTICIPANTS, NOTES THAT A COMPLETE HEALTH FORM IS PROVIDED FOR EACH PARTICIPANT, AND HIGHLIGHTS ANY MEDICAL ALERTS.
- ALL ADULTS IN ATTENDANCE MUST HAVE UP-TO-DATE SAFE GUARDING YOUTH TRAINING (SGY), REGARDLESS OF THEIR REGISTRATION STATUS WITH BSA.
- IN THE EVENT OF A WEATHER EMERGENCY THE JACKSON, INLOW, AND RIDGE 5 SHOWER HOUSE ARE THE CLOSEST LOCATION FOR CAMPERS TO SEEK SHELTER. ADDITIONALLY IF SCOUTS AND SCOUTERS ARE FURTHER AWAY DURING INCLEMENT WEATHER THERE ARE EMERGENCY POST ON EACH RIDGE.
- TO AVOID THE OCCURRENCE OF A LOST SCOUT THE BUDDY SYSTEM SHOULD ALWAYS BE UTILIZED AND ALL SCOUTS SHOULD INFORM AN ADULT OF WHERE THEY WILL BE TRAVELING. IF THERE IS A LOST SCOUT REPORTED ALL SCOUTS AND SCOUTERS WILL RETURN TO THEIR CAMPSITE FOR A ROLL CALL.
- ALL PARTICIPANTS WILL RECEIVE A WRISTBAND AT CHECK-IN. THE WRISTBANDS ARE A VISIBLE IDENTIFIER THAT THE PERSON WEARING THE BAND IS PERMITTED TO BE IN CAMP. INDIVIDUALS OBSERVED WALKING THROUGH CAMP WITHOUT A WRISTBAND, OR WHO CANNOT PRODUCE ONE UPON REQUEST, SHOULD BE ESCORTED TO THE CAMPOREE HEADQUARTERS. IF ONE OF YOUR CAMPERS LOSE THEIR WRIST BANDS DURING THE WEEKEND GO TO THE HEALTH LODGE AND GET A NEW ONE.

RESTRICTED ITEMS

- **PHYSICAL VIOLENCE, SEXUAL ACTIVITY, EMOTIONAL ABUSE, SPIRITUAL ABUSE, UNAUTHORIZED WEAPONS, HAZING, DISCRIMINATION, HARASSMENT, INITIATION RITES, BULLYING, CYBERBULLYING, THEFT, VERBAL INSULTS, DRUGS, ALCOHOL, AND PORNOGRAPHY HAVE NO PLACE IN THE SCOUTING PROGRAM AND MAY RESULT IN REVOCATION OF MEMBERSHIP.**
- **ALL LEADERS ARE REQUIRED TO ADHERE TO THE SCOUTER CODE OF CONDUCT.**
- **ALCOHOLIC BEVERAGES AND ILLEGAL DRUGS ARE NOT PERMITTED IN CAMP. POSSESSION OR USE OF THEM ON CAMP PROPERTY WILL BE CAUSE FOR REMOVAL FROM CAMP. SMOKING IS PROHIBITED IN CAMP (PER STATE LAW AND SCOUTING AMERICA POLICY). THIS INCLUDES ELECTRONIC NICOTINE DELIVERY SYSTEMS. ALL BUILDINGS ARE SMOKE-FREE ENVIRONMENTS. SMOKING IN CAMPSITES OR OUTSIDE THE ENTRANCE OR EXIT OF THE BUILDING IS NOT PERMITTED.**