

Western Massachusetts Council

2026 Fall Camporee

SCOUTING AROUND THE WORLD

October 16-18, 2026

Moses Scout Reservation
310 Birch Hill Road, Russell, MA 01071



Leader's Program and Administration Guide

CONTENTS

SCOUTING AROUND THE WORLD	1
Introduction	4
Important Details.....	4
General Information	5
Activity Fees	5
Registration	5
Cub Scouts.....	5
Visitors	6
Directions from the Mass Pike	6
Camporee Headquarters	7
Office.....	7
Sign In / Sign Out Logbooks.....	7
Emergency Numbers.....	7
Camporee Chief, Joshua David Hall – (413) 464-4277	7
Horace and Alice Moses Scout Reservation General Number – (413) 568-0211	7
Campmaster, Joe Accetta (413) 530-1590	7
Parking and Vehicles in Camp	7
Check-In, Campsites, and Check-Out Procedures	9
Check-In	9
Campsites	9
Fires and Cooking	10
Check-Out	9
Unit Information.....	11
Troops and Patrols.....	11
Venture Crews and Ships	11
Unit Leadership	11
Uniform	11
The Program Overview	12
Tentative Schedule	12
Youth & Adult Unit Leader Meeting	13
Opening and Closing Ceremonies.....	13
Trading Post	13
A Scout is Reverent: Scout’s Own Service.....	13
Campfire.....	13
Administrative Section	14
Leave No Trace	14
General Rules	14

Code of Conduct.....	15
Unscheduled Arrivals and Departures.....	15
Lost and Found.....	15
Staff Radios.....	15
Alcoholic Beverages, Smoking, Fireworks, and Pets	15
Health and Safety	15
Scouting Safety	15
First Aid & Medical Facilities.....	15
Medical Forms & Medications.....	16
Emergencies in Camp.....	16
Emergency Signal	16
Directions for Specific Emergencies.....	16
Medical Emergency & Major Accidents.....	16
Lost Person.....	16
Communications.....	16
Hot Weather	17
Earthquake & Floods.....	17
Severe Weather	17
Hazardous Materials Spill	17
Rabies	17
Child Abuse.....	17
Fire	17
Unauthorized Persons in Camp	17
Camping (from Guide to Safe Scouting – 08/15/24 – https://www.scouting.org/health-and-safety/gss/gss03/)	19
Webelos and Arrow of Light Camping Additional Guidelines.....	20
* Guidelines for Arrow of Light Scouts Camping Overnight with Scouts BSA	20
International Spirit Award.....	Error! Bookmark not defined.

INTRODUCTION

The Western Massachusetts Council's International Representative is pleased to lead the 2026 Fall Camporee at the Horace & Alice Moses Scout Reservation with activities based on the theme of International Scouting. This camporee is open to all **Scouts BSA Troops, Venturing Crews, and Ships**. There will be a day program for Cub Scouts as well.

Yours in Scouting,
Joshua David Hall & Greg A. Williams
Fall Camporee Chiefs
Stockbridge295@hotmail.com
413-464-4277

IMPORTANT DETAILS

Location: Horace and Alice Moses Scout Reservation
310 Birch Hill Rd, Russell, MA 01071
Starts: Friday, October 16, 2026 at 5:00 P.M.
Ends: Sunday, October 28, 2026 at 10:00 A.M.

Registration Deadline: \$20 per scout and \$10 per adult through 10/9,
then prices change to \$30/\$15

Online Registration: <https://scoutingevent.com/234-2026fallcamporee>

ALL UNITS NEED TO BE REGISTERED ONLINE BY OCTOBER 9th. Only the minimum number of Scouts and Leaders expected to attend is needed at the time of registration. Additional registrations can be added later and named registrants changed, but watch for price changes based on dates. Early registration allows the activity committee to identify sites, have sufficient staffing for the events, and the materials for the activities, etc. *The planning committee realizes that you may not be able to finalize rosters until very near the event. Unit Roster completion and fee payment must be completed using the online registration system.* In order to properly staff all the events and procure tools, supplies, and materials, we must have a reasonable estimate of the number of scouts and adults who will be attending.

THERE WILL BE NO NEW UNIT REGISTRATIONS ON THE DAY OF THE EVENT!

GENERAL INFORMATION

The Fall Camporee will be held October 16-18, 2026, at the Horace and Alice Moses Scout Reservation and includes a unit campsite assignment in the parade field. This event is open to all Troops, Crews, and Ships from all districts in the Western Massachusetts Council, as well as from neighboring Councils. Siblings of Scouts and other Scout-aged youth who are not members may attend the day's activities on Saturday, but may not attend this event as an overnight.

ACTIVITY FEES

Fees are based on anticipated expenses for the event. The fee includes a patch for each participant (youth and adult), unit participation recognition, rentals, insurance, program materials and equipment, and other costs for the event.

\$20/\$30	Scouts (Includes activities and recognitions)
\$10/\$15	Scouters (leaders)

All adults onsite for the event must be on the Unit Roster and paid or on the event Staff Roster, unless signed into the event as a Visitor. All adults staying overnight MUST be registered with Scouting America in the position they are serving for the event with valid Safeguarding Youth Training.

REGISTRATION

Registration and payment are expected and must be done online through the council website event registration system, BlackPug. It truly helps when we know how many to expect.

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CUB SCOUTS

An invitation is extended to registered Cub Scouts and their leaders to register and participate in the camporee with their own two-deep leadership from their Den or Pack for Saturday's activities. Cub Scout Dens must register separately from the Scouts BSA Troop. Participation in the camporee day program will allow Cub Scouts to complete requirements for a variety of activity badges, complete some requirements for the International Spirit Award, participate in JOTA-JOTI, and observe a Troop in operation. ***Participation in the activities of the event will be based on the "Guide to Safe Scouting" and the "Age-Appropriate Guidelines for Scouting Activities".***

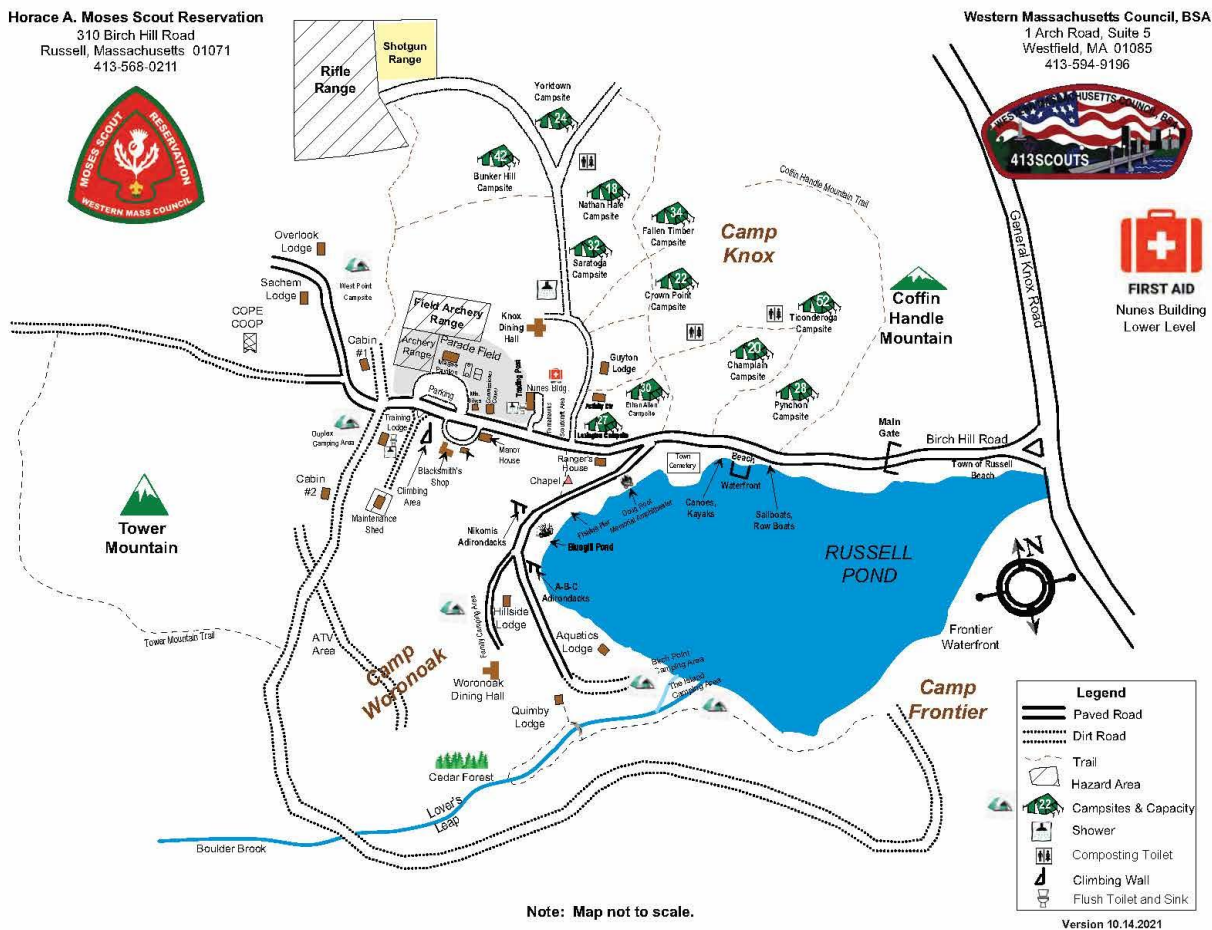
VISITORS

Visitors are welcome and encouraged to visit and observe the Camporee on Saturday through the end of the Campfire. Youth must remain under adult supervision. Visitors **MUST SIGN-IN** immediately on arrival at the Trading Post to receive a visitor wristband. Visitors must **SIGN-OUT** at the Trading Post before departing camp or depart from the campfire at the latest.

DIRECTIONS FROM THE MASS PIKE

- Take the Mass Pike to Exit 41 Westfield.
- Turn **RIGHT** off the exit onto Route 10/202 South and drive toward the center of town. Turn **RIGHT** onto Route 20 West.
- Follow Route 20 to Route 23. Turn **LEFT** up the hill. Take your first **LEFT** onto General Knox Road.
- The camp entrance is on your **RIGHT** on Birch Hill Road.
- Drive slowly (speed limit is 15 mph throughout camp) up the hill to the parking area in the Parade Field on the right.

Have a GPS? Set it to 310 Birch Hill Road, Russell, MA 01071



CAMPOREE HEADQUARTERS

OFFICE

Headquarters will be the Manor House Office. Please report any emergencies, direct any questions, or check in to and out of camp at the office.

SIGN IN / SIGN OUT LOGBOOKS

Everyone (adults or youth campers, visitors, staff) who enters or leaves the grounds during the weekend must sign in/out at the camp. The event office will maintain a sign-in/sign-out log for Staff, one for Visitors, and one for Unit Participants, along with their Unit Rosters.

EMERGENCY NUMBERS

In case of emergency, parents may contact the camporee chief. Please advise parents that it is not possible to immediately contact their child to get them to a phone. Please leave a message with the person answering the phone, and your child or leader will be contacted as soon as possible.

Camporee Chief, Joshua David Hall – (413) 464-4277

Horace and Alice Moses Scout Reservation General Number – (413) 568-0211

Campmaster, Joe Accetta – (413) 530-1590

PARKING AND VEHICLES IN CAMP

Camporee staff and signage will be available to direct all traffic to the main parking lot only on Friday night. To facilitate the large number of vehicles arriving at the event, we ask that units consolidate equipment into one vehicle or trailer whenever possible. Only Troop trailers or one vehicle will be allowed to drive near the designated campsite to unload and be moved back to the parking area once unloaded. We ask that Scouts and adults carry their personal equipment from the parking lot to their designated campsite.

Parking regulations will be strictly enforced to ensure right-of-way for camp and emergency vehicles. **Illegally parked vehicles will receive one warning, after which they will be towed.** All drivers are requested to respect the **15 MPH speed limit on all camp roads.**

No passengers will be transported in the beds of trucks, trailers, or campers for any reason.

Motor vehicles are prohibited on roads going through campsites and program areas unless authorized by the event chair. These roads are for service vehicles only. This rule is in place for your safety, so please abide by it. Contact the event chair if someone in your unit has special transportation needs, and we will work to accommodate these needs.

Vehicle owners are urged not to leave vehicles unlocked or windows open and to leave valuables locked out of sight in their vehicles. Although staff will occasionally check parking areas, it is impossible to insure against loss. The Camporee Committee is not responsible for any losses that occur.

No RV's (motorhomes or camping trailers) are allowed
Please carpool to conserve parking

CHECK-IN, CAMPSITES, AND CHECK-OUT PROCEDURES

CHECK-IN

Registration Check-in is at the Camporee Headquarters in the Trading Post between 5:00 P.M. and 9:00 P.M. Permission to attend this event is predicated on the unit's agreement to remain on the event site from Friday night thru the conclusion of the closing ceremonies on Sunday.

Only the Unit Leader, or designee, with the youth Unit Leader and a buddy should check-in at the Trading Post and receive your campsite assignment.

The remainder of your unit is to wait in the parking area until your unit leader has returned with:

- ☐ Check-in packet with wristbands
- ☐ Campsite assignment
- ☐ Directions and approval for unloading unit gear with a trailer or vehicle
- ☐ Any important updated Camporee information

Check-in will include verifying the following information:

- ☐ A completed Unit Roster will be provided for your review. The roster will include names of all attendees who are registered, youth and adult, to help us in case of an emergency and for insurance purposes. Please make sure it is up to date.
- ☐ Balance of any payment due by cash, check, or credit/debit card. Additionally, Unit Custodial Account payments are possible, but should be arranged with the Council Service Center in advance to verify account balances prior to check-in.
- ☐ Evidence of unit [Scouting America Annual Health and Medical Records Parts A & B](#) with copies of insurance cards. These documents will be collected by the event health officer and retained until the Unit's check-out on Sunday.

CAMPSITES

Units will be camping in the parade field between the Magee Pavilion and the Nunes building. Campsites will be pre-assigned by the staff based on registration numbers. Please contact the Camporee Chair if you have a significant change in attendance during the week prior to the event.

Campers are required to carry individual gear/backpacks to their respective campsites. Individual Units are responsible for all their camping equipment and supplies. The Scouts BSA Handbook has a list of suggested equipment to bring on a campout, but also pay attention to the Required Equipment to Bring in the Activity Information Section. Generators will not be allowed in campsites. Each campsite should display the US and Unit Flags.

Remember that other units may be camping within or near your site, so please be sure to respect their space and please keep in mind the designated quiet hours.

Potable water will be available at designated areas throughout camp. Bring adequate water containers.

Be sure to keep your site well organized and clean, as well as maintained in good taste and in accordance with Scouting America guidelines. Garbage and trash should be disposed of properly in plastic trash bags and deposited in camp dumpsters. Units should have an ample supply of plastic trash bags for all trash.

FIRES AND COOKING

Depending on your campsite location, you may not be able to have fires on the ground. DO NOT use candles, gas, or liquid fuel lanterns inside or near tents. DO NOT discard smoking materials in tents, in grassy areas, etc. Ensure that all lighted materials are DEAD OUT before disposing of them!!

Every unit and patrol should have fire protection items in their immediate area to douse any small and minor fire that might occur. However, ANY FIRE SHOULD BE REPORTED TO THE Camporee Staff.

Because there are so many exciting activities to participate in, we suggest that you keep your meals simple and quick. We would rather see the time usually devoted to elaborate campsite cooking and "housekeeping" instead used for participation in other program event opportunities.

- ☐ **Liquid Fuels** may be used under the strict supervision of an adult. The maximum storage allowance is two gallons and must be in Massachusetts-approved containers. Equipment using liquid fuels is to be used following Scouting America policy.
- ☐ **Liquid Propane Gas, Butane, Etc.,** and related equipment may be used under the strict supervision of an adult and with full adherence to Scouting America policy. No more than 60 pounds shall be stored in a unit campsite, and no container shall have a capacity of more than 35 lbs.
- ☐ **Charcoal** may be used for cooking if it is not directly on the ground, unless in a designated fire ring. As always, care should be used when disposing of coals.

CHECK OUT

It is anticipated that the closing ceremonies and awards will be completed around 10:00 A.M. on Sunday morning. Once the ceremonies are finished, units should use the following procedure to depart the event.

- ☐ Final breakdown and garbage sweep of the campsite will occur after the closing ceremony.
- ☒ Where possible, equipment should be carried to the vehicles in the parking lots.
- ☐ Once the campsite is clean and free of equipment, the Unit Leader, or designee, with the youth unit leader and a buddy should proceed to the Camporee Headquarters and submit your completed event Evaluation Form in exchange for your unit camporee ribbon and Scouting America Annual Health and Medical Records.
- ☐ A staff member will then accompany them to the campsite for a final inspection. Once cleared, the unit is free to leave the event.
- ☐ Participant patches will be ordered following the event, and the Unit Leaders will be notified when they are available for pickup from the Holyoke Service Center.

**NO UNITS MAY DEPART UNTIL AFTER THEIR CAMPSITE HAS BEEN
INSPECTED AND CLEARED TO LEAVE BY A MEMBER OF THE
CAMPOREE STAFF – A UNIT WILL FORFEIT THEIR RECOGNITION AND
ANNUAL HEALTH AND MEDICAL RECORDS WILL NOT BE RETURNED
IF CHECKOUT IS NOT PROPERLY COMPLETED BY A UNIT**

UNIT INFORMATION

TROOPS AND PATROLS

The Patrol is the basic unit of Scouting, and a Camporee is the perfect place to reinforce the Patrol Method. It is also a perfect place to reinforce the following:

- An opportunity for youth leadership
- Testing basic Scout skills
- Promote teamwork and team building
- Demonstrate Scout spirit
- Create an environment to have fun

VENTURE CREWS AND SHIPS

Venture Crews and Ships are encouraged to participate in the Spring Camporee. Recognition will be awarded on the same basis as a Scout Patrol. Large Crews/Ships should divide into smaller groups of no more than 8 youth.

UNIT LEADERSHIP

Two-deep registered adult leadership must be on-site at all times for each Unit following the Guide to Safe Scouting requirements. Camporee leadership should be kept aware of whoever is in charge of the Unit whenever primary leadership changes.

UNIFORM

All participants should bring a Scout Field Uniform (informally referred to as Class A uniform) to be worn for portions of the event, such as the Opening Ceremony, the Scout's Own Service, the Campfire, and the Closing Ceremony.

The Scout Activity Uniform (informally referred to as Class B uniform) may be worn for most activities; however, the Scout Field Uniform (informally referred to as Class A uniform) may also be worn if desired.

Offensive and inappropriate clothing shall not be worn at any time. Event staff will ask participants to remove inappropriate items of clothing.

**ADULTS ARE ENCOURAGED TO ALLOW SCOUTS TO WORK ON THEIR OWN DURING
COMPETITION AND TO ONLY PROVIDE ACTIVE SUPERVISION.
IF ANY ADULT IS FOUND ENGAGED IN COACHING OR ASSISTING,
THE PATROL WILL BE DISQUALIFIED.**

THE PROGRAM OVERVIEW

There will be a variety of International Scouting-related activities in which Packs, Patrols, Crews, and Ships may participate. Here is what is on the agenda:

- Scouts and Scouters will have an opportunity to work on their International Spirit Award
- Scouts and Scouters will have the opportunity to participate in JOTA-JOTI



Preparing for the Camporee:

Units are asked to “adopt” a country and to research their National Scout Organization (NSO). Create an informational sheet or display board that covers both the country you chose and the NSO. This will help us understand the diversity of Scouting around the world, as well as how it is the same. As part of the weekend, Units may choose to have a food item for Scouts to try (this is not required).



Messengers of Peace:

On Saturday afternoon, Camporee participants will be involved in service to others. The Messengers of Peace program was established in 2011 as an official program recognized by the World Organization of the Scouting Movement to help the global community. Sometimes these efforts are far-reaching, and other times it affects the world much closer to home.

As part of one Messengers of Peace project, we are asking each Scout to bring a single non-perishable item on Friday at check-in, to be collected and donated to a local food pantry to help those who struggle with food insecurity. This initiative is along the same lines as “Scouting for Food.”

Morning Stations:

The morning rotation will have the following stations related to World Scouting available:

- **Welcome to World Scouting** – An introduction to W.O.S.M., what World Scouting is, a chance to check your knowledge of geography and N.S.O. s.
- **Language Lab** – Learn something about the many languages that Scouts speak around the world.
- **Kandersteg** – Stop by and chat with members of Pocumtuc Lodge as they share tales of their summer adventure to KISC in Switzerland.
- **JOTA-JOTI** – Jamboree on the Air and Jamboree on the Internet are two fun programs that give you the opportunity to talk with Scouts and Scouters from countries around the world without having to leave the United States!
- **International kitchen** – Taste test some different treats from around the world

TENTATIVE SCHEDULE

Friday, October 16

5:00 P.M. Units arrive, check in, and set up camp

8:30 P.M. Unit Youth and Adult Leader (ie. SPL and Scoutmaster)
meeting and cracker barrel

10:00 P.M. Taps



Saturday, October 17

6:30 A.M. Reveille; breakfast
8:00 A.M. Additional units arrive and check-in
8:30 A.M. Opening ceremony at Nunes Building Flagpoles
9:00 A.M. Program
12:00 P.M. Lunch (Keep it simple, suggest a no-cook, trail lunch style)
1:00 P.M. Program
4:00 P.M. Program ends; troops prepare dinner
7:00 P.M. A Scout is Reverent: Vespers
8:00 P.M. Campfire program
10:00 P.M. Taps

Sunday, October 18

7:00 A.M. Reveille; breakfast
Units break camp, load up, clean campsite
Staff clean-up program areas
9:00 A.M. Closing ceremony and recognitions at Nunes Building Flagpoles
10:00 A.M. Troops depart

YOUTH & ADULT UNIT LEADER MEETING

There will be a cracker barrel for Unit Leaders and their Youth Leaders (ie. Scoutmaster and Senior Patrol Leader/Assistant Senior Patrol Leader) at 8:30 p.m. Friday at the Magee Pavilion. Updated event information will be provided.

OPENING AND CLOSING CEREMONIES

All Scouts and Leaders will assemble for opening and closing ceremonies on Saturday and Sunday. Troops are invited to provide a color guard for the ceremonies. Sign up at Check-in if your unit would like to assist with color guard.

TRADING POST

The camp Trading Post will be open during this event. Payments at the Trading Post may be made by cash, check, credit card, e-gift card, or gift card. Council-held Unit Custodial Account information is not available at camp. Please plan accordingly.

A SCOUT IS REVERENT: SCOUT'S OWN SERVICE

All Scouts and Scouters are encouraged to participate in the offered religious service(s). Religious observances, in conformance with the Scouting America Policy, will be held at the Camporee site. Times and locations will be provided in your Welcome Kit.

Please wear full Scout Field Uniform (informally referred to as Class A uniform) uniform. Chaplain's Aides and other Scouts are invited to participate in the service. Contact Camporee staff to help with the service. As a Scout is Reverent, it is expected that those not attending religious services remain in the campsites and maintain a respectful noise level.

CAMPFIRE

Camporee staff and units will provide a campfire program at the Doug Root Memorial Amphitheatre. Come and sit as a unit for this long-standing tradition of Scouts sitting around a fire sharing skits, stories, and songs.

ADMINISTRATIVE SECTION

LEAVE NO TRACE

Leave-No-Trace is a comprehensive approach to living and behaving outdoors, which encompasses not just camping, but also hiking, backpacking, and even just going to the park for an afternoon. All of the events hosted by the Western Massachusetts Council will follow the seven principles of the Leave No Trace code. These principles are:

- Plan Ahead and Prepare
- Travel and Camp on Durable Surfaces
- Dispose of Waste Properly
- Leave What You Find
- Minimize Campfire Impacts
- Respect Wildlife
- Be Considerate of Other Visitors



Apply these principles as you enjoy your event – pack out what you carry in, stay on trails, use the established fire pits, and respect others around you in the park and in camp. Further information on Leave No Trace can be found in the Scouts BSA Handbook, at the BSA website (www.scouting.org), and at the Leave No Trace website (www.lnt.org).

GENERAL RULES

These rules are for the safety of all Scouts, Leaders, and visitors and to ensure that everyone has a safe, enjoyable, and productive event.

Please review these rules and policies with your Scouts and leaders. Your cooperation is appreciated.

- The Scout Law is the main rule of all Scout Events.
- The Guide to Safe Scouting shall be followed by all participants.
- The Buddy System is to be used throughout the entirety of the event. Leaders are responsible for teaching and enforcing the Buddy System.
- As at any Scout Event, no illegal substances, alcohol, tobacco, fireworks, or any non-program provided firearm or other weapon may be on the premises at any time. Possession of any aforementioned item is grounds for immediate dismissal from the event.
- The use of the Event Facilities is a privilege – be respectful of property facilities.
- All Vehicles must be parked in designated parking areas – vehicles not parked in a properly designated parking spot may be towed at owner's expense.
- Scouts are not to enter other campsites without permission. Scouts must remain in their campsite after taps until Reveille.
- Scouts are not to enter buildings or facilities other than those designated for the event.
- Leave No Trace principles shall be employed for all activities.
- NO trees, shrubs, or bushes – living or dead – may be cut or removed without explicit permission of the camp ranger.
- No holes or trenches are to be dug for any reason without explicit permission of the camp ranger.
- All trash must be properly discarded or carried home with you. All TRASH (i.e. Bottles, Cans, Food Scraps, etc.)
- No scout may leave the event unless such departure is arranged in advance with the Unit Leader and the Camporee Key Staff notified, and then signing out at the Camporee Headquarters.
- Please report **ALL** accidents, injuries, or other emergencies to the medical officer staff.

CODE OF CONDUCT

Each participant is expected to behave in a scout-like manner in accordance with Scouting America principles at all times. The Scout Law is the law of the camp. Inappropriate behavior is not acceptable at any time and may be cause for removal from the event. Units will be responsible for removing non-compliant participant(s). The Scouting America Scouter Code of Conduct for all registered adults can be reviewed online at <https://www.scouting.org/health-and-safety/gss/bsa-scouters-code-of-conduct/>.

UNSCHEDULED ARRIVALS AND DEPARTURES

Anyone arriving at or departing from the Camporee, at any time during the weekend, must sign in and out at Camporee Headquarters. We need to be aware of any changes in attendance for all adults and youth at Camporee in the event of an emergency.

LOST AND FOUND

Items found are to be turned in at Camporee Headquarters. Lost items may be claimed at the Camporee Headquarters. Items not claimed by the conclusion of Camporee on Sunday will be sent to the Western Massachusetts Council service center for no more than one month before they will be recycled. (Hint: Label your belongings!)

STAFF RADIOS

Key staff will be provided with a radio that can be used to contact the Camporee Chief and other staff in the case of an emergency. (AO-807)

ALCOHOLIC BEVERAGES, SMOKING, FIREWORKS, AND PETS

No alcoholic beverages are permitted on the Scout Reservation. Per Massachusetts Regulation 430.165, smoking is not permitted on camp property. No fireworks are allowed on Scout property. No pets are allowed in camp, only certified and marked service animals.

HEALTH AND SAFETY

SCOUTING SAFETY

Scouting America's [Commitment to Safety](#) is ongoing, and we want you to know that the safety of our youth, volunteers, staff, and employees cannot be compromised. Scouting America puts the utmost importance on safe and healthy environments for its youth membership. The Western Massachusetts Council takes great strides to ensure the safety of its youth as well as the adult volunteer leadership that interacts with them.

FIRST AID & MEDICAL FACILITIES

Report any acute medical conditions to the medical staff upon arrival. Those persons with diabetes or allergies to bee stings must provide their own emergency kits. Anyone with allergies should be prepared with the proper medication. Our event health officer will also want to know if there are any doctors in your group. Minor first aid needs are the responsibility of the unit. Be prepared.

Medical Staff will be providing first aid on site for more advanced injuries or serious health problems. All accidents must be reported to the health officer regardless of severity. Arrangements have been made for emergency evacuations, if needed.



MEDICAL FORMS & MEDICATIONS

Every youth and adult attending the Camporee must be covered by Parts A & B of the Scouting America Annual Health and Medical Record. Unit leaders must bring copies of the unit medical forms to the Camporee. Medications **MUST** be kept in a secure locked box or in a unit leader's car. Also, any medications requiring refrigeration (i.e. Insulin) are the responsibility of the individual units.

EMERGENCIES IN CAMP

It is essential that all leaders, campers, and staff be familiar with the following emergency procedures. Please take a few minutes to review these procedures with your unit.

Emergency Signal

What to do

1. When the signal sounds, all program will stop immediately. Everyone **MUST** report to the area near the information booth
2. The unit leader will assemble (**standing**) the unit separately from other units and will take a head-count of Scouts and adults. The camporee Chief will collect the report. When a unit's youth and adults are present or accounted for, the unit will be asked to sit down (or turn away).
3. When all leaders and campers are accounted for, further instructions will be given.

All Clear

When the emergency (or drill) is over, the camporee will be dismissed by the Camporee Chief or program director. Leaders, campers, and staff will resume a normal program.

Drills

A camp that is prepared has few emergencies. Should an emergency arise, it is essential that everyone in camp know how to respond. Drills may be held to ensure that everyone knows what to do and can do so calmly and effectively. Drills are a very serious matter, and we expect everyone will treat them in that manner.

DIRECTIONS FOR SPECIFIC EMERGENCIES

Medical Emergency & Major Accidents

1. If needed, based on the circumstances, call 911.
2. If a radio is available, please use it to notify camporee staff of the location, type of medical emergency, and if 911 has been called. If not, send two runners to the camporee headquarters to report this information. Response time from medical personnel at the camp is **ALWAYS FASTER** than from emergency services.
3. Give the necessary emergency first aid until additional help arrives. Do not move an injured person except to prevent further injury.
4. The health officer will take over necessary care and determine any need for further treatment.

Lost Person

1. The unit leadership will conduct a preliminary search of the campsite, individual tents, and the immediate area.
2. If unsuccessful, the unit leader will report the situation to the Camporee Chief and will provide a description of the missing person, including where they were last seen.
3. The Camporee Chief will organize a search party or take other action as needed.

Communications

1. During an emergency, the camp telephone will only be used for calls pertaining to the emergency.
2. Only the camporee Chief or designee will notify the Scout Executive of emergencies. Only the health officer,

Camporee Chief, or their designee will contact the parents of a sick or injured Scout.

3. In the event of an emergency, please refrain from making any comment to newspaper or television personnel. Refer all questions to the camp director or representative.

Hot Weather

1. During periods of extremely hot weather, we will modify program plans to prevent Scouts from engaging in strenuous activities.
2. Leaders will monitor their Scouts and adults to ensure they stay hydrated

Earthquake & Floods

1. All leaders and campers must immediately report to the information booth
2. Scoutmasters will take a head count and report the information to the camporee Chief.
3. The camporee Chief will assess the danger and announce further instructions.

Severe Weather

1. In the event of a severe storm warning, the alarm will be sounded.
2. Scouts, leaders, and staff will follow the alarm procedures, except as noted in #3.
3. In the event of sudden and unexpected severe weather, all Scouts, leaders, and staff will immediately take cover in the designated buildings.

Hazardous Materials Spill

1. Evacuate the area.
2. Alert the camporee Chief immediately.
3. The camporee Chief will secure the area and issue further instructions as deemed appropriate by authorities.

Rabies

1. Avoid all contact with wild animals.
2. If an animal is observed acting strangely, act calmly and stay away from it.
3. Make a report to the camp director immediately, including the type of animal and its location.
4. If bitten by any animal, report **immediately** to camporee headquarters.

Child Abuse

1. The Western Massachusetts Council follows the Youth Protection Guidelines of Scouting America. The use of the buddy system by Scouts is required. Two-deep adult leadership is mandatory.
2. If a case of child abuse is suspected, report it immediately to the camporee Chief, who in turn will report it to the Scout executive.
3. The allegations should be kept strictly confidential with as few people involved and as little discussion as possible.

Fire

1. Evacuate the area
2. Notify the camporee Chief
3. Camporee Chief or designee calls the Fire Department who will handle the fire

Unauthorized Persons in Camp

The Western Massachusetts Council takes very seriously the safety of its campers and all involved in the Scouting program. If you happen to notice an individual who looks or acts suspiciously, i.e., emerging from the woods or just wandering around aimlessly, you should do the following:

1. Do not jump to conclusions or take things into your own hands. Keep an eye on the individual and send another adult leader to contact one of the following in order of sequence.

- a. **Camporee Chief**
 - b. If the above is not immediately available, contact the **camp ranger**.
- 2. Once the activity leadership is notified, they will assess the situation with your assistance and decide what action should be taken.

CAMPING (from Guide to Safe Scouting – 08/15/24 – <https://www.scouting.org/health-and-safety/gss/gss03/>)

Scouting America has established the following guidelines for a safe and quality camping experience.

Fundamental guiding principles for camping:

- Supervision of camping activities must include qualified, registered, adult leadership.
- At a minimum, one leader present is current in Hazardous Weather Training for all unit types. It is recommended that all leaders complete this training every two years.
- At a minimum, Cub Scout Packs, Webelos dens, and Arrow of Light Dens/Patrols who camp overnight must have a BALOO-trained leader present. BALOO is recommended for all Cub Scout leaders who go camping with Cub Scouts.
- Local council approval is needed for unit-coordinated overnight camping activities involving other units not chartered by the same organization. Units that wish to host events involving other units that do not share the same charter partner must have approval from their council. This includes events for packs, troops, crews, and ships from the same council; neighboring councils; the same territory; or other territory.
- Activities must be [age- and skill-appropriate](#) for all participants.
- Youth who are not registered in the unit may not accompany parents or siblings in camping programs of Scouts BSA*, Venturing, and Sea Scouting.
 - For example, siblings who are not registered in the specific troop may not attend Scouts BSA troop campouts as part of a “family camp”. Youth who are not registered in the unit may not accompany parents or siblings in camping programs of Scouts BSA*, Venturing, and Sea Scouting. Recruiting exception: When recruiting youth not registered in Scouting, they may attend a unit campout if eligible for registration in the unit. When recruiting, all program policies apply including an annual health and medical record, parental consent, age appropriate activities.
- For council-coordinated overnight camping, [NCAP](#) standards for short- or long-term camps must be met as minimum safety and quality standards.

Additional program-centric requirements and limitations to camping may also exist. These are introduced in training modules required of unit leaders and specified in other sections of the *Guide to Safe Scouting*.

*See Guidelines for Arrow of Light Scouts Camping Overnight with Scouts BSA below.

Additional Guidelines Specifically for Cub Scout Unit-Coordinated Camping

- Cub Scout camping is a family-centric program.
- Cub Scout camping is limited to their council’s designated locations with appropriate facilities.
 - Councils use Pack Overnight Campout Site Appraisal Form (<https://www.scouting.org/wp-content/uploads/2025/09/430-90225-Pack-Overnight-ApprForm-FILLABLE.pdf>) to review and designate locations.
 - Units can request from their council a site appraisal but cannot do their own appraisal.
- Cub Scout pack unit coordinated camping is limited to no more than two consecutive nights.
- Cub Scout youth may tent with a parent or guardian and siblings as outlined in Scouting’s Barriers to Abuse.
- As with all Scouting activities, Lion Cub Scouts and Tiger Cub Scouts must have their adult partner present to take part in overnight camping.
- For all other ranks: only in exceptional circumstances, a Cub Scout whose parent or legal guardian cannot attend a unit overnight camping trip may participate under the supervision of another registered adult member in Scouting who is a parent of a Cub Scout who is also attending. The unit leader and a parent or legal guardian must agree to the arrangement, and all Youth Protection policies apply. At no time may another adult accept responsibility for more than one additional “nonfamily member” youth.

Webelos and Arrow of Light Camping Additional Guidelines

Effective June 1, 2024, Webelos is the designated program for 4th graders and Arrow of Light is the designated program for 5th graders. As such, the Arrow of Light program is no longer combined with the Webelos program and the purpose of Webelos (4th grade) is no longer to prepare Cub Scouts to join Scouts BSA. The purpose of the Arrow of Light program is to prepare for Arrow of Light Scouts to join a Scouts BSA troop.

- Only Webelos Scout dens and Arrow of Light dens/patrols may conduct den coordinated overnight campouts. Webelos Scout dens and Arrow of Light dens/ patrols coordinated overnight campouts are restricted to no more than two consecutive nights.
- Webelos den or Arrow of Light den/patrol coordinated camping is only for the youth members of those dens/patrols, their parents, and their registered adult leadership.
- Webelos den and Arrow of Light den/ patrol coordinated campout must have a BALOO trained adult leader in attendance and all of Scouting's Youth Protection policies apply. Reminder – Cub Scout overnight camping is limited to their council's designated locations with appropriate facilities.
- During Webelos Scout dens and Arrow of Light den/patrol camping, each Scout should attend with their parent(s) or legal guardian(s). A Webelos Scout or Arrow of Light Scout whose parent or legal guardian cannot attend a Webelos den or Arrow of Light patrol overnight camping trip may participate under the supervision of at least two registered leaders. The leaders and a parent or legal guardian must agree to the arrangement, and all Youth Protection policies apply.
- Webelos Scouts and Webelos Scout dens may not participate at a Scouts BSA troop unit campout or at a Scouts BSA "camporee" or other events designed for Scouts BSA during the day and/or overnight, even as visitors.

*** Guidelines for Arrow of Light Scouts Camping Overnight with Scouts BSA**

- Arrow of Light Scouts can participate and camp at a unit coordinated campout with a Scouts BSA troop they are eligible to join. They must attend as an Arrow of Light den/patrol under the supervision of two deep leadership from their Arrow of Light den/patrol or pack. All Cub Scout camping requirements still apply, including the Arrow of Light den/patrol must have a BALOO-trained adult leader in attendance and all of Scouting's Youth Protection policies apply.
- Arrow of Light Scouts may participate at a Scouts BSA "camporee" (council-coordinated, short-term camp, see NCAP SA-001) during the day and/or overnight in one of two ways:
 - I. **With their Arrow of Light Den/Patrol.** Arrow of Light Scouts can attend as an Arrow of Light den/patrol under the supervision of two-deep leadership from their Arrow of Light den/patrol or pack. The Arrow of Light Scout's parent or legal guardian(s) may attend with the Arrow of Light den/patrol and their child, either alongside the two-deep leadership or as part of it if they are registered with the pack. Or
 - II. **As an Individual Scout.** Arrow of Light Scouts can attend with their parent(s) or legal guardian(s) if the local council coordinates two-deep leadership per NCAP Standard HS-502.



**We look forward to seeing you at the
Horace and Alice Moses Scout Reservation!**

INTERNATIONAL SPIRIT AWARD

The **International Spirit Award** is a temporary emblem that is awarded to registered Scouts and Scouters who have completed the necessary requirements, have gained a greater knowledge of international Scouting, and have developed a greater appreciation and awareness of different cultures and countries. Upon completion of the award application, the [International Spirit Award emblem](#) (sku # 655929) can be purchased through the BSA National Supply Customer Service team by emailing this completed application to NDCSupply.Orders@scouting.org along with your contact phone number or by taking this form to your local Scout Shop, where they can order this award emblem for you. Please note, this is a restricted item only available through the [National Supply Customer Service](#), or through your local Scout Shop with required paperwork.

Please fill out the application with the date that each requirement was completed. All requirements must be met within 5 years from the start to completion of the award.

Requirements

Cub Scout

Completion Date

1. Earn the Cub Scout World Conservation Award.
2. Learn 10 words that are in a different language than your own.
3. Play two games that originated in another country or culture.
4. Participate in Jamboree-on-the-Air or Jamboree-on-the-Internet.
5. Organize a World Friendship Fund collection at a unit meeting or district roundtable.
6. Complete two of the 10 Experience Requirements.

Scouts BSA/Sea Scout/Venturer

1. Earn the World Conservation Award.
2. Earn the Citizenship in the World Merit Badge.
(Alternative for Venturers: Complete the "Understanding Other Cultures" requirement of the TRUST Award.)
3. Participate in Jamboree-on-the-Air or Jamboree-on-the-Internet.
4. Organize a World Friendship Fund collection at a unit meeting or district roundtable.
5. Complete three of the 10 Experience Requirements.

Scouter

1. Learn about the World Organization of the Scout Movement (www.scout.org). Explain to your unit or at a district roundtable what this organization is and at least three ways that the WOSM website can be used to promote participation in international Scouting.
2. Read the most current International Department newsletter (www.scouting.org/international/newsletter) and promote at least two items from the newsletter within your unit or at a district roundtable.
3. Help organize or participate in two Jamboree-on-the-Air or Jamboree-on-the-Internet events.
4. Organize a World Friendship Fund collection at a unit meeting or district roundtable.
5. Complete four of the 10 Experience Requirements.

Experience Requirements

Completion Date

1. Host an international Scout or unit at a local Council camp and plan activities to help you learn about Scouting in their country. *Please note that hosting in private homes is not considered an official Scouting activity.
2. Learn about another country and prepare a dinner traditionally served there. Explain what you learned to friends or family over the meal.
3. Participate in a World Scout Jamboree, international camporee, or another international Scouting event. Share the experience with your unit or at a district roundtable.
4. Take a trip to another country as an individual or with your family or Scouting unit. Make sure to visit a Scouting event or unit in that country. When you return home, share your experience with another unit.
5. Organize and participate in a Messengers of Peace project. Share the experience with your unit or at a district roundtable, making sure to explain which dimensions of the program your project promoted.
6. Earn the interpreter strip.
7. Research Scouting in another country. Make a presentation at a unit meeting or district roundtable.
8. Contact your local council's international representative and assist them with at least two items they need help with promoting.
9. Research the process of obtaining a U.S. passport. Create a fact sheet for your unit or district to assist them with requirements for traveling internationally.
10. Research a region of the World Organization of the Scout Movement. Make a presentation at a unit meeting or district roundtable.

Certification

I certify that I have completed the necessary requirements.

Applicant: Signature

Date

I certify that I have discussed the completed requirements with the applicant and that the requirements were met to my satisfaction.

Youth: Unit Leader Signature

Date

Adult Leader: International Representative Signature

Date

Applicant Name: _____

Pack/Troop/Crew/Ship: _____

Council Name and Number: _____