

2026 Fall Camporee Keystone District

Are you tougher than the average Scout?
A Game Show Competition!



October 23 – October 25, 2026 @ Beaumont Scout Ranch (Laemmli Area)

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Advisors: Amt Reeves and Paul Winter

Introduction to Leave No Trace

Leave-No-Trace is a comprehensive approach to living and behaving in the outdoors which encompasses not just camping, but also hiking, backpacking, and even just going to the park for an afternoon. The seven principles of the Leave No Trace 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

Leave No Trace is not a series of hard and fast rules about what to do in any situation: How far should you camp from running water? What surfaces should you camp on? This type of information is part of Leave No Trace, but not all of it. Leave No Trace is an attitude and an ethic. Leave No Trace is about respecting and caring for wilderness, about doing your part to protect our limited resources and future recreation opportunities. Once the principles are embraced, the techniques follow.

Your troop is encouraged to practice Leave No Trace as you camp at your campsite, as you set-up and take down your tents, as you move around the camporee area. Camping areas will be inspected after the event to see which Troops truly “Left no Trace”. You don’t have to go to the back-country to practice Leave No Trace camping.

Further information on Leave No Trace can be found in the Scout Handbook, at the BSA web site (www.scouting.org), and at the Leave No Trace website (www.lnt.org).

The Outdoor Code

*As an American I will do my best
to-Be clean in my outdoor
manners
Be careful with fire
Be considerate in the outdoors
and
Be conservation-minded.*

ATTENTION: SCOUTMASTER & SR. PATROL LEADER

This manual explains Troop and Patrol participation, registration procedure, the schedule of activities, the patrol events, the scoring system, and the expectations for Patrol Evaluations.

PREPARATION:

Your Troop and Patrols will derive the greatest benefit from the Camporee by preparing for it. Each event is described in this Manual. Review the Manual with your Troop Leadership and Patrol Leaders. Each Patrol Leader should have a copy.

The skills required to compete in this Camporee are basic scout skills up through First Class, and teamwork. Patrols will compete as a team and succeed or fail as a team. Patrols should bring their Patrol Spirit with them!

PATROLS:

Scouting works best when the Troop's members are divided into Patrols. The optimum number of scouts in a Patrol is 6-8. No Patrol at the Camporee should have more than 8 members.

Each troop's Patrol structure should be formed before the Camporee and each Patrol should practice for the events as a unit. All activities are designed for Patrols and the most successful Patrols will be the ones who have practiced together. Try to avoid mixing scouts from different Patrols at the Camporee, as that reduces the time to develop the teamwork used in the Patrol Method.

Patrols are encouraged to show their patrol spirit by carrying their patrol flag to events and sharing their patrol yell at the successful completion of the events.

UNIFORMS:

Field uniforms will not be required during the camporee events, but part of scout spirit is the uniform, and scouts are encouraged to wear scouting-related shirts during the day. Field uniforms are required at campwide assemblies (such as the flag ceremonies and the campfire). Please wear your full uniform for these gatherings.

REGISTRATION:

Use the Registration Forms in this Manual or copy them for use at the Camporee. It is helpful, but not necessary, to have the Registration Forms completed and submitted before the Camporee. Registration Forms also will be accepted on Friday evening or Saturday morning by the Campmaster.

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ATTENTION: PATROL LEADERS

IMPORTANT INFORMATION

- 1) **Troop Records** – A roster of those Scouts and Leaders in attendance at the Camporee should be turned into the District Headquarters on Friday Evening or Saturday morning. You can use the form enclosed in this manual.
- 2) **Fire Fuel** – Patrols may use wood or charcoal or stoves with the appropriate safety precautions. Build fires in accordance with the Leave No Trace guidelines. **DO NOT LEAVE FIRES UNATTENDED. DO NOT BURN TRASH OR PLASTIC.**
- 3) **Use of Water** – Water spigots are for drinking and filling water containers only. Do not wash your dishes at the water spigots. Dispose of wastewater in accordance with Leave No Trace practices.
- 4) **Equipment** – Besides your patrol gear, other equipment will be needed for patrol projects, as described in this manual. Please note and fulfill these needs.
- 5) **Camping Code** – The Scout Oath and Law shall be the law of the camp. Scouts should also practice ‘Leave No Trace Camping.’
- 6) **Parking** – Parking will be directed by the District and will be in designated areas only. No parking or driving is permitted in the camping areas.

BASIC POLICIES

Adhering to these policies sets the correct example to the Scouts and gives the Scouting program a wholesome effect for its youth members.

1. **Lanterns** – No type of open flame is allowed in any tent (candles, kerosene lamps, etc.). Pressurized fuel must be used in accordance with current council guidelines.
2. **Fireworks** – Absolutely no fireworks are permitted at the camporee.
3. **Alcohol/Drugs** – No beer or other intoxicating liquors or non-medically prescribed drugs are allowed in our Council camps.
4. **Smoking** – Smoking is discouraged on Council property.
5. **No crocs/open shoes** in the main camp.

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NOTES TO PARTICIPANTS

1. **Troop Campsite Locations**

Check in with the District Headquarters when arriving at the Camporee Area. Please set up camp in the Troop camping areas only, leaving the remainder of the area for the campfire and camporee events.

2. **Patrol and Scout Participation**

The Camporee Staff will work to ensure that every scout in a Patrol participates in Events. One emphasis of the Camporee Events is to encourage Patrol participation, cooperation and teamwork.

3. **Organization**

Scorecards: Each Patrol will be issued a scorecard on Saturday morning. It will be the Patrol's Official Scorecard for the entire Camporee. At each event the Staff Member will write the Patrol's score on the card, then they and the Patrol Leader will initial it. The scorecard must be taken to each event in order for the Patrol to receive an official score. Staff Members will also keep scorecards, but only as a reference. Bring a clipboard for carrying and protecting the Patrol's scoreboard. Scorecards will be collected at the close of events on Saturday and the results posted on the Main Scoreboard at Camporee HQ.

4. **Cub Scouts and Webelos are Welcome at Fall Camporee**

Cub Scouts and Webelos are welcome to camp for the weekend with the District, but they may not participate in the Camporee events on Saturday. Ensure they have proper leadership if they are camping with your unit.

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SCHEDULE OF EVENTS

Friday, October 23

5:00 – 9:00 PM Troops arrive at Camporee Area. **Check-in at District Headquarters**

8:00 – 9:00 PM **Flashlight tag.** Gather at HQ.

9:00 – 9:30 PM SPL and Scoutmaster meeting at HQ.

10:30 PM Campsites quiet. All lights out.

Saturday, October 24

6:00 – 8:45AM Recommended wake up and breakfast

8:45 – 9:00 AM **Morning Flag Raising.** Optional attendance.
Patrols Leaders should check in at Staff HQ after flag raising.

9:05 – 12:00 PM **Main games.**

12:00 – 2:00 PM **Lunch** and free time. Bring campfire skits to HQ.

2:00 – 3:00 PM **Capture the flag.**

3:00 – 4:00 PM **Scoutmasters Got Talent.**

4:10 – 4:30 PM **Retreat.** Patrols should be at the flagpole in full uniform.

4:30 – 7:00 PM **Dinner.** You can use this time to prepare your skits for campfire.

7:00 – 8:00 PM **Religious Service.** Locations to be announced.

8:00 – 9:00 PM **CAMPFIRE!! Skits and Entertainment by Patrols and Staff**
The Keystone Order of Arrow Chapter will meet at the Campfire after the Patrols have returned to their campsites.

Sunday, October 25

6:00 – 8:00 AM Wake-up, breakfast, clean-up, pack-up.

After 8:00 AM Please check out at HQ before leaving so we can verify your campsite is clean. We request that you help out by clearing the area between your campsite and the far edge of the field as well, so we can leave the field in better condition than we find it.

Program of Events

Friday Evening (8:00 – 9:00 PM)

Flashlight tag

Details: Scouts hold flashlights (provided) and try to tag each other in this fun and simple game.

Location: Gather at HQ

Scoring: This game is just for fun and not scored

Attendees: Full camp, Optional

Saturday Morning (9:00 – 12:00)

Wheel of scouts

Details: Scouts practice their skills up to 1st class by spinning a wheel and answering questions.

Location: By HQ

Scoring: One point per won challenge, plus one point for good scout spirit

Attendees: Two patrols at once, strongly encouraged

Galaga: Scouts edition

Details: Scouts participate in a life sized video game of Galaga, similar to sharks and minnows.

Location: In the field

Scoring: One point for every player who does not get tagged, plus one point for scout spirit

Attendees: Maximum of 15 people at a time, strongly encouraged

Alone: Beaumont

Details: Two patrols go head-to-head in trying to build a fire and keep it lit for at least 2 minutes.

Location: Campfire ring

Scoring: 3 points for the winning patrol, plus 1 point for patrol spirit

Attendees: Two patrols at a time, strongly encouraged

Floor is lava

For this event, we ask that units bring items for the scouts to climb over as they try to stay out of the lava. **Please bring their items to HQ before the morning flag raising.**

Details: Patrols hop across items brought by fellow scouts in an attempt to cross a set area without touching the grass.

Location: TBD in the field

Scoring: One point for every scout across, plus one point per patrol for patrol spirit

Attendees: One patrol at a time, strongly encouraged

Frogger (ribbit, ribbit, splat!)

Details: Scouts try to cross a “road” without getting “run over” by staff members.

Location: TBD in the field

Scoring: 1 point for every scout across, plus 1 point for patrol spirit.

Attendees: One patrol at a time, strongly encouraged

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Patrol feud

Details: Patrols go head-to-head in this game of "Patrol feud" with scouting related questions

Location: TBD in the field

Scoring: Winning team gets 3 points, plus one for patrol spirit

Attendees: 2 patrols at a time, strongly encouraged

Saturday Afternoon (2:00-4:00)

Capture the flag (2:00 – 3:00 PM)

Details: A standard game of capture the flag. If a team's flag is captured, they join the other team until there are two teams left. There will be paint so scouts can get decked out in their team color.

Location: Gather at HQ

Scoring: Every patrol on the team that wins gets 7 points, 2 per patrol for participation, minus one point for bad sportsmanship.

Attendees: Full camp, very strongly recommended

Scoutmasters got talent! (Yes they do!) (3:00 – 4:00 PM)

Details: Scoutmasters compete in front of a board of judges for a mini trophy.

Location: In front of everyone!

Scoring: No points are awarded at this event. Winner gets a trophy

Attendees: Optional for both scouts and scoutmasters

Saturday evening (8:00 – 9:00 PM)

Campfire!!!

Details: The theme of the campfire is "Scouts got Talent" patrols can create skits, show off their skills, sing, or scout appropriately perform in a non-competitive talent show

Location: Campfire ring

Scoring: +2 bonus points for participation

Attendees: Strongly encouraged, full camp.

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Packing List

This is mostly recommendations! LABEL EVERYTHING!

CAMPING EQUIPMENT

- Sleeping Bag
- Pillow
- Sleeping Pad

CLOTHES

- Class A Uniform
- Seasonally appropriate clothing
 - Class B shirts
 - Shorts/Pants
 - Underclothes
 - Socks
 - Pajamas/Comfortable sleeping clothes
- Poncho/Raincoat (weather permitting)
- Jacket (weather permitting)
- DURABLE closed toe shoes (Be careful about canvas [converse, vans] and NO CROCS IN MAIN CAMP!)
- Hat

TOILETRIES

- Toothbrush
- Toothpaste
- Hairbrush/comb
- Personal first aid kit
- DEODORANT!!!!!!! (you better wear it)
- MEDS- should be with a scoutmaster unless you're with a parent, though ask an adult about this.

EXTRAS

- Sunglasses (weather permitting)
- Notebook & pencil (optional)
- Scout book (reccomended!!)
- Patrol Flag
- ITEMS FOR FLOOR IS LAVA (STRONGLY ENCOURAGED!)
 - items ideas:
 - items you don't mind getting dirty/damaged! They will get stepped on!!
 - NO PLANKS
 - crates, chairs

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CAMPFIRE SKIT DESCRIPTION FORM

Patrol name _____ Troop _____

Title of Skit _____

Brief Description:

Scoutmaster signature: _____

This form should be completed and submitted at Staff Headquarters no later than 4:30 PM on Saturday.

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TROOP ROSTER

Unit # _____

Adults: _____

Scouts: _____

List names of attendees below. Use reverse side if needed.

[illegible]