

Signs Signal and Codes Fall Camporee 2026



Location TBD

September 11th -13th

Registration Fee: \$20 per participant

Early Registration Fee: \$15 per participant (if unit registers by end of day on Monday, August 1st)

If units register before the early bird deadline, all Scouts and adults get the early bird registration, even if they're added later.

(Registration link)

OTHER REGISTRATION INFORMATION:

Please have one representative from each unit register the entire unit.

All Scouting America policies apply. Each unit must have at least two Scouting America registered adult leaders aged 21 or older. Any unit with female youth must have at least one unit-registered female leader aged 21 or older in attendance.

No Dogs are allowed at Scouting America events.

Scouting America Health Form Part A and B must be shown for all youth and adults upon arrival at the event and kept on site by the unit.

Patrols should be between 4-8 scouts for this event

Any Questions or Concerns can be addressed to Alex Thares
athares@icloud.com

ARRIVAL, CHECK-IN AND CHECK-OUT

There are toilets within the campground.

Units should plan on bringing their own potable water.

Check-in for the event will begin at the camp headquarters starting at 3-9pm. All troops need to check in with the Camping Committee Prior to setting up camp.

Make sure to bring copies of the following:

- **Health forms for those participating (youth and adults)**
- **A unit roster of those participating (youth and adults) – Camp. Com. will keep a copy**

Cracker Barrel will be at 9pm on Friday night at the camp headquarters. Only Senior Patrol Leaders (SPLs) and Scoutmasters (SMs) and designees are allowed.

All units will need to check-out with the camping committee before they leave camp.

WEEKEND SCHEDULE:

Friday

- 4:00-8:00pm – Check-in/Camp Set Up
- 9:00pm – Cracker Barrel
- 10:00pm – Lights Out

Saturday

- 7:00-8:30am – Breakfast
- 8:45am – Flags
- 9:00am – morning stations begin

12:00-1:30pm – Lunch
1:30pm – shutter box building
3:00pm – signal fire building
4:00pm – trophy contest
5:00pm – OA meeting at the flagpole
5:00pm – dinner
7:00pm – Scouts' Own Service
8:00pm – closing campfire
9:00pm – nighttime signal lamp practice
10:00pm – Lights Out

Sunday

7:00am – Revile/Breakfast
10:00am – All Units Checked-Out and Camp Vacated

Stations

Morning stations

1. Trail signs: scouts will learn how to read and leave proper trail signals.
2. Morse code signaling scouts using either heliographs or signal lamps will learn how to properly send and receive messages through Morse code. (If scouts have a signal mirror, they should bring it for this station to practice with tools they have, **note** it is not required to bring one)
3. Semaphore flags: scouts will learn proper signaling using signal flags this will cover both semaphore and wigwam signaling.
4. Whistle signals: this will cover proper whistle signals.
5. Sign language: scouts will learn basic American sign language, and trail signals.

afternoon stations

1. Make a shutter box (signal lamps): scouts will build a shutter box / signal lamp for their own use.
2. How to build a Signal fire building (including lighting one)

Trophy contest

Patrols will compete to send and receive messages the fastest using either signal flags, signal lamp or mirror, each patrol will have a unique message that contains the same letters as the others. Fastest time and wins, (note. every wrong letter will add 10 seconds to your time)(flags and mirrors will be available if needed)

HONOR TROOP AND CAMPSITE INSPECTION:

The Camping Committee will inspect campsites for units on Saturday. Campsites should include the following:

1. Axe Yard (Properly Installed)
2. Designated Scout Tent Area
3. Designated Adult Tent Area
4. Dining Area
5. Food Preparation Area **with Duty Rosters Posted**
6. Gateway
7. Dish Wash Area (following Scouting guidelines)
8. Flag (unit and/or patrol)
9. If able, Firepit (following Scouting guidelines)
10. Waste Disposal Area