



Three Rivers District Hike-O-Ree Event Plan

Event Date: September 25, 2026 - September 27, 2026

Leaders Call: August 6, 2026

Matthew Blevins

Hike-o-Ree Event Chair

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Event Overview - Day Hike Option

Location

Camp No-Be-Bo-Sco

11 Sand Pond Rd, Hardwick Township, NJ 07825

<https://www.nobebosco.org/>

Key Contacts

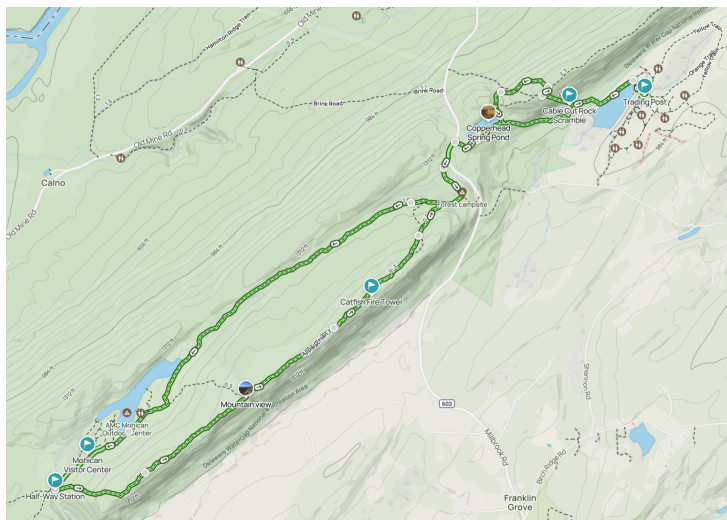
Hike-o-Ree Event Chair: Matthew Blevins @ mattfblevins@gmail.com

NNJC Three Rivers District Chair: Vince Tirri @ Vince.ScoutingAmerica@gmail.com

NNJC Council Professional: Harold Tapanes @ Harold.Tapanes@scouting.org

Overview & Route

This Hike-o-Ree features the main trail medal eligible route that begins and ends directly at Camp No-Be-Bo-Sco. This route is approximately 10 miles long with around 1,200 ft of elevation gain. Units will camp Friday into Saturday. Units will begin their hike at their leisure immediately following the close of Saturday morning's opening ceremony.

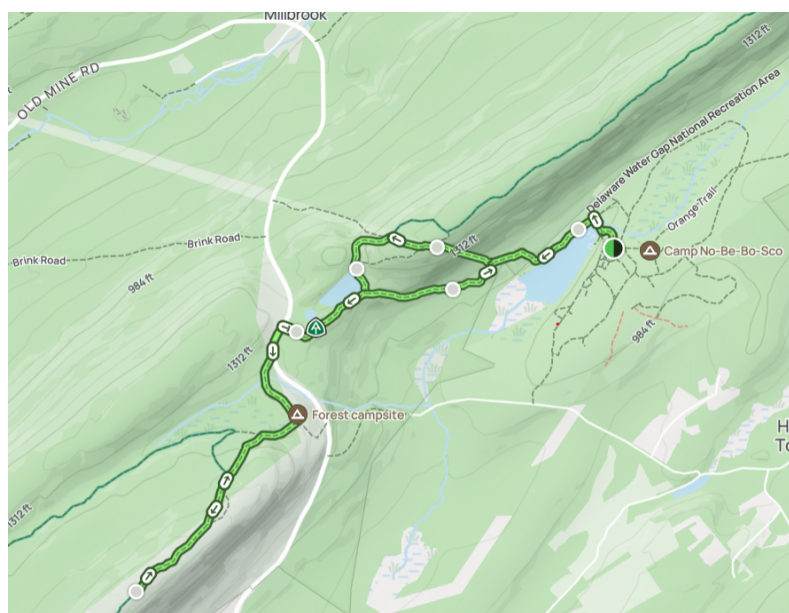


The hike is estimated to take units between 6 to 7 hours to complete. As long as units begin their hike promptly after the opening ceremony, there will be plenty of time to complete the loop and return to camp before the banquet dinner begins at 5:30 PM.

Route Map: You can view the digital map and elevation profile for the loop here: [AllTrails: NoBe Hike-o-Ree Route](#).

Additional information about the route as well as information about the historic trail medal that you can earn at this event can be found in the historic trail medal document which is located [here](#).

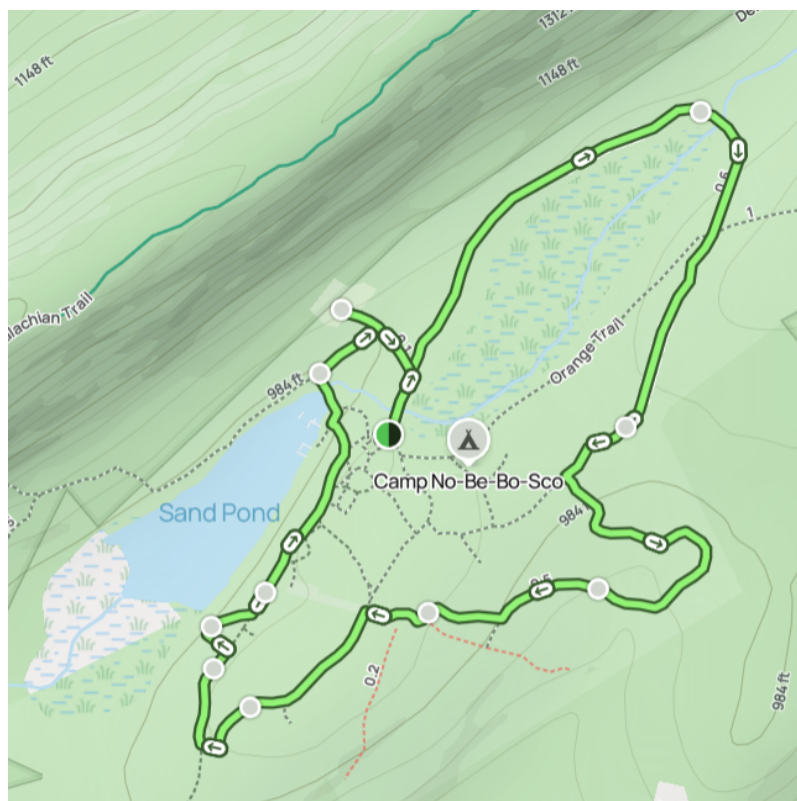
5-Mile Day Hike Option



There is a shorter 5-mile day hike option. This hike is eligible for the event patch but is NOT eligible for the historic trail medal. This hike is estimated to take 3 to 4 hours to complete.

Route Map: You can view the digital map and elevation profile for the loop here: [5-Mile Day Hike Route](#).

3-Mile Day Hike Option (AOLs Only)



There is a 3 mile option for Arrow of Light Cub Scouts only. This hike is estimated to take 2 hours to complete.

Route Map: You can view the digital map and elevation profile for the loop here: [3 Mile Nobe History Trail](#).

Registration, Fees, and Eligibility

Registration

All units must register and pay their fees by the deadline to ensure adequate food, patches, and campsites are prepared.

- **Registration Deadline:** September 18, 2026
- **Standard Registration (Scouts BSA Day Hikers):** \$40 per person
- **Backpacking Registration :** \$55 per person
- **Cub Scout Registration:** \$30 per person
- **Staff Registration:** \$20 per person

Substitutions / Additions

Units may substitute Scouts and Adults at no additional charge.

Drops / Cancellations

Unless the event is cancelled due to inclement weather, no refunds will be made for individuals who drop or units who cancel their registration. An inclement weather call will be made and participants notified by 09/21/26 at 8 PM.

Eligible Participants

Scouts BSA Troops, Venturing Crews, Sea Scout Ships and Explorer Posts are all eligible to participate. Arrow of Light (AOL) Cub Scouts are also eligible to participate in specific program options (see below). No other Cub Scouts will be allowed at this event.

Cub Scout Participation

Cub Scouts are now eligible to participate, specifically Arrow of Light (AOL) scouts ONLY. AOL scouts may participate in either the 5-mile day hike option or the easier 3-mile "Nobe History Trail" option. Be aware that the 5-mile day hike option is a challenging hike for cub scouts with rocky terrain and significant elevation gain.

Participants are Entitled To:

- A campsite
- An event patch
- A banquet dinner Saturday evening

Day Participants

Participants are welcome to register and come up for the day without camping, but the price will be the same and you will not be eligible for the trail medal (You will still get the event patch).

Parking

- Unit equipment should be transported in the fewest number of vehicles possible.
- Vehicles and trailers will not be allowed past the parking lot. Due to liability issues, any vehicles that get stuck will need to be towed at the owner's expense.

- Units are encouraged to bring wagons to transport their gear from the parking lot to their campsites.

Out-of-Council Participation

The Hike-o-Ree is open to any registered Scouting America member with the same instructions and costs applicable.

Campsites & Cabin Rentals

Standard Tent Campsites: Standard tent campsites will be assigned by event staff prior to the event. The cost for a standard tent site is fully included in your base registration fee. You will receive your specific campsite assignment upon checking in at the Camp Office on Friday evening.

Cabin Rentals: Cabins at Camp No-Be-Bo-Sco are available for units that prefer them. Please note that cabin rentals must be reserved separately on a per-unit basis for the weekend. This price is in addition to the regular registration fee.

Schedule

Day	Time	Activity	Location
Friday	5:00 PM - 9:00 PM	Unit Arrival & Check-in	Camp Office
	9:30 PM	SPL / Scoutmaster Cracker Barrel	Dining Hall
Saturday	8:30 AM	Opening Ceremony	Main Parade Field
	9:00 AM	Hike Begins	Trailhead
	Mid-Day	Mandatory Trail Check-In	AMC Mohican Center
	Afternoon	Hike Concludes	Trading Post
	5:30 PM	Banquet Dinner	Dining Hall

Day	Time	Activity	Location
	8:00 PM	Closing Campfire & Awards	Campfire Ring
Sunday	8:00 AM - 10:00 AM	Check-out	Camp Office

Check-In, Check-Out Procedures

Check-In

One Adult Leader and One Youth Leader Per Unit will check in at the trading post with the following Items.

- 1 copy of your Unit Roster, listing all youth and adults attending from your unit and their emergency contact information. One cell phone number from a unit leader and one cell phone number from a patrol leader.
- 1 copy of the BSA Medical Forms (Parts A and B) for each participant (Youth and Adults). Medical forms will be kept with the Health Officer. At the end of the event, Medical Forms can be picked up at the camp office (Unclaimed forms will be destroyed after 72 hours).
- Payment of any fees still owed. Checks should be made payable to "Northern New Jersey Council".

Units will receive an information packet and trail maps upon check-in. If the Unit is staying overnight they will be directed to their assigned campsite upon registration.

Check-Out

Units staying overnight should check out at the trading post on Sunday. Check out and camp inspection must be completed by 11:00 AM. Units leaving on Saturday do not need to check out and can leave after the completion of the banquet and closing ceremony.

Safety, Medical & Required Gear

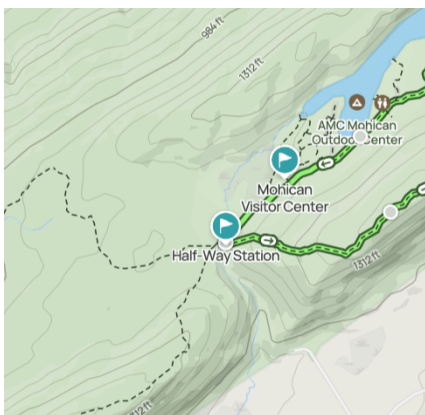
Medical

There will be an EMT certified scouter stationed in camp for the duration of the event. In addition, one of the scouters at the halfway station will be first aid certified.

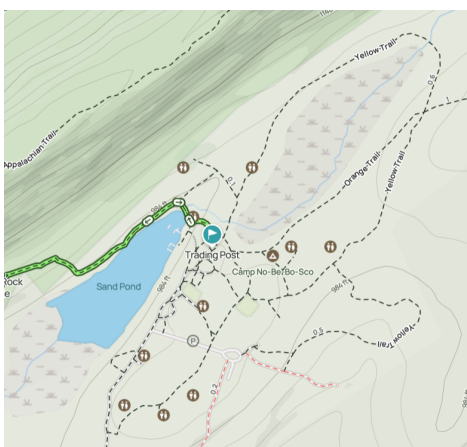
Checkpoints

There are two strict check-in requirements for all units participating in the hike:

1. **The Half-Way Point (Appalachian Trail & AMC Camp Road):** This checkpoint is located exactly at the intersection of the AMC Mohican Center camp road and the Appalachian Trail, right next to the camp. Look for the 10x10 event staff pop-up tent. All units **must** check in with staff here. This station will have first aid available and water for refilling. *(Note: The AMC camp itself also has water refill stations, a camp store, and a cafeteria with food and drinks available for purchase. However, Scouts must still carry their own required water supply.)*



2. **The Finish Line (Trading Post):** Upon returning to Camp No-Be-Bo-Sco, all units **must** check in at the Trading Post. Here, leaders will report their safe return. **Units will not receive their dinner tickets or event patches if they do not check in upon return to the Trading Post.**



Required Navigation Apps (Offline Maps)

Cell service is highly unreliable on the trail. You will have perfect cellphone service while up on the ridgeline and spotty to no service everywhere else. To ensure everyone stays on the correct route and to eliminate the chances of getting lost, **every unit is required to have the route downloaded for offline use on a smartphone.**

You may use either **AllTrails** or **Avenza Maps**. Please review the detailed instruction documents below for your preferred app to ensure you have the map successfully downloaded and tested before arriving at camp.

- **Option 1: [AllTrails Navigation Instructions](#)** *(Note: Downloading maps for offline use on AllTrails requires an AllTrails+ subscription, which is \$36 per year. Alternatively, you can utilize their 7-day free trial to download the map for the event weekend.)*
- **Option 2: [Avenza Maps Navigation Instructions](#)** *(Note: Using Avenza requires a one-time in-app purchase of \$5.00 for the "**Delaware Water Gap & Kittatinny Map (South #2)**" published by the New York - New Jersey Trail Conference.)*

Hydration Requirements

Proper hydration is mandatory for this 6-7 hour hike.

- **Water:** Every Scout and Scouter must carry a **MINIMUM of 2 liters** of water on their person, though **3 liters is highly recommended and expected to be used**. Do not rely solely on the halfway point for your water needs.
- **Electrolytes:** In addition to water, everyone must carry a bottle of Gatorade or a dedicated electrolyte mix (such as LMNT, Liquid I.V., etc.) to prevent cramping and dehydration on the trail.

Hiking Pack Items

Each scout should have their 10 essential items:

- Pocketknife
- First Aid Kit
- Extra Clothing
- Rain Gear
- Water Bladder
- Trail Food (Trail Lunch & Snacks)
- Matches and Fire Starters
- Sun Protection
- Map and Compass

Shoes



The trail for this hike is very rocky in several places. Proper ankle support and traction are critical. **Hiking boots or specialized trail runners are ABSOLUTELY REQUIRED.** Sneakers, crocs, or casual shoes will not be permitted on the trail.

Clothing

Scouts are going to be out on the trail for around 6 hours and go through periods of rest and strenuous activity so appropriate clothing is a must. Scouts should layer and have enough space in their pack to put in extra layers if they need to take a layer off. Layers should include:

- Base Layer (Against the skin). A wicking shirt, either polyester or smart wool.
- Middle Layer (Insulation layer). A fleece or synthetic sweatshirt.
- Outer Layer (Weather Protection / Waterproof). A Jacket (Light or heavy depending on expected temperatures).

Hats

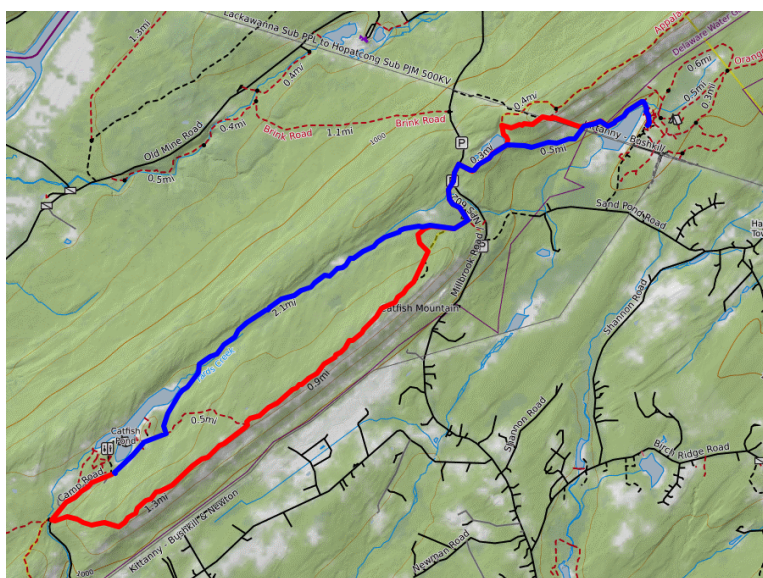
Scouts should wear a hat for sun protection. Wide-brimmed hats are best for this.

Special Backpacking Instructions & Information

Please read the entire Day Hiking section above.

Overview & Route

This Hike-o-Ree features a single loop route that begins and ends directly at Camp No-Be-Bo-Sco. This route is approximately 10 miles long with around 1,200 ft of elevation gain. Units will camp Friday into Saturday. Units will undergo a Backpacking class and training following the opening ceremony before beginning their Day 1 Backpacking Trek.



Day 1 (Nobe to AMC Mohican Center): Red (5.2 Miles / 1036 feet / 4.1 hours)

Day 2 (AMC Mohican Center to Nobe): Blue (4.1 Miles / 300 feet / 2.8 hours)

Route Map: You can view the digital map and elevation profile for the loop here: [AllTrails: NoBe Hike-o-Ree Route](#).

Additional information about the route as well as information about the historic trail medal that you can earn at this event can be found in the historic trail medal document which is located [here](#).

Schedule

Day	Time	Activity	Location
Friday	5:00 PM - 9:00 PM	Unit Arrival & Check-in	Camp Office
	9:30 PM	SPL / Scoutmaster Cracker Barrel	Dining Hall
Saturday	8:30 AM	Opening Ceremony	Main Parade Field
	9:00 AM	Gear Checks + Backpacking Sessions	Dining Hall

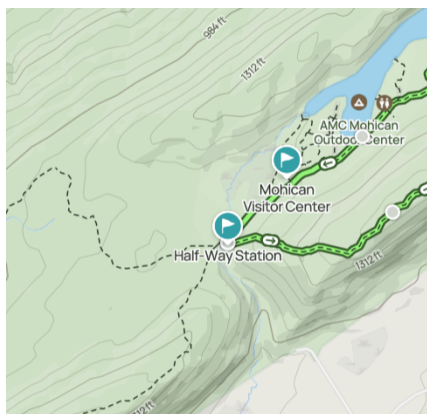
Day	Time	Activity	Location
	11:00 AM	Hike Begins	Trailhead
	4:30PM	Mandatory Trail Check-In	AMC Mohican Center
	Evening	Camp Setup + Additional Backpacking Sessions	AMC Mohican Center
	8:00 PM	Backpacking Campfire	AMC Mohican Center
Sunday	7:00 AM	Wake-Up / Morning Checkins	AMC Mohican Center
	9:00 AM	Hike Begins	AMC Mohican Center
	Mid-Day	Hike ends	Dining Hall
	12:30 PM	Lunch & Awards	Dining Hall
	2:00 PM	Closing / Check-Out	A-Field

Safety, Medical & Required Gear

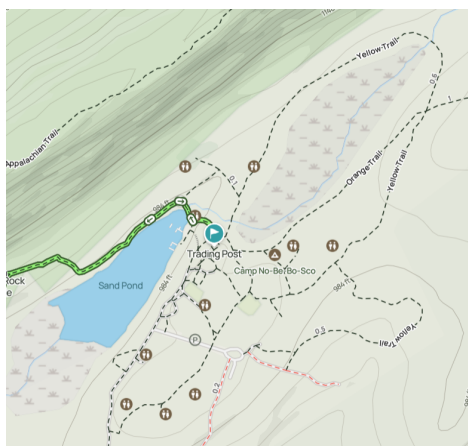
Checkpoints

There are two strict check-in requirements for all units participating in the backpacking trip:

3. **Saturday Night Camp (Appalachian Trail & AMC Camp Road):** This campsite is located exactly at the intersection of the AMC Mohican Center camp road and the Appalachian Trail, right next to the camp. Look for the 10x10 event staff pop-up tent. All units **must** check in with staff here before proceeding to set up camp at Mohican. This station will have first aid available and water for refilling. *(Note: The AMC camp itself also has water refill stations, a camp store, and a cafeteria with food and drinks available for purchase. However, Scouts must still carry their own required water supply.)*



4. **The Finish Line (Trading Post):** Upon returning to Camp No-Be-Bo-Sco, all units **must** check in at the Trading Post. Here, leaders will return their issued radio and report their safe return. **Units will not receive their event patches if they do not check in and return their radio at the Trading Post.**



Required Navigation Apps (Offline Maps)

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- **Water:** Every Scout and Scouter must carry a **MINIMUM of 2 liters** of water on their person, though **3 liters is highly recommended and expected to be used**. Do not rely solely on the halfway point for your water needs.
- **Electrolytes:** In addition to water, everyone must carry a bottle of Gatorade or a dedicated electrolyte mix (such as LMNT, Liquid I.V., etc.) to prevent cramping and dehydration on the trail.
- **Water Treatment:** Units participating in Backpacking must carry an approved method of water treatment adequate for their entire unit.

Backpacking Pack Items

- Sleeping
 - Sleeping Bag - Quilts or Sleeping Bags.
 - Sleeping Pad - foam is warmer than inflatable
 - Tent / Hammock / Tarp Shelter
- Clothing
 - Worn
 - Class B Uniform
 - Wool Socks
 - Scout Hat
 - Hiking Boots or Shoes
 - Shell Layer
 - Waterproof Jacket w/hood and/or Poncho
 - Windbreaker (optional)
 - Gaiters (optional)
 - Insulating Layer
 - Wool or fleece Hat
 - Wool or Fleece Glove Liners
 - Down or Synthetic "puffy"
 - medium weight wool or fleece pullover
 - Base Layer
 - Wool or Synthetic long sleeve top (for sleeping)
 - Wool or Synthetic long underwear (for sleeping)
 - Wool socks (2 x pairs)

- Footware
 - Sandals for camp
- Hydration
 - 2 x 1 Reusable Liter Water Bottles
 - Approved Water Treatment (patrol gear)
- Eating
 - Cup or Mug
 - Long Handled Spoon
 - Approved Bear Bag / Food Protection
 - Stove (patrol gear)
- Accessories
 - Notebook + pen/pencil
 - 30-50 feet of paracord
 - Pocket Knife
 - First Aid Kit
 - See hand book
 - Fire Starting Kit
 - Compass
 - Headlamp
- Toiletries
 - Small bottle of sunscreen
 - Small bottle of Ben's 30% Deet
 - Chapstick
 - Small bottle of hand sanitizer
 - Travel size toothpaste
 - Travel size toothbrush
- \$15-\$20 spending cash
- * NO DEODORANT
- * NO COLOGNE
- * NO LISTERINE
- * NO FOODS THAT REQUIRE REFRIGERATION - MAYO, CHEESE, DRESSINGS...

Shoes

The trail for this hike is very rocky in several places. Proper ankle support and traction are critical. **Hiking boots or specialized trail runners are ABSOLUTELY REQUIRED.** Sneakers, crocs, or casual shoes will not be permitted on the trail.

Policies & Leave No Trace

Adult Supervision

1. Units camping overnight must have at least two (2) registered adult leaders (With current Youth Protection training) onsite and supervising the unit at all times. Overnight participants are to camp onsite with their unit, in accordance with YPT guidelines.
2. When in camp youth should remain within campgrounds and when on the hike units should stay together.

Uniforms

Due to the nature of the event and the long period of time spent outdoors, uniforms are not required and appropriate clothing should be worn (See Clothing section).

Behavior

Conduct will be observed and judged by many. The Scout Oath and Scout Law are the standard behavior for all participants. The responsibility for proper conduct and appearance belongs to all participants.

Controlled Substances

The possession and/or use of any controlled substances or alcohol by participants at the Hike-o-Ree is prohibited. Smoking / Vaping is not permitted in any area of the camp or on state park trails.

Firearms

Per the Guide to Safe Scouting: "Except for law enforcement officers required to carry firearms within their jurisdiction, firearms shall not be brought on camping, hiking, backpacking, or other Scouting activities except those specifically planned for target shooting under the supervision of a currently certified BSA national shooting sports director or National Rifle Association firearms instructor."

Insurance

The Northern New Jersey Council provides accident insurance coverage to all units for their registered youth and all registered adults. The insurance plan is an Excess Insurance Plan meaning that the plan will pay all those eligible expenses incurred from a covered accident

not paid by any other collectible insurance or prepaid health plan. If no other insurance is in effect, this plan will pay all eligible covered expenses up to the plan limits. There is no deductible under this plan.

Lost and Found

Lost and found services will be provided in the Trading Post. If you find any items along the trail or during the day, please bring those items to the Camp Office. Unclaimed items will be reviewed during the closing ceremony.

Leave No Trace

The hiking portion of this event will be following Leave no Trace principles. Please be aware of and be following these principles while hiking the trail.

1. Plan Ahead and Prepare
 - Know the regulations and special concerns for the area you'll visit.
 - Prepare for extreme weather, hazards, and emergencies.
 - Repackage food to minimize waste.
2. Travel on Durable Surfaces
 - Durable surfaces include established trails and campsites, rock, gravel, dry grasses, or snow.
 - Concentrate use on existing trails.
 - Walk single file in the middle of the trail, even when wet or muddy.
3. Dispose of Waste Properly
 - Pack out all trash, leftover food, and litter.
 - Deposit solid human waste in catholes dug 6 to 8 inches deep, at least 200 feet from water, camp and trails. Cover and disguise the cathole when finished.
4. Leave what you Find
 - Preserve the past: examine, but do not touch cultural or historic structures and artifacts.
 - Leave rocks, plants, and other natural objects as you find them.
 - Avoid introducing or transporting non-native species.
 - Do not build structures, furniture, or dig trenches.
5. Minimize Campfire Impacts
 - Do not build any fires along the route, except in emergency situations.
6. Respect Wildlife
 - Observe wildlife from a distance. Do not follow or approach them.
 - Never feed animals. Feeding wildlife damages their health, alters natural behaviors, and exposes them to predators and other dangers.
 - Protect wildlife and your food by storing rations and trash securely.

- Avoid wildlife during sensitive times: mating, nesting, raising young, or winter.
7. Be Considerate of Other Visitors
- Respect other visitors and protect the quality of their experience.
 - Be courteous. Yield to other users on the trail.
 - Step to the downhill side of the trail when encountering pack stock.
 - Take breaks, and try not to take a break directly on the trail.
 - Let nature's sounds prevail. Avoid loud voices and noises.

Merit Badge Credit

Hiking Merit Badge

This hike will qualify as one of the four 10 mile hikes required for the Hiking Merit Badge. However, if units are using this hike towards hiking merit badge requirements please keep in mind that per <https://www.scouting.org/merit-badges/hiking/> "The required hikes for this badge may be used in fulfilling hiking requirements for rank advancement. However, these hikes cannot be used to fulfill requirements of other merit badges".

That means units can use this hike to count towards the hiking merit badge, or other outdoor merit badges, but not both.

If using this hike as a requirement towards the hiking merit badge, please keep in mind that scouts must write a report on the hike:

"Write a short report on your hike. For each hike, give the date and description (or map) of the route covered, the weather, any interesting things you saw, and any challenges you had and how you overcame them. It may include something you learned about yourself, about the outdoors, or about others you were hiking with."

Camping Merit Badge

This event can qualify for the camping merit badge.

- If a unit camps for 2 nights in a tent they would get 2 nights of credit towards the 20 nights requirement for the merit badge.

Appendix A: Staffing Requirements

The Hike-o-Ree is expected to have the following staffing requirements.

Check-in / Check-out Staff: 2 people

Mid-Way Tent Staff: 2-3 people

Medical Staff: 2 EMTs and 1 Camp Medical Officer (Possibility of overlap)

Event HQ Staff: 2 people to coordinate and make sure troops are progressing (Can overlap with Check-in / Check-out Staff).