

SPRING CAMPOREE 2026



Top Line: (RVW & Mohawk Districts)

Bottom Line (*Tri-Mount-oree 2026*)

**Camp Tri-Mount
261 Boy Scout Road
East Jewett, NY 12424**

May 1 thru 3, 2026

Dear Scouts and Scouters,

As you know Rip Van Winkle Council joined Twin Rivers Council formally in December of 2025 and is now Rip Van Winkle District. This May 1-3 Rip Van Winkle and Mohawk Districts will be hosting a joint Spring Camporee at Camp Tri-Mount. Each spring we celebrate the return of longer days, warmer temperatures and the comradery of camping by gathering to share our love of the outdoors and camping as a district. This year we get to do it with a bigger Scouting Family in an amazing place that has created Scouting memories since 1946. We hope that you will find this spring's Camporee to be an exciting opportunity to meet new friends and experience all the wonders of Camp Tri-Mount. We will gather at camp, 261 Boy Scout Rd. in East Jewett, starting at 5pm on May 1st.

Our theme for this joint Rip Van Winkle-Mohawk District Camporee is the *Tri-Mount-oree*. This theme was chosen because it is our first opportunity to come together in this special place sharing memories from those who have grown up in camp with those who are just now getting to know all that it means. For three days our scouts and scouters from throughout Rip Van Winkle and Mohawk Districts (and beyond) will come together for fun, games, activities, entertainment, advancement opportunities, great food and adventure that is sure to be an exciting start to the 2026 scouting year.

We want to thank all of the volunteers whose efforts have made this Camporee's events possible. Without their time, talents, and dedication, an event like this would not be possible.

We hope that each of you — Arrow of Light Scouts, Scouts BSA, Venturers, Explorers, and Sea Scouts — are planning to join us at Camp Tri-Mount for three days of food, family and scouting fun. We look forward to seeing everyone there! If you have any questions, suggestions, or would like to join us to help deliver this amazing program for our scouts, please do not hesitate to reach out by emailing Mohawk@trcscouting.org

Thank you and see you May 1-3 at Camp Tri-Mount!

Yours in Scouting,

Danielle Darling and Matt Thorpe

Camporee Co-Chairs

Camporee FAQ's

When: May 1-3, 2026

- Check In May 1, 2026 5:00pm – 8:00pm
- Check Out May 3, 2026 10:30am

Where: Camp Tri-Mount

Cost: \$20.00 per person by 11:59pm April 25, \$30 per person April 26-29, 2026

Campsite: Camping will be in the Campsites. Campsite assignments will be provided at check-in.

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. **(If your Arrow of Light Den/Patrol is not attending please contact the Camporee Points of Contact via the link on the registration page to make arrangements for camping.)**

Campfires: Campfires must follow the state fire ban. A Statewide Fire Ban is in effect Campfires, small cooking fires, or any other outdoor fire less than three (3) feet in height and four (4) feet in length, width, or diameter. Additional details on NY State Seasonal Burn Ban can be found at: [Open Burning - NYSDEC](#)

Parking: Main Parking Lot. One vehicle and trailer will be allowed to travel to assigned campsite to drop off gear. Contact Camporee representatives for mobility assistance.

Scout All Faith: Sunday Morning 930am @ Chapel in Field Uniform

Trash: Troops bring to consolidation point/dumpster.

All attendees must bring their own mess kit w/utensils & water bottle for the weekend.

Patrol Size Max of six (6) scouts each for patrol competition events.

Leaders: Two deep leadership is required for each unit.

Food: All meals are the units' responsibility with the following exceptions:

- Friday Night Cracker Barrel
 - Camporee staff will provide Cracker Barrel for all attendees. In the Dining Hall
- Saturday Night meal in the Dining Hall
 - Units are responsible for a Potluck side dish with serving utensil to share with the entire Camporee. (**Please review the Potluck Safety Notice at the back of this leaders guide and make sure your side dish meets the requirements.**)
 - Camporee staff will provide Main Course (Chicken)
 - Participants are to bring their own mess kit w/utensils & reuseable mug.
- Saturday Cracker Barrel after Campfire
 - Camporee staff will provide dessert / Cracker Barrel.

Camporee Schedule

Friday May 1st

- 5pm – 8pm Check In @ Welcome Center
- 9pm Cracker Barrel @ Dinning Hall, Scoutmaster and SPL meeting at Memorial Lodge (STEM)
- 10pm Quiet Hour
- 11pm Lights out

Saturday May 2nd

- 730am Reveille & Breakfast @ campsites
- 9am Flags & Opening Activity Uniform @ Parade Field (Main Flagpoles in front of Dinning Hall)
- 915am – Noon Morning Camporee Activities
- Noon – 1:00pm Lunch in campsites
- 1:15pm – 3pm Afternoon Camporee Activities
- 3pm - 6pm Unit Time & A Scout is clean/Dinner Prep/Campsite
- 6pm Flags in Field Uniform @ Parade Field
- 615pm – 700pm Dinner @ Dinning Hall (Don't forget to bring your side dish and serving utensil to share) Scoutmaster and SPL check-in at Memorial Lodge (STEM) to confirm campfire planning (skits, cheers, songs, etc)
- 730pm Head to Campfire Ring (Far side of the lake, remember flashlight/head lamp)
- 745pm – 830pm Campfire Program & OA Call Out
- 900pm - 10pm Cracker barrel & Board Games @ Dinning Hall (Scoutmaster and SPL meeting at Memorial Lodge (STEM))
- 10pm Quiet Hour
- 11pm Lights out

Sunday May 3rd

- 730am Reveille & Breakfast @ campsites
- 915am Flags @ Parade Field
- 930am All Faith Service @ Chapel
- 10am Awards & Closing @ Chapel
- Noon Camp All Clear

Scoutmaster and SPL meetings: Friday will be to pass out Patrol/Unit starting positions for the shotgun start of Saturday program, and rough plan the Saturday campfire. Saturday at dinner will be confirm what your troop is doing for the campfire. Saturday during cracker barrel will be to hold an after action review (start, stop, continue) to assess the program and get everyone's feedback.

Discover the Camp

The Camporee Program is set up to help everyone to discover/explore Camp Tri-Mount. Competition will be conducted at the Unit/Patrol Level. Unit/Patrol will move from station to station. Each station will be different and be staffed by Professionals and Scouters. Where possible the demonstration will be a hands-on demonstration of the key skills. The Unit/Patrol will be scored on their knowledge of the skill being emphasized at that station using pre-established score sheets. The Units/Patrols will rotate from station to station. At the end of the sessions, the scores for each Unit/Patrol will be tallied.

First Aid & Patient Recovery

Upon hearing your teammate scream, you, and your group rush onto the scene only to find them severely injured. Identify and treat their wounds to save their life. Remember, *be alert!*

Event Details: You will be given a list of three (3) symptoms. Time starts right after the list of symptoms has been given. You must identify and treat all the injuries within five (5) minutes; otherwise, your teammate will not make it. The list of symptoms will only be read once. After completion you will need to give a verbal report as well as explain the treatment that you gave and why you chose your respective actions. Do not deviate from what you did in your explanation, or you will lose points for dishonesty. Scouts will get hands on experience to help secure an injured scout/person and get them to safety. (Your team building and communication skills will be observed). Once you have given it *the old college try*, stand back and watch the professional do it.

Tips: Brush up on Tenderfoot-First Class First Aid, Knots & Lashings

Use your surroundings. Write down the symptoms immediately when given.

Axe Accuracy – Scouts will get three (3) swings with an axe to land it in the same spot on the log. Points are given based on ending position of Axe. Points are awarded individually and as Patrols.

Archery – Archery Range: Scouts will get three (3) arrows to place them in the same spot on the target. Points are given based on diameter of three-shot group. Points are awarded individually and as Patrols.

Golf Ball Races – Scouts start by placing a golf ball on a spoon and then working their way to the other end of a stretched-out fire hose and return without allowing the ball to fall off. If you drop the golf ball, the clock keeps running. You must stop and place the ball back on the spoon then continue. If there is a tie, a runoff of going backward will be run to determine a winner. (And the course will be difficult enough to where you WILL drop the golf ball once or twice.)

Land Canoe Course - Waterfront Area (everything is on land, not in the water) A dry land canoe skills test is an excellent way to evaluate technical knowledge, safety preparedness, and physical handling before ever hitting the water.

This test is divided into four stations: **Equipment Identification, Safety & Theory, Physical Handling, and Technical Strokes.**

Station 1: Equipment Identification & Maintenance

Test the participant's ability to identify parts of the craft and maintain gear.

- **Anatomy of a Canoe:** Point to and name at least 8 parts, including the **bow, stern, hull, gunnel, thwarts, yoke, seats, and deck plates.**
- **Gear Checklist:** Identify five essential pieces of gear: **PFD (Personal Flotation Device), paddle, spare paddle, whistle, and a throw bag.**
- **Vessel Inspection:** Demonstrate a "pre-flight" check for hull cracks, loose seat bolts, or UV damage to the material.
- **PFD Fitting:** Correctly put on and tighten a life jacket, ensuring it does not slide up over the ears when pulled from the shoulders.

Station 2: Safety Theory & Planning

Evaluate the participant's understanding of risk management.

- **The Float Plan:** Explain what information should be left with contact on shore (route, expected return time, boat description).
- **Cold Water Knowledge:** Explain "cold water shock" and the importance of dressing for water temperature rather than air temperature.
- **River Hazards:** Define three major river hazards: **strainers** (downed trees), **low-head dams** (hydraulics), and **foot entrapment.**
- **Rescue Priorities:** State the three rescue priorities in order: **People, then Boat, then Gear.**

Station 3: Physical Handling & Portaging

Test the participant's physical ability to manage the canoe on land.

- **The Solo Lift:** Demonstrate the technique for lifting a canoe from the ground to the shoulders using the center yoke. This should include the "rocking" motion for momentum and resting the gunnel on the thighs.
- **Two-Person Carry:** Coordinate a "suitcase carry" or a "shoulder carry" with a partner, demonstrating clear communication for lifting and setting down.
- **Loading/Tie-Down:** Demonstrate how to secure a canoe to a vehicle rack using cam straps or ropes, emphasizing bow and stern lines for highway safety.

Station 4: Technical Strokes (Dry Drills)

Practice stroke mechanics without the instability of water. On a chair or bench to simulate the seat height.

- **Core Engagement:** Demonstrate a **forward stroke** emphasizing torso rotation rather than "arm-paddling".
- **Correction Strokes:** Perform a **J-stroke** and a **stern pry**, showing the correct thumb position and blade angle for steering.
- **Maneuvering Strokes:** Demonstrate a **draw stroke** (moving sideways) and a **sweep stroke** (turning), ensuring the paddle remains vertical or follows the correct arc.
- **Bracing:** Simulate a **low brace** to show how you would prevent a capsizing if the canoe tipped.

Rescue Ring Buoy Relay (land version)- Waterfront Area: You can rescue a drowning victim if you know how to properly throw a ring buoy.

DESCRIPTION:

The object of the game is to throw a ring buoy to someone portraying a person that is drowning and pull that person back to safety.

There will be two lines spaced out approximately 25 feet apart. The three ring buoys will be spaced out approximately 15 feet apart along one line.

Divide the patrol into two teams of three. One team will portray people that are “drowning” (arms out to their sides like doing a jumping jack) and the other group will be “rescuers.” Each rescuer will have to throw the ring buoy and get the line over the arms of the “drowning victim”. Once the rescuer gets the line over their partner’s arms they pull them in. They switch places and do it again.

Points will be awarded by individual and combined team times.

Woggle Making Handicraft – A Woggle is device to fasten a neckerchief, worn as part of the Scout Uniform. Its use dates back to the 1920’s or perhaps even 1919. It is still used as part of the Wood Badge training recognition along with the Gilwell scarf and Wood Badge beads worn on a leather lace. Scouts have tied and worn woggles of all colors and sizes as a point of pride and accomplishment. Learn to make your own, and wear it home to show your scout spirit. Materials will be provided. Points will be awarded for tightness, uniformity and speed of completion. There will be a short demonstration on how to make the woggle first.

Fishing Line Cast – Herb’s Fishing Shack: Each patrol member will need to cast a line out into Kay-Bee Lake between two buoys and reel their line back in three times. Points awarded for speed and accuracy. Points awarded to individuals and added up by team.

COPE – COPE: Scouts will get an introduction to the fun that is Challenging Outdoor Personal Experience (COPE). While we can’t get patrols on the courses within camporee timelines, an introduction to the broader program through experiencing a selection of “COPE games” and team building activities will let scouts get a peek inside this transformative unforgettable program area. Points will be given for creativity, teamwork and getting out of your comfort zone.

Additional Information

Disc Golf - An opportunity for every Scout to show off their Disc Golf skills. Did you know the camp has Disc Golf Course? Take some time and check it out.

Make Your Own Side Dish – All Units are asked to bring/make prior to Dinner Saturday Night. A side dish to share with everyone as we eat dinner Saturday Night. **(Full size Chafing Dish & Serving utensil) Please review the Potluck Safety Notice at the back of this leaders guide and make sure your side dish meets the requirements. If you have any questions, contact Camporee Co-Chairs Matt and Danielle**

Use the following link to sign up for your side dish (tell us what you are bringing): <https://www.perfectpotluck.com/HMAX7162>

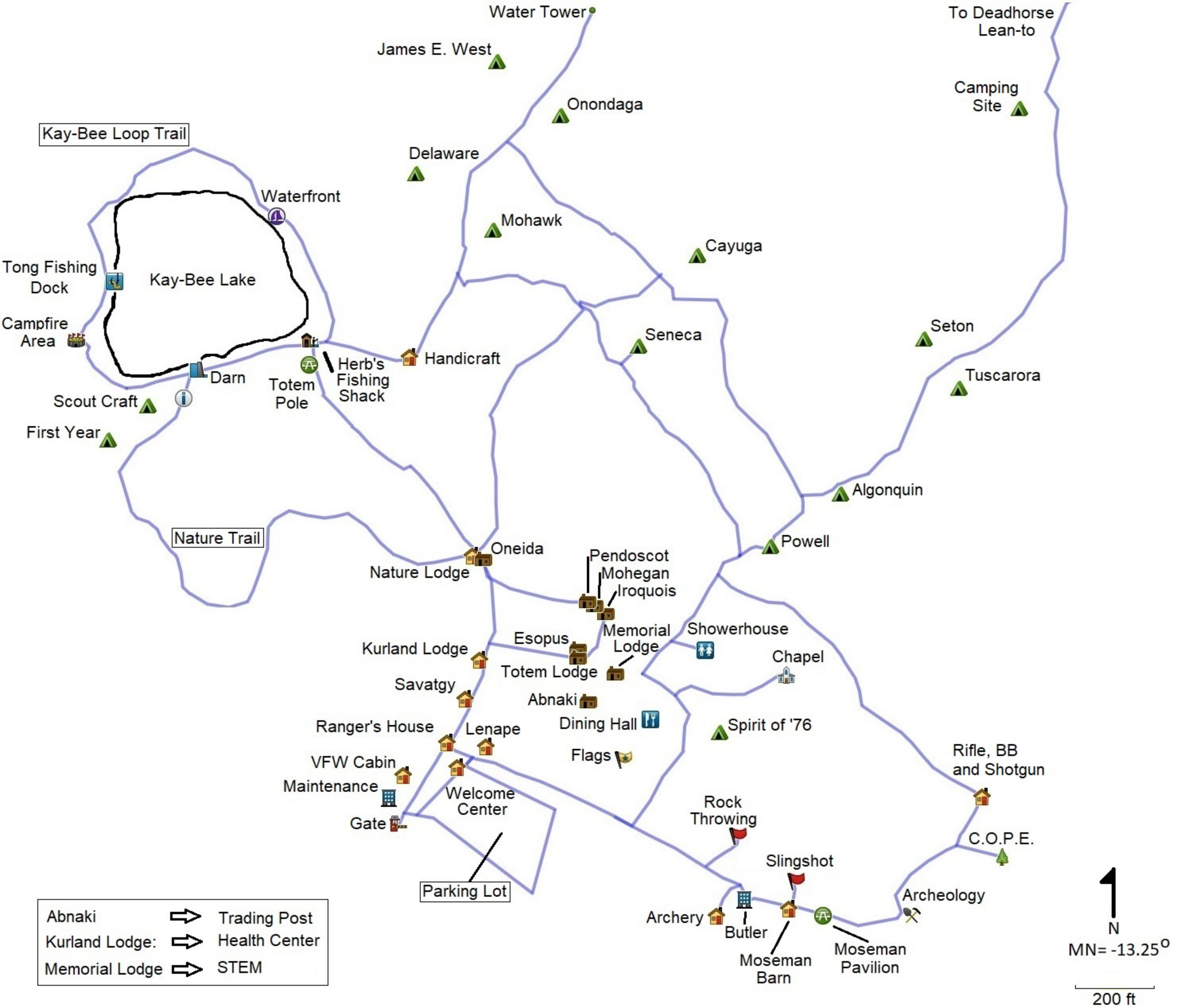
Unit Leader Chili Cook Off – Bring us an example of your favorite chili. An opportunity for every Unit Leader (Adult Troop Leaders) to show of his/her secret recipe. There aren't many rules on this one. We just ask if you make it super spicy that you label it as such. (And in case you haven't realized it, this is a ploy to have a little extra food at the Saturday night banquet just in case there isn't as much as we had hoped).

Parking at Tri-Mount - please be advised that only camp authorized vehicles are allowed to travel and park throughout camp during events and weekends. Units will be allowed to bring ONE vehicle up to the campsite to unload gear on Friday evenings before quiet hour. All vehicles must be parked in the lower general parking lot. Units may bring **ONE** vehicle up to the campsite at the END of the event on Sunday to load gear.

Units with a trailer may be able to park the trailer on or near certain sites where parking space is available, however, the trailer must be unhitched, and the vehicle must park in the general parking lot. Please verify with camporee staff if the location is acceptable.

If a scouter has health concerns, please reach out to the Rip Van Winkle District Service Center at 845-339-0846 ahead of time and provide mobility restriction proof. You can also email Karen.DeRuyter@Scouting.org or Catina.Leon@scouting.org.

Camp approved vehicles will have a yellow Camp Vehicle magnet on the driver's side.





BURN BAN

NOTICE

NEW YORK STATE ANNUAL BURN BAN IN EFFECT

MARCH 16 – MAY 14

ALL OF NEW YORK STATE

NO OPEN BURNING!

BURNING PROHIBITED



Brush & Debris



Leaves & Yard Waste

NO BURNING!

ALLOWED WITH CAUTION



Small
Campfires



Cooking
Fires



Charcoal
Grills

USE SAFELY!

WHY THE BURN BAN BAN?

Dry Conditions • High Wildfire Risk

EAST JEWETT FIRE DEPARTMENT

TO REPORT A FIRE, CALL 911

Questions? Contact Your Local Fire Department



Potluck Safety Notice

Side dish requirements



To ensure a safe and enjoyable potluck for everyone, please adhere to the following ServSafe-aligned standards for all contributed side dishes.

Temperature Control

- **Keep Hot Foods Hot:** Hot items (e.g., mac and cheese, warm dips) must arrive and stay at **135°F (57°C)** or higher. We recommend using slow cookers or insulated carriers to maintain temperature.
- **Keep Cold Foods Cold:** Cold items (e.g., potato salad, coleslaw) must arrive and stay at **41°F (5°C)** or lower. Transport these in a cooler with ice packs to ensure they stay chilled.
- **The 2-Hour Rule:** Perishable food left at room temperature for more than 2 hours must be discarded. If the room temperature is above **90°F (32°C)**, this limit drops to 1 hour.

Labeling & Allergens

- **Clear Identification:** Every dish must have a label stating its common name (e.g., "Classic Potato Salad").
- **Allergen Disclosure:** List all ingredients, specifically highlighting the "**Big Nine**" allergens: **Milk, Eggs, Fish, Crustacean Shellfish, Tree Nuts, Peanuts, Wheat, Soy, and Sesame.**
- **Date Marking:** If the dish was prepared in advance, include the preparation date.

Preparation & Serving

- **Personal Hygiene:** Do not prepare food if you have been sick with vomiting or diarrhea within the last week. Wash hands for 20 seconds with warm, soapy water before cooking and frequently while preparing food.
- **Prevent Cross-Contamination:** Use clean, separate cutting boards for raw and cooked items. Transport all items in tightly covered containers to prevent spillage and contamination.
- **Clean Utensils:** Provide a dedicated serving utensil for each dish. This helps prevent guests from using their hands or cross-contaminating items.