

Adirondack District

Twin Rivers Council

FALL CAMPOREE

September 18-20, 2026

At

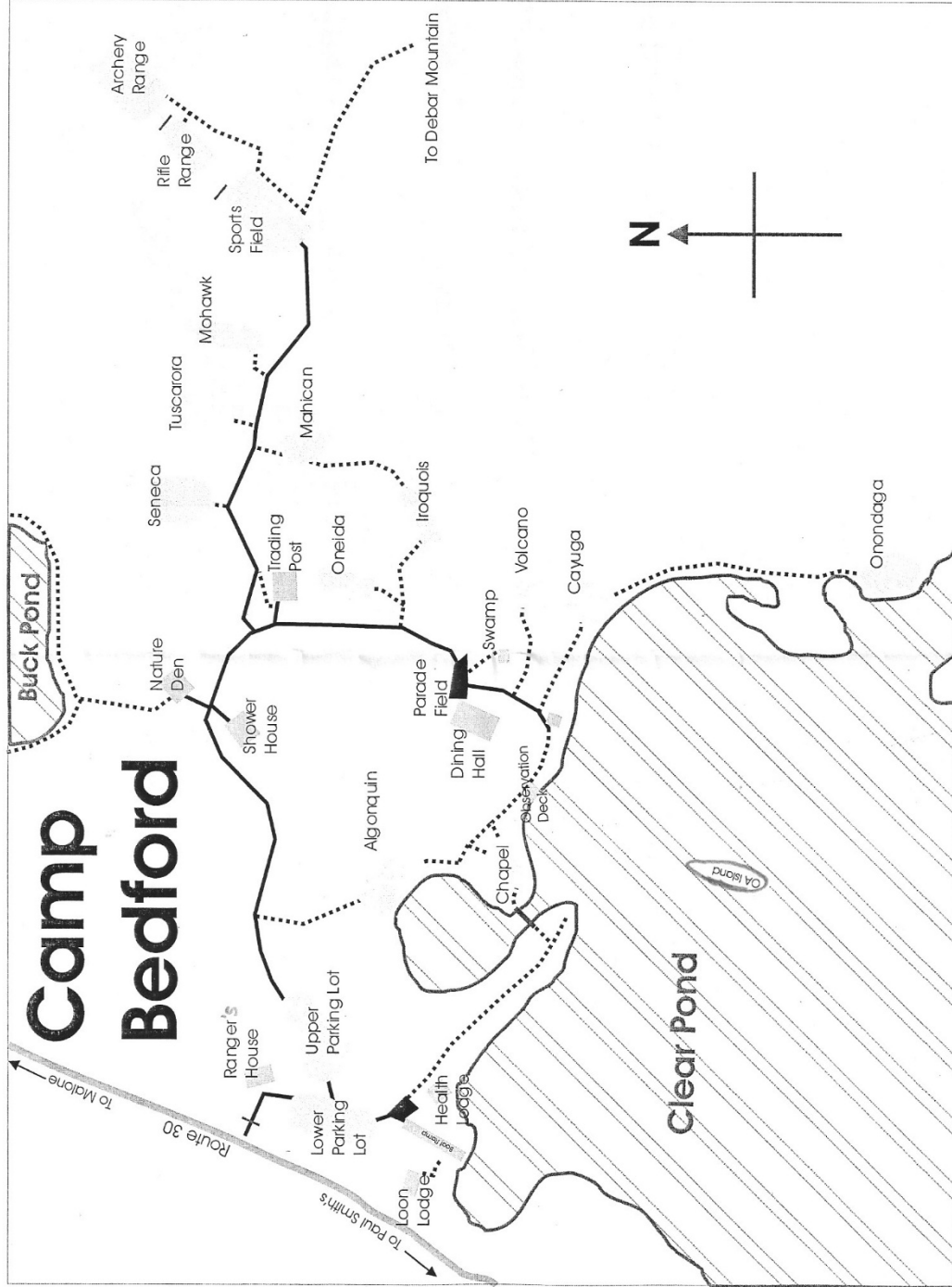
CAMP BEDFORD



"Be Prepared: 1776"

Celebrate the 250th anniversary of American independence as Scouts travel back in time to 1776 for an action-packed adventure!

They'll jump into hands-on colonial-era skills and trades, then discover how things are done today in the modern world.



Schedule

Friday Evening	*Friday night dinner is not provided. You must bring your own.
4PM – 9PM	Arrival, check in at the Camp Gate/Office, and then set up camp site
9PM	SPL, ASPL, and Scoutmaster Meeting at the dining hall – bring your event guides
11PM	Lights out – Quiet
Saturday	
8AM	Flag raising ceremony and general announcements
	Breakfast – At your site with your Troop
9AM – 11AM	Morning Station Rotations
11AM – 1PM	Lunch – At your site with your Troop
1PM – 5PM	Afternoon Station Rotations
5:45PM	Flag lowering ceremony
6PM	Dinner – at the dining hall (Trade a Scout!)
7:30PM	Campfire Program
10PM	Campers at their sites
11PM	Lights out – Quiet
Sunday	
8AM	Flag raising
8:30AM	Breakfast – At your site with your Troop
9:30AM-11AM	Pack up, clean up, check out, and go home!

Rules & Safety

All Scout rules apply.

Buddy system

No running in camp – except at designated events

No open-toed shoes please.

Report any injuries, no matter how minor, to the Health Officer/EMT.

If you are walking along a camp road and a vehicle approaches you, move to the driver's side of the road and stop, wait for the vehicle to pass, then continue on your way.

Do not throw rocks or swing sticks.

No swimming or boating is allowed.

Fishing is permitted; license required if you are 16 years old or older – the Forest Ranger does check periodically.

Please park your vehicles in the parking lots, not on site. Trailers are allowed on site, as usual.

There should be ABSOLUTELY NO vehicles on the camp roads, Friday evening after 10PM, all day Saturday and until 9:30 Sunday morning. When you are on the roads, drive very slowly!

Amenities

- The Dining Hall will be available for use during the weekend. We intend to have a toasty fire going at all times – stop by if you get chilled.
- There is a clothes dryer available if your gear gets wet. Let us know if you need it.

Check-In

Check-in is on Friday, between 4PM to 9PM. When you arrive at camp on Friday, check in with a staff member at the Camp Gate/Office for a camp site location – One Vehicle will be allowed with the Troops gear to be driven to your site. All other gear will have to be carried. The vehicle is not permitted to stay on site, but trailers are. **Drive 5 MPH** and watch carefully for those who may be walking.

Please show your **medical forms** when you arrive. They will be allowed to be at your sites but must have the Health officer check them out. Make sure you have one for everyone at your site.

Check-Out

Please police your camp site; pick up garbage, make sure fires are out cold. Carry in – Carry out. One vehicle will be allowed to be brought into the sites on Sunday morning at a designated time. NO vehicles should be on the camp roads without permission.

Leaders

Two-deep leadership is a mandatory Safeguarding Youth Protection policy in Scouting America requiring all activities to be supervised by at least two registered adults. In any unit serving females, at least one registered female adult leader 21 or older must be present.

It is recommended that all leadership be position trained. At minimum, one leader must be hazardous weather trained.

Hey! Do you know what is better than two registered/trained leaders? Three! As situations can arise, younger scouts may wander off.

Scouts

The Scouting motto "Be Prepared" means being in a state of constant readiness—physically, mentally, and morally—to face unexpected challenges. Camping in itself is a challenge. You must remember the essentials to pack, prepare for the weather, and think of anything additional you will need for the weekend at Camp Bedford. To get you started here are a few items (but not all) you will need: Class A's, tent, sleeping gear, clothes and extra clothes, flashlight, water bottle, hygiene/toiletries, sunscreen, bug spray, hat, coat, shoes and an extra pair (no crocs, sandals, or flip flops), camp chair.

Talk amongst your Troop and think of what else you should pack for a fun and successful camping trip.

Courtesy to your friends and leaders: Remember if you bring a camping chair for your camp site then you have a seat, if you do not then you should not take someone else's seat. They came prepared.

Events

Some of the events are designed for a patrol-sized group (5-6) and some are for your entire unit. You may split your unit into patrols as necessary; we would like all Scouts to participate in all of the events.

- As always, a Scout should be prepared. A pocketknife may turn out to be useful.

Meals

Friday: Each person coming to camp is responsible for having either already eating before coming to camp or bringing their dinner to eat at camp. On Friday night the dining hall will not be providing dinner. This will be your own responsibility.

Saturday:

- Breakfast as a Troop on your own site once the Flag raising ceremony and announcements are finished at 8AM.
- Lunch as a Troop on your own site between 11am-1pm as an intermission between the morning and afternoon station rotations.
- Dinner will be served in the dining hall at 6pm after the Flag raising ceremony and announcements are finished. Trade a Scout! During dinner plan for one of your Scouts to have dinner with a different Troop and to also accept a Scout from that Troop. This is a great opportunity to build lifelong friendships.

Sunday: Breakfast as a Troop on your own site once the Flag raising is finished at 8AM.

Scouts: Take advantage of the times you are cooking meals together as a Troop on your own site and complete some advancement requirements. Make it fun and plan themed meals or plan meals based on what they would have had 250 years ago!

Station Activities Fun Facts

Colonial Cooking



Cooking in the 1700s took place in the open fire of a hearth. Heat was manipulated by adjusting the height of cast-iron pots hanging from iron cranes or placing them in beds of hot coals (like a Dutch oven). It required continuous tending.

Blacksmithing



In 1776, the blacksmith was the backbone of local communities. Operating the "Walmart of the 18th century," they hand-forged tools, axes, plows, and wagon parts. During the Revolutionary War, local smiths were also urgently conscripted to repair muskets, cast cannons, and beat out swords and bayonets for the Continental Army.

Orienteering



Geocaching did not exist in the 1700s, as the modern game relies entirely on 21st-century GPS technology and satellites. However, you can experience an 18th-century vibe today by hunting for physical geocaches hidden at Revolutionary War sites or exploring historical marker trails.

Compasses in the 1700s, evolved from simple directional tools to precision instruments for seafaring and land surveying. Major milestones included Gowin Knight's 1745 invention of powerful, permanent steel magnets, and innovation by American makers like David Rittenhouse, who introduced verniers to adjust for magnetic declination.

Tomahawk Throwing



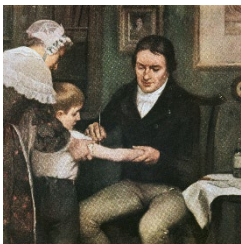
In the 1700s, tomahawks evolved from basic imported trade hatchets into versatile, specialized weapons and symbols of diplomacy on the American frontier. Widely carried by Native Americans, European settlers, and colonial militias, they were prized for clearing brush, hand-to-hand combat, and throwing

Guess the Antique Tools / Museum



Tools in the 1700s were predominantly handcrafted by blacksmiths and heavily relied on human and animal power. Because early industrial mass production was just emerging, every tradesman depended on durable, specialized hand tools for woodworking, metalwork, agriculture, and surgery.

Colonial Medicine



At the very end of the 1700s, a doctor named Edward Jenner figured out the very first vaccine to fight a scary sickness called smallpox. He discovered that giving people a tiny, safe dose of a sickness called cowpox could teach their bodies to fight off the dangerous one. This was a massive discovery that saves millions of lives today!

Celestial Navigation with a Sextant



Celestial navigation in the 1700s was revolutionized by the invention of the sextant in the 1730s. By using a system of mirrors to align a celestial body with the horizon, sailors could reliably determine their latitude (north-south position). Finding longitude (east-west position) required either complex math or highly accurate timekeeping.

BBs



In 1776, modern spring-piston BB guns did not exist. The earliest commercial BB guns were invented over a century later, in 1886, by Clarence Hamilton and produced by the Plymouth Iron Windmill Company (later known as Daisy).

In the year of 1776, handguns were single-shot, smoothbore flintlock pistols. They were primarily carried by cavalry, naval officers, and military commanders rather than standard infantry. These weapons were highly inaccurate at a distance, effective only up to 50 yards.

Candle Making



Candles in the 1700s, were predominantly made by rendering animal fat (tallow) or using natural beeswax. Artisans and households utilized two main methods—dipping and molding—to build layers of wax around a simple wick made of hemp, cotton, or linen.



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