



For generations, strange creatures have been reported throughout the forests, mountains, swamps, and lakes of North America. Scouts have been assembled by the **Twin Rivers Cryptid Research Agency (TRCRA)** to investigate reports of mysterious creatures appearing throughout the reservation. Patrols will travel between investigation stations, gathering evidence, learning outdoor skills, and solving the mystery of **which cryptid has recently appeared in camp.**

Patrols earn **Evidence Stamps** at each station. At the conclusion of the camporee, patrols present their findings and identify the cryptid responsible for the disturbances.

Camp Motto:

"Seek the Evidence. Master the Skills. Discover the Legend."



Mohawk-Turning Point Fall Camporee October 9-10-11, 2026
"Cryptid Quest: Legends of the Lost Wilderness" at Camp Wakpominee

Troops must bring: Tents for appropriate SYT housing Adult coverage for the troop for SYT *Two-Deep adult leaders *Female adult over 21 for female scouts *Sites are SHARED *Do not assume lean-tos are available *Housing will be assigned upon arrival Food for all meals other than Saturday dinner Firewood (from within 50 miles of camp) Optional to bring a small wagon to carry items	Camp Wakpominee will provide: Fire Ring Latrines with Toilet Paper Potable water access Shower access Garbage pickup <i>SATURDAY NIGHT DINNER ONLY</i>
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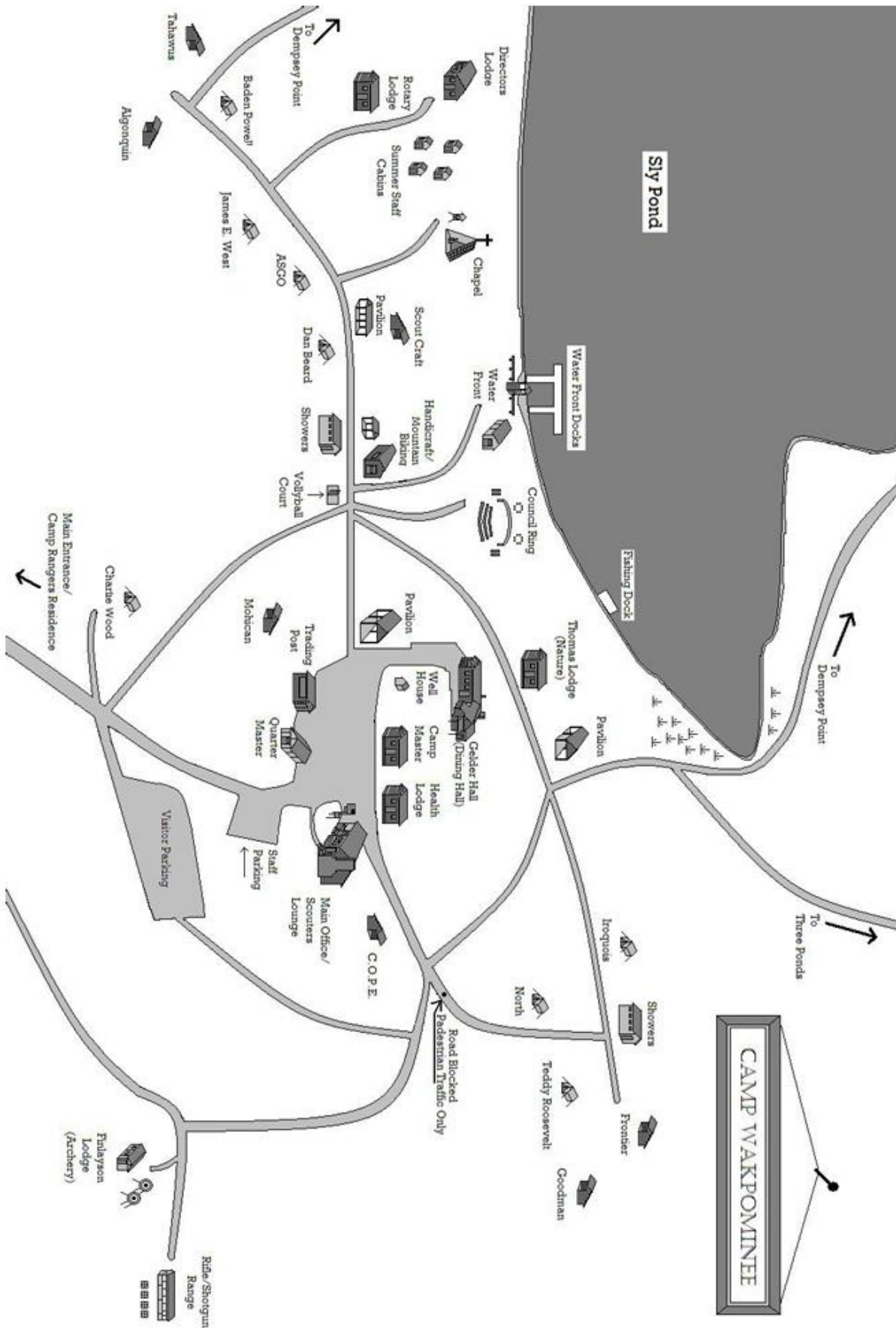
Camp Wide Events

1. **The Great Cryptid Hunt** – Camp wide Investigation Challenge
2. **Cryptid Summit Campfire Program** – Patrol Evidence Presentation
3. **Cryptid Research Base Inspection** – Campsite Inspection
4. **Patrol Spirit Competition** – Scout Spirit Award
5. **Cryptid Costume / Patrol Identity Contest** (*Optional*)

Cryptid Quest Camporee Stations

1. **The Mothman Warning** – Archery
2. **The Beast of Sly Pond Road Hunt** – Rifle Shooting Ages 12+
3. **The Chupacabra Ranch** – BB Gun Range (AOL/Crossovers) Ages 10-12
4. **The Wyvern's Forest** – Tomahawk Throwing
5. **Bigfoot Expedition** – Orienteering
6. **Surviving a Sasquatch Encounter** – First Aid
7. **Monster Hunter Field Kitchen** – Cooking & Camp Inspection
8. **Tracking the Unknown** – Nature / Plant & Animal Identification
9. **Thunderbird Peak** – COPE & Climbing
10. **The Creature Crime Scene** – Cryptid CSI Investigation
11. **The Wendigo Winter Survival** – Fire Building
12. **The Hidebehind Lumber Camp** – Knife & Ax Work
13. **The Hunt for Champ** – Knots & Lashings
14. **Mothman Emergency Network** – Signals & Codes
15. **Lost in the Cryptid Zone** – Emergency Shelter Building

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Cub Scout Cryptid Camporee

Cub Scout Cryptid Camporee Advancement Matrix

Camporee Station	Arrow of Light
Archery (Mothman)	Archery Adventure*
BB Range (Chupacabra)	BB Gun Adventure*
Orienteering (Bigfoot Expedition)	Outdoor Adventurer: 1-2-3-4
First Aid (Sasquatch Encounter)	First Aid: 2-3-4-5-6
Cooking (Monster Hunter Kitchen)	Outdoor Adventurer: 6-7 & Knife Safety: 5
Nature Identification (Tracking the Unknown)	Into the Wild: 1-2-3-4-5 & Into the Woods: 1-2-3-4-5
CSI Investigation (Cryptid Crime Scene)	High Tech Outdoors: 3-4
Fire Building (Wendigo Winter Survival)	Outdoor Adventurer: 16
Knife Safety (Lumber camp of the HideBehind)	Knife Safety: 6-7-8-9 & Witalin Chit: 1-2-3-4-5
Knots & Lashings (Capture the Lake Monster)	High Tech Outdoors: 2
Signals & Codes (Mothman Communication Network)	High Tech Outdoors: 3-4
Emergency Shelter (Lost in the Cryptid Zone)	Outdoor Adventurer: 25-26-27-28
Climbing / COPE (Thunderbird Peak)	BobCat: 2

Camporee Advancement Passport

Each AOL/Crossover receives a "Cryptid Investigator Passport."

Stations provide:

- Stamp
- Signature

Passport sections and activities aligned with Cub Advancement:

1. Mothman Archery
2. Chupacabra BB Range
3. Bigfoot Expedition Orienteering
4. Sasquatch First Aid
5. Thunderbird COPE
6. Champ Investigation
7. Wendigo Survival Fire
8. Hidebehind Woodcraft
9. Wyvern Ax Throwing
10. Cryptid CSI Lab

After the Camporee the cub attendee passports can be collected by Pack Leaders to document:

- Adventure
- Requirement completed
- Station attended
- Instructor verification

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Scouts BSA Cryptid Quest Camporee

Rank Advancement Opportunities & Documentation Guide: **Scout, Tenderfoot, Second and First Class.**

Important: Unit leaders retain final authority for advancement signoffs.

Station	Scout Rank	Tenderfoot	Second Class	First Class
Archery (Mothman)	Safety discussion	Safe handling and range behavior	Shooting sports participation	Shooting sports participation
Rifle (Beast of Sly Pond)				
BB Range (Chupacabra)				
Tomahawk (Jersey Devil)	Totin' Chip concepts	Tool safety review	Woods tools discussion	Woods tools discussion
Bigfoot Orienteering	1e	5a 5b 5c 5d	3a 3c 3d	4a 4b
Sasquatch First Aid	No rank – just experience & fun	4a 4c 4d	6a 6b 6c 6d 6e	7a 7b 7c 7d 7f
Monster Hunter Cooking	Patrol method introduction	2a 2b 2c	2d 2e	2c 2d 2e 9a
Nature Investigation	Outdoor Code	4b	4	1b 5a 5b
Thunderbird Climbing	3a 3b	8	Challenge activity	Challenge activity
Cryptid CSI	Observation skills	Emergency response discussion	Problem-solving skills	Leadership/problem-solving
Wendigo Fire building	1a 1c	Fire building skills	2c	Fire proficiency
Hidebehind Woods Tools	5	3d	2a	Woods tools proficiency
Champ Knots & Lashings	4a 4b	3a 3b 3c	2f 2g 5a	3a 3b 3c 3d
Mothman Signals	Learn signs, signals and codes. Leadership, Teamwork and More!			
Emergency Shelter	Outdoor preparedness	Shelter building	1b	5c 5d

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Troop & Patrol Station Scorecard

Station	Skill (40)	Teamwork (20)	Problem Solving (15)	Spirit (15)	Presentation (10)	Total (100)	Judge Initials
1. Mothman Archery							
2. Beast of Sly Pond Road Rifle							
3. Chupacabra BB Range							
4. Jersey Devil Tomahawk							
5. Bigfoot Expedition Orienteering							
6. Sasquatch First Aid							
7. Monster Hunter Cooking							
8. Nature Investigation							
9. Thunderbird Climbing							
10. Cryptid CSI Investigation							
11. Wendigo Fire Building							
12. Hidebehind Woods Tools							
13. Champ Knots & Lashings							
14. Mothman Signals & Codes							
15. Emergency Shelter Building							

Patrol Campsite Inspection

Category	Points
Gateway	20
Patrol Flag	10
Camp Gadget	20
Cleanliness	20
Fire Safety	15
Scout Spirit	15
Total	100

Camp wide Awards

Best Investigators	Master Tracker	Wilderness Survival Team	Marksman Patrol	Cryptid Champions
Highest CSI score	Highest Orienteering & Nature combined score	Highest Fire, Shelter, & First Aid score	Highest combined Archery, Rifle OR BB, & Tomahawk score	Overall Camporee Champion Patrol

Campfire Participation

Category	Points
Patrol Yell	30
Skit or Song	40
Scout Spirit	30
Total	100

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Schedule: *Tentative*

Friday October 9th, 2026

Start time	End Time	Activity	Location	Who
600pm	800pm	Check-in	Frost Center	All Attendees
600pm	800pm	Camp Setup	Assigned Campsites	All Attendees
915pm	945pm	SPL & SM Meeting	Dining Hall Pavillion	SM & SPL
1100pm	overnight	Lights out	Assigned Campsites	All Attendees

Saturday October 10th, 2026

Start time	End Time	Activity	Location	Who
630am	630am	Reville		
630am	730am	Breakfast	Assigned Campsites	All Attendees
730am	800am	Flags & Announcements	Flag Poles/Frost	All Attendees
800am	12Noon	Stations by Patrol Choice	All Activity Areas	All Youth attendees
800am	12Noon	Archery & Tomahawk	Ranges	All Youth attendees
800am	9am	Fingerprinting	Frost Center Lawn	20 Participants
800am	930am	BB Shooting	Rifle Range	AOL to age 12
1000am	12Noon	Rifle Shooting	Rifle Range	Ages 12+
1000am	1100am	Fingerprinting	Frost Center Lawn	20 Participants
12Noon	100pm	Lunch	Assigned Campsites	All Attendees
100pm	615pm	Stations by Patrol Choice	All Activity Areas	All Youth attendees
100pm	200pm	Archery & Tomahawk	Ranges	All Youth attendees
100pm	200pm	Fingerprinting	Frost Center Lawn	20 Participants
300pm	400pm	Fingerprinting	Frost Center Lawn	20 Participants
500pm	600pm	Fingerprinting	Frost Center Lawn	20 Participants
615pm	630pm	Flags & Evening Invocation	Flag Poles/Frost	All Attendees
630pm	730pm	Camp wide Dinner	Gelder Hall Dining	Ticketholders
730pm	815pm	Free Time	Campsites	
810pm	830pm	Transition to the Council Ring for Evening Campfire		
830pm	1000pm	Campfire	Council Ring	All Attendees
1000pm	1100pm	Free Time	Assigned Campsites	All Attendees
1100pm	overnight	Lights out	Assigned Campsites	All Attendees

Please note All Range and Target Activities are for allotted times only.

Sunday October 11th, 2026

Start time	End Time	Activity	Location	Who
630am	630am	Reville		
630am	730am	Breakfast	Campsites	All Attendees
730am	800am	Flags & Awarding of Troop Honors	Flag Poles	All Attendees
800am	1000am	Camp Checkout w/staff signing off on campsites	Campsites	All Attendees
1030	-	Camp Closed	-	-