

**Longhouse Council Celebrates
USA 250 Spring Camporee
May 15th, 16th & 17th, 2026**

Camp Woodland

AMERICA



Hosted by Uncle Spike



Welcome to Camp Woodland!

Located in Constantia, just north of Oneida Lake, Camp Woodland, our oldest Camp, is celebrating its 95th birthday this year. The Camp is the 1300-acre home of our Summer Cub Scout Camping Programs, which include two Cub Scout Day Camp sessions. Camp Woodland is also used year-round for Unit Camping, training courses, and council events.

Camp Woodland is also the home of the William Hillcourt Scout Museum and Carson Buck Library.

Whether this is your first time at Camp or your 100th, we are excited you are here!

Please email cargillmj@gmail.com with questions or for more information.

The focus of this camporee is patrol competition, with an emphasis on the Wild West. Each patrol will have a scorecard to complete. In addition to the scored events, we are arranging some extracurricular activities that will not count toward the patrol competition but will undoubtedly add to the experience.

- As always, the guiding rules for the Camp are the Scout Oath, Law, and the Outdoor Code.
- Everyone in Camp needs to register via Blackpug (no 1-day unregistered visitors)
 - Due to the new National policy, ALL adults camping with a Troop must be fee-paying adults registered with the BSA.
- Campsites
 - On your packet envelope, each unit was assigned to a campsite.
 - All the sites will be located on the Beach of Bones or the Island of Skulls
 - Please be friendly and share the site with your fellow Scouts; this is an excellent opportunity for fellowship and especially for patch trading :)
- Regulations & Guidelines
 - All units should bring a copy of and abide by the Guide to Safe Scouting
 - Off-Limits Areas
 - Ranger's Area
 - Shooting Sports Ranges – Other than those, let through the gates with permission.
 - Water (no swimming or boating)
- Buddy System
 - Scouts should always travel with a buddy.
 - If that buddy is an adult, there must be two profound leaders to maintain Youth Protection.

- Vehicles
 - **All** Vehicles will remain in the Parking lot.
 - Troop Trailers will be parked along the Fence line.
 - No Vehicles will be allowed inside the gates.

- Health and Health Officer
 - The Health Office is in Stickley and will always be either staffed or available by radio.
 - Injuries and health issues should be reported to the health officer.

- Emergencies
 - In a Camp emergency, the camp alarm will be set off.
 - Scout leaders must take attendance by name, see each attendee's face (adults, too), and send a runner to the Trading Post to report if all are accounted for or if something is wrong.

- Fires
 - Fires must be maintained in the burn barrels; ground fires are NOT permitted.
 - Use only downed wood, and do not cut trees.
 - Fuel is not to be used in fire buildings.
 - Fire Chit guidelines are to be followed.

- Water
 - The camp water is located outside the Garage door of the Ranger's Area.

- Food
 - Each Troop will be responsible for providing and cooking their meals.

- All trash must be hauled out.

- Trading Post
 - Will be open Friday 7:00 pm to 9:00 pm,
 - Saturday 10:00 am – 4:00 pm and 7:00 – 9:00 pm
 - Sunday 9:00 am – 11:00 am

The Challenges!

➤ Freedom Fire and Flapjack

Patrols must complete the Challenge in under 30 minutes, -1 point for each minute after that.

- Patrols must build a cooking fire.
- Cook a flapjack (pancake).
- Flip the flapjack over a rope and catch it in their pan.
- Eat the flapjack!
- Patrols are responsible for providing all their **own** provisions and cooking utensils.

➤ Liberty Link Race

- Two patrol members will be lashed together by their legs and must navigate an obstacle course carrying a bucket of water.
- Scoring
 - A full bucket of water earns 20 points.
 - A half-full bucket of water earns 10 points
 - Less than half earn 5 points
 - An empty bucket of water loses 10 points

➤ Frontier Skills Challenge

- Patrols will compete in Archery & Tomahawk.

➤ Paul Revere Challenge

- Patrols take on the role of colonial messengers, racing across camp to deliver an urgent warning. Along the route, they must complete a series of skill-based challenges to gather, protect, and accurately deliver the message.
- Success depends on teamwork, communication, and the patrol's ability to apply core Scouting skills under pressure.
- Individual station challenges below:
 - Signal the Warning – Signaling Skills
 - Find the Next Town – Navigation
 - Prepare the Horse – Knots
 - Supply Run – Teamwork Transport
 - Colonial Intelligence – Trivia/Cipher

- **Preserve the Land of the Free**
 - Patrols will compete in various challenges which will focus on the Leave no Trace and Outdoor Ethics.

- **Continental Challenge Course**
 - Patrols will take part in various COPE challenges where success is based not only on speed but completion of task elements.

- **Stars and Stripes Marble Match**
 - “From the earliest days of our nation, simple games brought people together. In this challenge, Scouts compete with focus, fairness, and respect—living out the values that make our country strong.

- **Homestead Timber Challenge**
 - Patrols will compete two challenges which will require skills that homesteaders relied on.
 - **Two Scout Saw** – Scouts will challenge the clock to cut a log.
 - **Pioneering** – Scouts will use various lashings to create a camp gadget.

- **Great American Blast Off**
 - Patrols will decorate and launch a 2L water bottle rocket.
 - Points will be awarded based on creativity & design and furthest launch.
 - Bottles can be decorated and turned in prior to 3pm. Launches will occur at 4pm
 - Bottles can be turned in at Stickley Hall.

- **Patriotic Supply Run** Start Time 3:00 pm at Freedom Outpost (King's Cabin)
 - Patrols must build a Supply Wagon **before arrival** * **A Klondike Sled converted into a Supply Wagon with wheels***
 - Each patrol will race their Supply Wagon, starting at Freedom Outpost (King's Cabin) and racing to Liberty Lodge (Stickley)
 - Awards given for:
 - Fastest Time
 - Most Creative Design

➤ **Dutch Oven Cook-off**

- Teams will assemble at the Dutch Oven station and prepare their entries.
 - **No cooking at any other locations permitted.**
- Teams can be a combination of youth and adults
- Teams can compete in both divisions
- Please label your entry so the judges know who to give the awards to
- Entree Division
- Dessert Division
- Turn in by **4:30 pm** at Trading Post; late entries will not be allowed.

➤ **Extracurricular** – (no points for competition)

- Patch Trading – Please trade patches in the Bermuda
- Patriots Provisional Post – featuring Matt’s selection of Treats.
- Colonial Gaga Ball Tournament

Camporee Schedule

Friday, May 16th

- 6 pm - Check-in and set up.
- 8:00 pm – Opening/Welcome– Parade Field (behind Owens) (Field Dress Uniforms please)
- 8:30 pm Leader’s Meeting Ownes
- 8:30 pm – Movie on Parade field
- 11 pm – Lights Out

Saturday, May 17th

- 7 am – Reveille
- 9 am – Opening – Parade Field (behind Owens)
- 9:30 am – Morning Events Begin
- 11:45 am – Morning Events end – Lunch
- 1:30 pm – Afternoon Event Begins
- 3:00 pm – Colonel Supply Run Races
- 4:00 pm – Great American Launch
- 4:30 pm – Dutch Oven Cook-off Judging
- 5:00 pm – Afternoon Events End – Dinner
- 7:00 pm – Retreat – Parade Field (field dress Uniforms, please)
- 7:30 pm – Scout’s Own Service - Chapel
- 8:15 pm – Campfire – Closing Campfire/Awards presentation.
- 9:00 pm – Troop Pinewood Derby
- 10:00 pm – Lights Out

Sunday, May 18th

- 7:00 am – Reveille
- 9:00 am – Closing Ceremony – Parade Field
- 10:00 am – Check out.

We thank you for coming to the Longhouse Spring Camporee at Camp Woodland. We hope you enjoyed your time here and hope to see you at Camp this summer!

Inquiries and Information at Any Time:

Longhouse Council 6712 Brooklawn Pkwy, Suite 108, Syracuse New York 13211 (315) 463-0201



MAY 16, 2026

Crossroads District

Check-In @ 0900hrs • Racing Starts @ 1000hrs

Towpath District

Check-In @ 1000hrs • Racing Starts @ 1100hrs

Seaway Trails District

Check-In @ 1300hrs • Racing Starts @ 1400hrs

• Council Championship •

Racing Starts 30 Minutes Following the Seaway Trails Championship

Location: Camp Woodland



SCAN TO REGISTER

<https://scoutingevent.com/373-PWD26>

SCOUTS BSA

PINEWOOD DERBY

LONGHOUSE COUNCIL PRESENTS

CELEBRATING AMERICA'S 250th BIRTHDAY!

MAY 16 | 2100 HRS
CAMP WOODLAND

SCAN TO REGISTER
<https://scoutingevent.com/373-PWD20>

AMERICA JOIN THE RACE FOR A NIGHT OF FUN AND COMPETITION!

250 *BE PREPARED*

FOR MORE INFO, VISIT: WWW.CNYSCOUTS.ORG

PINEWOOD DERBY

RULES



Welcome racers! Here are the official **Pinewood Derby** rules for our **Scouts BSA** troop event.

Participation is open to registered Scouts, and each Scout may enter one car that is primarily built by the Scout, with limited adult assistance. All cars must be constructed from an official BSA Pinewood Derby kit, using the original wood block, wheels, and axles.

Cars must not exceed **five ounces** in weight, seven inches in length, two and three-quarter inches in width, and three inches in height, with at least three-eighths of an inch of clearance underneath. Only official wheels and axles may be used. Light sanding and polishing are allowed, but wheels may not be reshaped or cut. Bearings, bushings, and springs are not permitted.

The car body must be made from **the original wood block**, though additional weights such as tungsten may be added. Cars must be free of **motors or any propulsion systems**, and no loose or unsafe parts are allowed. Both dry and wet lubricants, such as graphite or oil, are permitted, but must be applied before check-in, with **no re-lubrication** after inspection.

All cars must be gravity-powered, fit properly on the track, and pass through the finish gate without interference. No part of the car may extend beyond the starting pin. All entries must pass inspection, including weigh-in and measurement, and once approved, cars will be impounded until race time.

Most importantly, all participants are expected to **follow the Scout Law**—be fair, respectful, and have fun. Good luck to all racers!

