

Survivor Arrowhead 2026

Arrowhead District Spring Camporee



April 10 - 12, 2026

MVSR

Leader and Participant Guide

Hey Arrowhead Survivors,

This spring, your troop won't just be camping — you'll be stepping into the world of **Survivor: Arrowhead**.

Your troop will arrive, unload your gear in your **own troop gear pile**, and that's where the challenge begins. There will be **no troop trailers past the welcome center** and **no driving gear to your site**.

When the signal is given, your entire tribe will have a limited amount of time to **move your gear to your campsite using only your teamwork and your own effort**.

If you can carry it — it comes with you.

If you **can't** — **it stays behind**.

That means packing smart, planning your load, and communicating as a tribe. You'll start the weekend with **just rice and the basics**, and earn additional food through **challenges** that test skill, teamwork, and endurance. No one gets "voted out" — instead, Tribes vote for who shows the strongest **Scout Spirit**, and that tribe gains **advantages and rewards**.

Expect:

- High-energy team challenges
- Real outdoor survival skills
- Strategy and leadership moments
- Campfire Tribal Councils
- A chance to prove your tribe has what it takes to **Outlearn. Outscout. Outlast**.

Bring your strength.

Bring your leadership.

Bring your spirit.

We'll see you on the field.

— **Arrowhead District Camporee Staff**

Troop Leaders and Scouters,

Thank you for joining us for **Survivor: Arrowhead**, a camporee centered around patrol method, youth leadership, and practical outdoor skills.

Arrival & Gear Transport

- All units will check in at the **Welcome Center** upon arrival.
- **No troop trailers or vehicles may proceed past this point.**
- Each unit will unload **only** at the designated starting field and create **their own gear pile** there.
- When the starting signal is given, units must **transport their gear to their campsite using only the manpower and simple tools they bring.**
- **Any gear not moved by the end of the allotted time remains behind and cannot be retrieved later.**

This encourages

- Packing discipline
- Team communication
- Realistic outdoor planning
- Immediate engagement in the theme

Program & Food

- Each troop begins with **foundational food (rice + essential basics).**
- Tribes earn **food upgrades** and supplies by completing skills-based challenges.
- **No unit will go hungry** — all food markets maintain a minimum nutrition guarantee.
- Scout Spirit votes at Tribal Councils grant **advantages**, not penalties.

Leadership Emphasis

- Scouts lead challenges and decisions.
- Adults serve as mentors and safety support only.
- Adults will be fed by the Camporee in the Dining Hall.
- The weekend is structured so that **well-led patrols outperform well-equipped patrols.**

Pre-Event Recommendations

- Review:
 - Efficient campsite packing
 - Knots & lashings
 - Fire lays & water management
 - Working under time and resource constraints
- Encourage youth leaders to think about **division of labor** and **clear communication.**

We appreciate your support in helping provide a camporee that is **challenging, fair, meaningful, and memorable.**

Arrowhead District Camporee Planning Team

Welcome

Thank you for participating in the **Arrowhead District Spring Camporee**. This year's theme is **Survivor**, focusing on youth leadership, teamwork, resourcefulness, and Scout skills. No units are eliminated — instead, tribes earn advantages through Scout Spirit, skill mastery, and cooperation.

This guide provides everything units need to prepare and succeed.

Theme Overview

Each Troop attending the camporee becomes a **Tribe**. Tribes will compete in challenges throughout the event that test:

- Outdoor skills
- Physical coordination
- Problem-solving
- Teamwork and communication
- Leadership under pressure

Tribal Councils are used to recognize **Scout Spirit and sportsmanship**, not to exclude or penalize participants. Tribes with strong cooperation gain **Advantage Tokens**.

Food during the event follows a **Survival Challenge Economy**. Tribes start with rice and essential supplies and earn additional ingredients through performance in challenges.

Key Weekend Rule: Gear Transport

There will be **no troop trailers or vehicles** past the Welcome Center.

Each unit will unload gear into a **Troop Gear Pile** at the starting field. When the opening signal is given:

**If your troop can carry it, it goes to camp.
If not, it stays behind.**

Units should bring **only what they are confident they can move as a group**. This reinforces planning, leadership, and resourcefulness from the very start.

Weekend Schedule

Friday

Time	Activity
6:00-7:00 PM	Arrival, check-in at Welcome Center, unload gear into Troop Gear Pile
7:00-7:15 PM	Tribal Name reveal and kickoff
7:15-7:45 PM	Gear Transport Window (carry gear to campsite within set time limit)
8:00-8:45 PM	Campsite Setup & Evaluation
9:00-10:00 PM	Opening Campfire & Tribal Council #1 + Breakfast Market Demonstration
10:00-10:30 PM	Patrol / Tribe Planning Time
10:30 PM	Lights Out

Saturday

Time	Activity
7:00-8:00 AM	Breakfast in campsites (using food earned Friday night)
8:15 AM	Morning Tribal Council + Announcements
8:30-10:00 AM	Challenge 1: Island Relay
10:15-11:45 AM	Challenge 2: Shelter Against the Elements
12:00-1:00 PM	Lunch Market & Meal Prep
1:15-2:45 PM	Free Time / Rest / Campsite Improvements / Leadership Time
3:00-4:30 PM	Challenge 3: The Gathering Trek (Checkpoint Loop)
4:45-6:00 PM	Challenge 4: Water & Fire Cook Prep
6:00-7:00 PM	Dinner Market & Meal Prep
7:30-8:45 PM	Final Campfire & Awards Ceremony
9:00-9:45 PM	Crackerbarrel Celebration (Desserts & Treats for All)
10:00 PM	Lights Out

Sunday

Time	Activity
7:15-8:15 AM	Grab & Go Breakfast Bags (Pick up in Dining Hall per-person)
8:15-9:00 AM	Scout's Own Service / Reflection (Optional, led by Youth in your own Unit)
9:00-10:00 AM	Campsite Breakdown & Cleanup
10:00-11:00AM	Departure Window

The Token Food Economy

All tribes begin with:

- Rice
- Salt
- Minimal seasoning

Tribes earn **Food Tokens** through challenge performance:

- Completion = base tokens
- Strong teamwork = bonus tokens
- Scout Spirit vote wins = Advantage Tokens

Tokens may be exchanged at:

- **Breakfast Market** (Friday night demonstration and distribution)
- **Lunch Market**
- **Dinner Market**

No troop will go hungry — all markets enforce a **minimum caloric baseline**.

Challenge Structure & Fairness Rules

To ensure fairness when tribe sizes differ:

- Each challenge allows a **set number of active participants** per tribe.
- Extra troop members rotate, observe, coach, and support.
- Score emphasis prioritizes **teamwork, planning, communication, and efficiency** over raw speed or strength.

If your troop is small: A Scout may hold multiple roles, but everyone must rotate across the day.

If your troop is large: You must assign roles and rotate participants so everyone gets turns.

Challenge Details

Challenge 1 - *Island Relay*

Your tribe has “washed ashore” and must work together to gather resources, build a functional item, generate heat, and solve a final signal puzzle to “call for rescue.” This simulates diverse challenges requiring both muscle and brain.

Challenge 2 - *Shelter Against the Elements*

Tribes construct a tarp-based shelter that must withstand **wind** and **rain** simulation. This reinforces real outdoor shelter-building skill and efficient resource use.

Challenge 3 - *The Gathering Trek*

Tribes navigate to multiple checkpoints using map and compass. At each checkpoint they must complete a **short skill challenge** to earn tokens.

Challenge 4 - *Water & Fire Cook Prep*

Tribes must **retrieve water**, **transport it without major loss**, and **build a cooking fire** strong enough to boil it. This simulates practical cooking prep in real outdoor environments.

How These 4 Challenges Fit Together

Skill Type	Challenge
Physical + Team Coordination	Island Relay
Shelter / Environment Mastery	Shelter Against the Elements
Navigation & Scoutcraft Variety	The Gathering Trek
Long-Form Functional Outdoor Skill	Water & Fire Cook Prep

Survivor: Arrowhead Camporee - Packing List

INDIVIDUAL SCOUT GEAR

Each Scout Brings

Clothing

- Field Uniform (for travel / opening / final campfire)
- Class B / activity shirt(s)
- **Weather-appropriate layers** (fleece or hoodie, extra socks, hat)
- Raincoat or poncho (required)
- Sturdy hiking shoes / boots (no sandals)
- Sleepwear

Personal Gear

- Sleeping bag rated for expected temperatures
- Sleeping pad (foam or inflatable)
- Mess kit (plate/bowl, cup, fork/spoon – no kitchen-sized gear)
- **1-liter water bottle** (minimum)
- Small daypack / drawstring bag
- Pocket knife (if **Totin' Chip** is earned)
- Flashlight or headlamp (with spare batteries)
- Toiletries
- Personal medication

Strongly Recommended

- Hat / sun protection
- Small notebook & pencil
- Bandana (multi-use and helpful in challenges)
- Work gloves (for fire crew & shelter building)

UNIT / TRIBE GEAR LIST

Each unit may bring **only the gear listed below**.

This encourages patrol method, reduces “gear arms race,” and keeps challenges fair.

Shelter & Sleeping

- Troop tents or tarps (normal amount for your group – no large canvas wall tents)
- Ground cloths

Cooking & Food Handling

- 1 patrol-style stove OR **lightweight fire grate** per unit
(No large propane griddles or kitchen trailers)
- Dutch ovens allowed **only if carried as part of your initial gear grab**
- 1 large cook pot (to boil water & prepare rice/earned food)
- 1 frying pan
- **Basic utensil set** (spatula, ladle, one large serving spoon)
- **Biodegradable soap & one wash basin**
- **Cooler is permitted** – but **starts empty** (food must be earned)

Tools

- **Up to 2** camp saws total
- **Up to 2** hatchets total
- **No axes**, no chainsaws (obviously)
- **Paracord / rope**: Up to **150 feet** per unit (to support tarp shelters)

Camp Items

- Troop first aid kit
- Troop water jugs (full or refilled on site)
- Troop flag / pole (important for identity in the theme)
- One pop-up canopy **optional** (max 10x10 ft)