

Eagle District Leaders' Guide 2026



John Nichols Scout Ranch 12109 S County Line Rd, Oklahoma City, OK 73173

April 10-12, 2026

Important

- **Registration for Camporee is accomplished through Black Pug. The Early Bird cost will be \$15 per person until March 27, 2026. Late registration cost will be \$20 per person from March 28 thru April 3, 2026. Registrations will not be accepted after April 4, 2026.**

Each troop is expected to supply:

- **2 skits/songs for campfire**
- **1 desert portion for the desert competition on Saturday night**

WHAT TO EXPECT

Participation in the 2026 Camporee is open to registered Scouts BSA units and Venture Crews. BSA policy shall be followed for adult supervision. Two-deep leadership is required during the entire event. It is the responsibility of each Scoutmaster/Outdoor Coordinator to ensure, as part of the registration process, a completed BSA Medical Form Part A&B for each camper in their Troop/Crew/Den is available at check-in. No participant will be allowed into the Camporee without a completed health form in the units' possession. Camporee programs will include contests and demonstrations of outdoor scouting skills as well as campfires, games, and field events. Camporee is for Scouts BSA and Venturers Please note that Webelos are not allowed to attend. The program reinforces scouting values, structures, methods, and skills. This year's Camporee will give the youth an opportunity to participate in games and contests in the theme of video games.

CAMPOREE EVENTS

Rotations will be done by Troop patrols. Each patrol should have 12-15 youths, ideally, but if unable 5-10 is also acceptable. If your Troop has less than 12 youth at Camporee, please tell our staff at check in.

COMPETITIONS! All materials/equipment will be provided.

OTHER EVENTS/COMPETITIONS

Skit or Song for Campfire: This is a competition. Each unit must have 2 scout appropriate skits or songs. That is part of the requirement to win the best skit award. Skits and songs must be turned in and approved by the Program Director. Please come to the program office for approval. You must turn in your skits or songs by 4:00pm Saturday. After the entry is approved the skit or song will be handed over to our SPLs to put in the Campfire agenda.

AWARDS

Here listed are the official Camporee awards that will be handed out at campfire.

- **CAMP MVP (1st place winner)**
- **Cleanest Campsite**
- **Scout Spirit**
- **Best dessert**

GAMES

This year the games will follow a troop vs troop format, to promote meeting with other troops. The games will all be based around a point system on how many points scored per game. Games will include:

- **Gaga Ball**
- **Scout Trivia**
- **Archery**
- **Build-a-cart-Build an A-frame and race around a course with it**
- **Box Defense- Pizza Box and pool noodle game**

- Tug of war
- Capture the flag
- Orienteering Challenge
- Nature ID challenge during the day on Saturday

SPL MEETING On Friday at 9-9:30pm, we will host a SPL meeting at Boyce Pavillion. We need at least one adult and youth representative from each unit. Preferably the Troop SPL and Scoutmaster. Remember we are doing teams of 12-15. We will be discussing all weekend events.

CRACKER BARREL AND DINNER:

We are providing a senior leadership only cracker barrel at the Senior leadership meeting on Friday. We will provide dinner on Saturday for the entire camp.

Itinerary:

Friday, April 10th

6:00-9:00PM: Check In

9:00 PM: SPL/SM Leaders Meeting

11:00 PM: Lights Out

Saturday, April 11th

6:00 AM: Reveille

6:30-7:45 AM: Breakfast in Troop areas

8:00-8:15 AM: Flags (Class A Required)

9:00 AM-12:00 PM: Games

12:00 PM-1:00 PM: Lunch in Troop areas

1:00-4:00 PM: Games

5:00 PM: Turn in desserts

5:00 PM: Flags (Class A Required)

5:15-6:30 PM: Camp Provided Dinner

6:30-8:00 PM: Campfire and Awards

8:15 PM: Camp Crackerbarrel

8:45 PM: Movie

11:00 PM: Lights Out

Sunday, April 12th

6:00 AM: Reveille

6:30-7:45 AM: Breakfast in Troop areas

8:00-8:15 AM: Flags (Class A Required)

8:30-8:50 AM: Optional Chapel Service

9:00-12:00 PM: Depart

REGISTRATION

Troops and Crews should have registered online. Camping areas will be assigned by camp staff based on the size of the unit vs. campsite size. Early registration helps ensure campsites are assigned accurately.

CHECK-IN

Scoutmaster/unit leader and SPL will check-in their unit at the Program Building between 6:00 and 9:00pm on Friday. You will need to turn in a roster with youth and adults, and have health forms for all those at camp. The

roster must include the current rank of each youth participant. After you're checked in you will be assigned a staff Troop Guide who will be your coordinator between your unit and camp staff.

CHECK-OUT

Troops/Crews must check-out with their Troop Guide before departing. Checkout will include a campsite inspection to verify that all litter has been removed and that the site has not been damaged. Your Troop Guide will have a survey, we would appreciate your unit filling it out. After all, your feedback is a blessing! Camporee patches will be distributed to units at Eagle District Camporee after check out.

PARKING

All vehicles except those attached to trailers need to be parked in the designated parking lot by 10:00pm Friday or as soon as possible. As there will be scouts on the roads in camp, please "Be Careful" and exercise caution, including driving at no more than 5 mph. Driving will not be permitted in camp on Saturday. If there is any reason that a vehicle must be driven in camp on Saturday, please contact one of the following:

- Camporee Director(s): Kody Vanosdol & Scott Hall - (405) 406-1496 or (817) 313-7958
- Camp Medical Staff: Marcus Snyder- (850) 612-1210

While driving in camp, Friday evening and Sunday morning, care must be taken to avoid all scouts/pedestrians. Once all gear is unloaded, all vehicles must leave the campsite and park only in the designated parking areas. It is against Scouts BSA policy for ANYONE to ride in the back of an open top pickup truck or a trailer. There is to be NO transporting of people in the backs of pickups or trailers.

CAMPSITES

Campsites will be assigned based on the number of scouts camping with the unit. Troop Guides will direct units to their campsite upon check-in. Please only use enough space to suit your unit, allowing space for other units in attendance. A SCOUT IS COURTEOUS; this will be a large group event at John Nichols Campgrounds. NO vehicles will be permitted to drive through the camp on Saturday, unless authorized.

CAMPFIRES SUBJECT TO BURN BAN RESTRICTIONS

Wood-fueled campfires can be built in campsites, but only in camp-supplied fire pits or portable burn pans. NO GROUND FIRES WILL BE PERMITTED! Fires should ALWAYS be attended and extinguished before departing the campsite for events or evening activities. Cooking fires built of charcoal should be contained within the campsite fire ring or an elevated fire container. No holes should be dug for fires. Elevated metal garbage can lids, barrel bottoms, or the camp-supplied fire pits should be used to contain the charcoal fires. No cooking on the ground. Please ensure there is not a burn ban prior to arriving at camp. Staff will follow local warnings and notify participants if there is a need.

NO LIQUID CHARCOAL STARTERS ARE TO BE USED!

During a Fire Ban, fires of charcoal are generally allowed within the fire ring for cooking only. LP-fueled stoves are acceptable. Specific requirements for cooking during a fire ban will be discussed during the Senior Patrol Leader meeting on Friday evening.

LANTERNS AND STOVES

Propane-fueled lanterns and stoves may be used. Liquid-fueled equipment using fuels such as Coleman fuel, kerosene, or white gas are not recommended. If used, they must be operated by an adult, not scouts. There should NEVER be any open flames in a tent. Tent light should be provided where necessary by flashlight or battery-powered lanterns.

GARBAGE AND TRASH

All garbage and trash are to be accumulated in trash bags to be removed at the end of Camporee 2026. No refuse is to be buried, burned, or left at campsites. No trash holes should be dug at camp.

TREES

Attendees are not to cut down live trees or branches from any trees. There are many young trees that have been planted in recent years so that others who follow us will have shade and protection. Please be careful of these saplings and young trees and do everything you can to protect them.

CLEAN UP AND DEPARTURE

On Sunday, all units will need to clean up. Make sure to pick up all trash and other signs of your presence in camp. Campsites must be checked by Troop Guides prior to departure. Remember, LEAVE NO TRACE means leaving the area you have been in better than you found it. NOTE* Keeping your camp clean will not only make it easier to manage but also win you an award.

EMERGENCIES

First aid assistance will be available at the Staff Headquarters in the Program Building. Please send a runner to the closest staff member if you have an emergency; however, do NOT delay in notifying authorities if a serious emergency exists. CALL 911 for fire, police, or medical assistance. Each unit should bring a first aid kit. Immediately after notifying 911, send a runner to notify camp staff so we can meet emergency vehicles at the gate.

STAFF IDENTIFICATION

To ensure smooth operations and prioritize safety at Camporee, every staff member will wear a badge displaying their name and position. Should any concerns about staff arise, please report them to the Program Office. You can bring any concerns you wish to report. If a badge is found, we kindly request that it be promptly reported to the Program Office.

CAMP RULES

Please review these with your units before arriving at Camporee. The Scout Oath and Law Will Guide Everyone! Scouts will be expected to do their best, to do their duty to God and their country, to help other people at all times, to keep themselves physically strong, mentally awake, and morally straight. For the safety and privacy of our staff members, we kindly ask all visitors and participants to refrain from entering the staff camp area.

Do Not Bring Any of the Items Below. These items are off-limits for all campers, Adults and Youth alike:

- BB Gun Bows or Arrows
- Alcohol
- Drugs
- Fireworks
- Weapons of any sort (Adults and youth trained in knife safety (Totin' Chip or Whittling Chit) may bring a scout-appropriate knife. Fixed-blade knives where the blade is over six inches are discouraged.
- Tobacco or tobacco-like products such as vaping equipment are discouraged. The designated area for smoking or vaping is in your personal vehicle.

OTHER ITEMS TO LEAVE AT HOME:

electronic toys (Gameboys, iPads, and any other electronic games), as these devices are a distraction, are easily damaged (rain), and they are too expensive to lose.

Pets are not allowed and must be left at home unless they are Service Animals.

“S” RULES STAY WITH YOUR BUDDY

- Stay away from the water
- Stay within the boundaries of camp Shoes, always wear them
- Slow Down! Run only during games when needed
- Sanitation, Wash hands before you eat and obey proper latrine rules
- Stuff – Stay out of other people’s stuff
- Sticks – Leave them on the ground
- Stones – Leave them with the sticks
- Snack Foods - Leaving snacks in packs and sleeping bags is a sure way to have critters in your sleeping area. To avoid having squirrels or other critters ruin your gear by chewing through packs, please store any food in coolers or snap down totes or other methods approved by your Scoutmaster.