



Sooner Sam's Pirate Camporee

Sooner District Camporee 2026

April 24th – 26th, 2026

Kerr Scout Ranch @ Slippery Falls

"Where the Wind Blows Fair and the Scout Law is King!"

Welcome

Ahoy to the brave troops of the Sooner District!

Cast yer eyes upon the horizon, for this voyage be unlike any we've sailed before. This year, the Admiralty has stepped aside and handed the wheel to our **District Youth**! They've charted the course, rigged the sails, and planned every skirmish ye'll face this weekend.

We be sailin' into a weekend of high adventure, testin' yer mettle with the finest skills, buildin' bonds stronger than a kraken's grip, and unitin' every troop through the true spirit of the Patrol Method. It be our deepest hope that by lettin' our young buccaneers take the helm, we'll keep our seasoned salts and older scouts engaged in the fleet for many years to come!

So, enjoy the salt air, sharpen yer wits for the trials ahead, and let the **Scouting Spirit** fly high from yer mast!

Sooner Sam's Camporee Log book

Friday Night Arrival - April 24th

1900 Hours (7:00 PM): All hands on deck! Drop anchor and sign the ship's articles at **Check-in**.

2200 Hours (10:00 PM): The **Council of Captains** (SPL and SM) shall convene in the captain's quarters (East Dining hall) to plot our course through treacherous waters

Troop Gear

Every troop be responsible for their own sea chests and plunder! Keep your **Troop Gear** shipshape and under heavy guard, or prepare to walk the plank!

Uniform:

Keep your finest silks stowed away, for the day's trials be rough and tumble! **Scouting T-shirts or Class "B" rags** be the best garb for the rigors of the Camporee. But when the sun dips below the horizon on Saturday night and we gather 'round the **Campfire**, don your **Full Field Uniforms (Class "A")** to show your colors and honor the code

Troop Meals (Saturday Lunch, Dinner and Breakfast on Sunday will be provided):

Saturday Morning: Every crew must provide their own hardtack and grog! Saturday Breakfast be the responsibility of your own galley.

The Bounty: Fear not, for the Quartermaster shall provide the Saturday Mid-day Feast, the Evening Repast, and Sunday's Morning Rations for all hands!

Scrub the Decks: We'll be opening the galley sinks for the **Three-Pot Method**. Use 'em well to scour your mess kits 'til they shine like Spanish gold!

Fees

Young Buccaneers (Scouts) 30 pieces of silver (\$30) per head. Seasoned Salts (Adults) 20 pieces of silver (\$20) per head.

Take Heed: Any landlubber who waits until the tide turns after April 10th shall be charged a heavy tax of 40 pieces of silver (\$40) to board!

The gangplank stays down only until April 20th after that, registration be closed and we sail for the horizon!

Lost and Found

cast yer eyes here if ye've misplaced yer treasures! Any gear or booty found adrift shall be hauled to the **East Dining Hall**.

If ye find items washed up on the trail, bring 'em straight to that port so they may find their rightful owners. Don't let another pirate's plunder go to Davy Jones' Locker!

Sooner District Camporee Event Schedule:

Friday, April 24th: Dropping Anchor

1900 Hours (7:00 PM): All crews report to the **Western Heritage Center** to sign the ship's articles. You'll be granted your territory upon the shore.

Settling In: Drop anchor and pitch your tents only in your assigned port.

2200 Hours (10:00 PM): The Captains and First Mates (SM & SPL) shall gather in the **East Dining Room** for a **Cracker Barrel** and to plot our course.

Saturday, April 25th: The Day of Trials

0600 – 0900 Hours: Rise and shine stoke the galley fires, gorge on grub, scrub the pots, and lash together a gateway grand enough to make the Admiral weep with pride!

0900 Hours (9:00 AM): Any stragglers must report to the **East Dining Room** to pay their toll.

0900 Hours: Raise the Colors! All hands on deck for the Morning Briefing.

Immediately after Morning Briefing – 1200 Hours: Morning Skirmishes! Test your mettle in the first round of competitions.

1200 – 1300 Hours: The Mid-day Feast.

1300 – 1600 Hours: Afternoon Skirmishes! More trials for the brave of heart.

1630 Hours: Pirate Ship Race in east Dining hall

1745 Hours (5:45 PM): Lower the Colors with honor.

1800 – 2000 Hours (6:00-8:00 PM): The Evening Repast. Fill your bellies for the night ahead.

2000 Hours (8:00 PM): Gather 'round the **Council Ring** for the Great Campfire!

The Witching Hour: After the fire dies, the **Night-O** begins for those who can navigate by the stars.

2345 Hours (11:45 PM): Douse the lanterns! All hands to their hammocks for total silence.

Sunday, April 26th: Weighing Anchor

0700 Hours (7:00 AM): Morning Rations and final orders from the Admiralty.

0800 – 1000 Hours: Scour the camp so no trace remains! (Clean up, break camp and go home)

1000 Hours (10:00 AM): All ships must weigh anchor and head for the horizon. No stragglers left behind!

Camporee Guidelines

Aye, the Code grows long as a kraken's tentacle! Add these articles to the ship's log to ensure every deckhand knows the Law of the Sea:

The Articles of the Fleet

1. **The Admiral's Rules:** We sail by the *Guide to Safe Scouting*. If a crew member steps out of line, the Captain (Unit Leader) shall deal with 'em. If ye be confused by the law, seek out the **Camporee Commodore** (Chairman).
2. **The Pirate's Honor:** Every Captain and First Mate must show respect to all souls on deck. We be a fleet of honor, not a band of cutthroats!
3. **Clean Tongues:** Your parley must be fit for the finest ears. Follow the 11th and 12th points of the Code—keep your speech **Clean and Reverent**, or be silenced!
4. **No Boarding Without Permission:** Never set foot in another crew's camp unless ye be invited aboard. A pirate's tent is his castle!
5. **Night Watch:** Once the "In Camp" bell rings, stay in your quarters! Only a trip to the head (restroom) is permitted. Any scallywag caught roamin' the dunes in "**ninja**" rags or dark garb after hours will be marooned (sent home) by the Commodore!
6. **The Silent Dawn:** No stirrin' from your hammocks before 0600 hours! If ye must rise with the sun, speak only in whispers and stay in your own port so as not to wake the rest of the fleet.
7. **True Spirit:** All skirmishes and trials must be fought with **Scout Spirit**. Win or lose, we be brothers of the sea.
8. **Proper Chants:** Keep your battle cries and patrol yells honorable. If your chant be foul, the Commodore will be havin' a word with your Captain.
9. **Keep the Stones on the Shore:** No tossin' rocks, sticks, or fir cones! Unless it be part of an official trial, keep your hands to yourself or prepare for the brig.
10. **Proper Garb:** Leave your baggy breeches and non-Scout bandanas in your sea chests. We be a fleet of uniformity—look like a Scout, or don't board the ship!
11. **The Sacred Fire:** When we enter the campfire bowl, keep your traps shut until the Master of Ceremonies speaks! **Douse all lanterns and laser pointers**—if a scout shines a light, the Captain shall confiscate it! Watch for the silent signal (the hand raised high) and obey it instantly.
12. **Master Your Own Time:** We be here to test your mettle, not to entertain ye like pampered royalty! Keep your free time productive and contribute to the glory of the Camporee.

The Trials

Listen close, ye scallywags and sea dogs! The entire voyage shall be one massive skirmish between patrols. Sharpen yer steel and hone yer skills in **Knot Tying, Orienteering, Fire Building, Marksmanship,** and the **Patrol Method**. Only the strongest, most unified patrol shall be crowned the **Patrol of the Games!**

Study this here scroll from stem to stern! Share the secrets within with every lad and lass in yer unit so they board the ship prepared for glory.

While the full list of trials is locked in the Captain's sea chest until the **Friday Night Captains (Leaders meeting)**, here be a glimpse at the challenges that await:

Trials of the Sooner Fleet

1. **Raise the Jolly Roger (Pioneering):** Which crew can lash together a mast with speed and honor? Use yer lashings true and be the first to fly the black flag!
2. **Walk the Plank (Team Building):** A test of balance and brotherhood. Don't let yer shipmates fall to the sharks!
3. **Fire in the Galley (Fire Building):** Prove yer worth as a ship's cook! Build a blaze, fry up a 4-inch flapjack, and swallow it down before the tide turns.
4. **Shipwrecked (Semaphore):** Ye'd best learn the silent language of the flags, or ye'll be stranded on a sandbar with no way to call for rescue!
5. **Pirate Ship Racing:** Fetch yer cardboard vessels! We shall see which paper-bottomed boats are worthy of the sea and which are destined for Davy Jones' Locker.
6. **Cannoneering Practice (Pioneering):** Sharpen those lashings to build a mighty catapult! We'll see who can strike the heart of the target and who can hurl their shot the farthest into the deep.
7. **Sink the Merchant Ship (Archery):** Draw yer bows and let the arrows fly! A test of focus for the finest archers on the Spanish Main.
8. **Clearing the Rigging (Rifle Shooting):** Steady yer aim and clear the lines. Only the sharpest eyes shall prevail in this marksmanship trial.
9. **Navigate the Tortugas (Orienteering):** Can ye read the stars and the needle? Show us ye know how to use a compass, or be lost at sea forever.
10. **The Quartermaster's Knot Challenge:** A relay of speed! Master yer knots—from the basic hitches to the complex lashings of the rigging and the cliffs.
11. **Save the Plunder (First Aid):** When the cannons roar and the splinters fly, can ye tend to the wounded and haul 'em to safety on a stretcher?

Navigating by the Stars (Night-O)

For those brave enough to challenge the darkness, a treacherous course has been laid out across the dunes. The path stretches for over a mile—long enough for any young deckhand to claim the Rank Requirement for their scroll of advancement!

If ye've never hunted for treasure in the dead of night, ye're in for a thrill! Just parley with the seasoned salts who've survived the voyage in years past they'll tell ye it's a blast, so long as ye don't lose yer way in the fog!

Hark! The Admiralty wants to see your colors flying high and your decks scrubbed clean. On Saturday afternoon, a band of seasoned judges shall roam the shoreline to inspect your ports.

The Admiral's Inspection

The Great Gateway Challenge: Build a grand entrance to your camp! Show us your troop's spirit and make your mark so every pirate knows whose territory they be entering. Use your finest lashings and tallest spars to impress the judges!

The Shipshape Campsite: While the judges are at your gates, they'll be peering into your port to see if you're a disciplined crew or a pack of bilge rats. They'll be lookin' for:

- **The Healer's Chest:** Is your First Aid Kit out in the open and ready for a skirmish?
- **The Tidy Deck:** Are your campsites and tents kept clean enough for a Captain's inspection?
- **Uniformity of the Fleet:** Are your quarters organized and shipshape? Or is your gear scattered like a shipwreck?

Prove you're a crew of honor and order, and you might just find your troop's name carved into the annals of history!

The Bard's Requirement

Each patrol is commanded to have a skit or a sea shanty ready to perform at the camp fire. Whether it be a tale of a giant kraken or a song to lift the spirits of a weary crew, make it legendary!

Take Heed: Ye must bring your performance before the Captains for approval before the Saturday Evening Repast (Dinner). We'll have no mutinous jests or scurvy behavior at the sacred Council Ring!

The Commodore's Final Word

Should there be a parley or dispute over the tally of scores, keep yer cutlasses sheathed! All disagreements shall be settled by the **Sooner Camporee Committee**. Their word is law, and their judgment is final.

By the authority of the Sooner District Admiralty, let it be known across the Seven Seas:

A Commissioning of the Youth Admiralty

Be it known that the charts for this voyage were drawn, the trials rigged, and the fleet commanded by the **Youth Leaders of the Sooner District**. These brave souls have stepped up to the helm, proving that the future of our fleet is in steady hands.

As they lead us through the skirmishes and trials of this Camporee, we grant them full command of the deck. Treat their orders with the respect due to a Captain, and honor the labor they have put into this great adventure.

By the Youth, For the Youth—Fair winds and following seas to our New Commanders!

For any more information, please reach out to Steven Sheriff ssheriff@gmail.com or by phone 405-443-9195

Pirate Ship Race: Official Rules

You may build the boat and bring it with you; we will not have the materials there to build the boat.

1. Construction Materials (The "Legal" Plunder)

- **Cardboard:** Use only corrugated cardboard. It can be layered or folded, but it cannot be pre-treated with chemicals or wax.
- **Duct Tape:** You may use duct tape to reinforce seams and joints. You may **not** wrap the entire hull in duct tape to waterproof it (the cardboard must be visible).
- **Adhesives:** Only water-based glue or contact cement is allowed between layers of cardboard. No "Flex Seal," epoxy, or fiberglass resin.
- **Paint:** You may paint your boat with water-based latex paint for decoration and minor water resistance, but the paint must be dry before the boat hits the water.

2. Prohibited Materials (The "Contraband")

- **No** wood, metal, plastic, or Styrofoam may be used in the structure of the boat (this includes masts and frames).
- **No** mechanical propulsion (motors, propellers, or pedals).
- **No** caulking, spray foams, or shrink wrap.

3. Design and Crew

- **Size:** The boat must be large enough to hold **a scout** safely.
- **Propulsion:** The boat must be moved using only scouts only, must be on the ground and no wheels allowed. Bottom of the boat must be on the ground
- **Naming:** Every ship must have a pirate-themed name clearly written on the hull.

4. The Race

- **The Course:** Boats will start at the designated place, paddle around a designated buoy and return to the start.
- **The Finish:** The time stops when the boat touches the shore or the finish line.