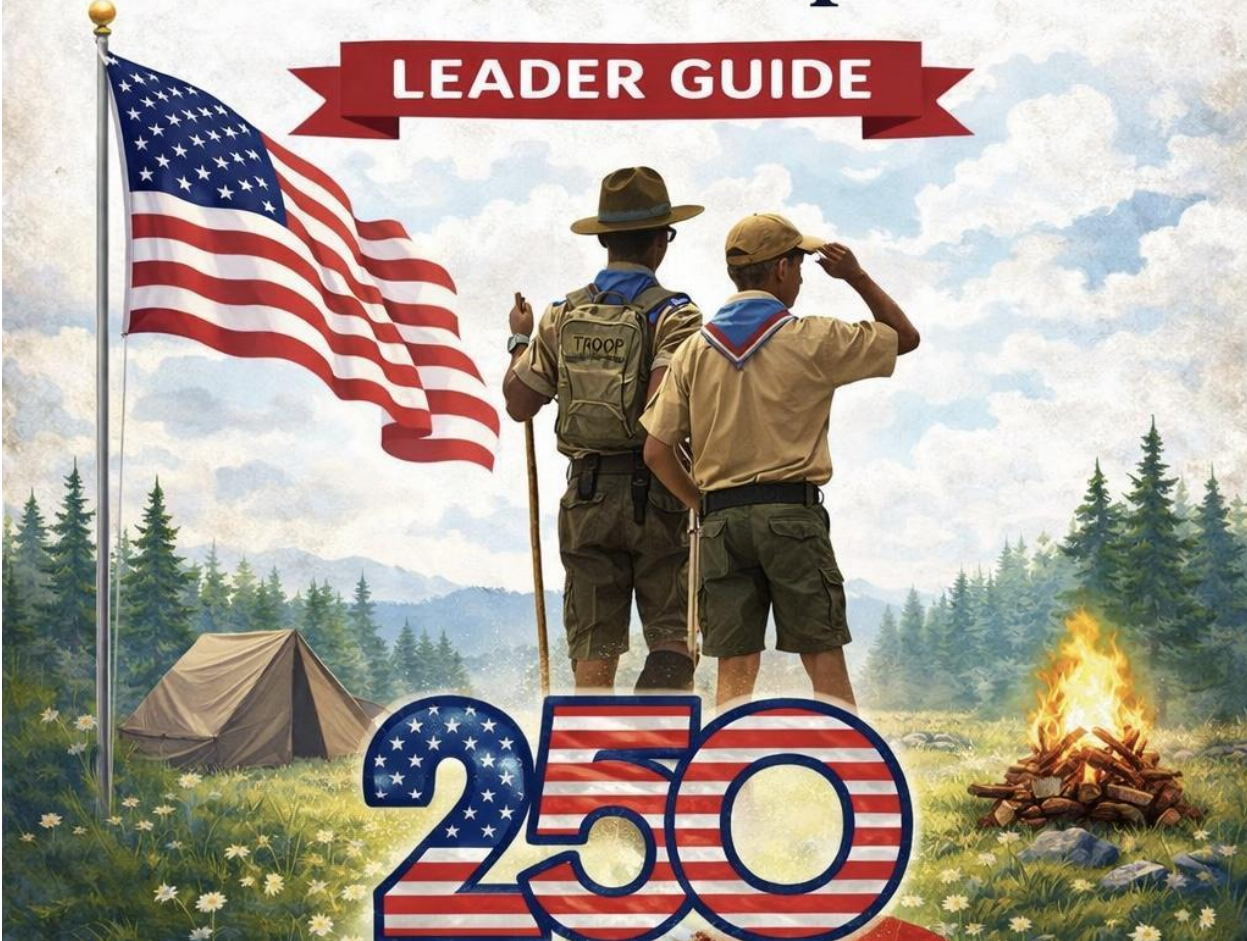


2026 Scissortail & Redbud District Camporee

LEADER GUIDE



The Spring Camporee showcases the very best of Scouting in the Indian Nations Council. Hundreds of Scouts BSA will gather at Cub World for a weekend of adventure, teamwork, and outdoor fun.

Participants will experience a wide variety of activities, including knife and tomahawk throwing, skill-based challenges, opportunities for low-rank advancement, and select merit badge work.

This Camporee Adventure Guide is designed to help you and your troop prepare for a safe, successful, and memorable weekend. The volunteer committee and staff look forward to welcoming you to Zink Scout Ranch on April 17–19.

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GENERAL INFORMATION

CAMPOREE LOCATION

Cub World at Zink Ranch

8607 Zink Ranch Road, Skiatook OK 74070 (Note: This address works in Google maps)

The Camporee will be held at Cub World at Zink Scout Ranch. The Zink Ranch is located northwest of Tulsa in Osage County on Skiatook Lake. The Zink Ranch is a 35,000-acre property that is home to multiple outdoor groups including gun clubs, motocross events, Girl Scouts, Boy Scouts, fly fishing clubs, and more. It is also a working ranch. Please observe the posted speed limit of **25 mph** and be aware of traffic flow and pedestrians.

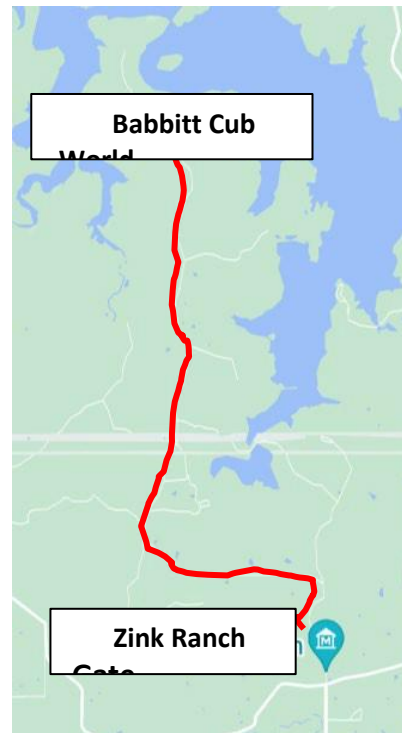
Zink Ranch Access Gate

The Zink Ranch has an entry gate that requires a four-digit access code that is changed monthly. Units will be advised of the code prior to the Camporee to share with your unit. After entering the gate, proceed to the left up the hill on the asphalt road. Continue until you come to the main sign which will show Babbitt Cub World. Bear to left and proceed on the asphalt road to the Jack Graves Sporting Clays Complex for check-in. It is approximately 6 miles from the Zink Ranch Gate to the Jack Graves Sporting Clays Complex.

Map Showing Zink Ranch



Map Showing Zink Ranch Road to Babbitt Cub World



FEES

Youth/Adult Camporee Fee – \$15 Regular Fee (If registered by April 5th, After April 6 Late Fee \$20)
Registration closes April 12st.

Who: All BSA registered Scouts BSA, Venturers and Sea Scouts

Includes:

- Access to all age-appropriate activities and access to exhibits, displays and vendors.
- Camporee Souvenir Patch
- Entry to Paul Revere Lantern Walk
- Overnight camping all weekend

How: Register online

Staff Fee – Free for Full-time and Day Only Staff. Register as “Staff” at the Council website. **See below to determine what staff type you should register as.**

REGISTRATION

Scouts BSA and Venturers should register as a group. Registration is online at www.okscouts.org. Please access the Camporee webpage (under Events & Activities). Thereafter, registrations, updates, substitutions, and deletions will need to be made at the Scout Service Center, or upon arrival at the Camporee. Units are responsible for providing their own camping equipment, including tents, and meals.

STAFF

Per above, Full-time and Day Only Staff will not have a fee for the event and will receive a patch for the event.

Please make sure you have confirmed with your chair that you are staffing prior to registering as Staff with the Council.

Staff Fee – Free for Full-time and Day Only Staff. Register as “Staff” at the Council website.

Full-time Staff will be dedicated to serving the entire event and will eat with the staff (not unit)

Day Only Staff will come out Saturday for to support a Program Area (i.e., RATA instructors, etc.). Lunch will be provided for them.

If you plan to eat with your unit, please let your Program Chair know, so we do not count you in the staff meal plan.

Part-time, Unit Registered Volunteers – Register and Pay with your unit.

Part-time staff may help with smaller needs (i.e., parking Friday night, Helping with a activity, Paul Revere Lantern walk support) and will provide service as a Scout or Scouter. They will be considered participants for the event.

SCHEDULE

Friday, April 17

- 6:00 PM Unit check-in begins at Graves Sporting Clays Complex
- 8:30 PM Registration opens at Longhorn Dining Hall for the Paul Revere Lantern 2-Mile Fun Run & Walk
- 9:00 PM Paul Revere Lantern Walk 2-Mile
- 10:00pm Unit Leaders' Information Meeting & Cracker Barrel –Longhorn Dining Hall
(Scoutmasters, SPLs, and Staff only)
- 11:00 PM Youth in Campsites/Tap

Saturday, April 18

- 6:30 AM Reveille/Breakfast
- 8:00 AM Opening Ceremony – All Units at Longhorn Dining Hall field
- 9:00 AM Midway opens, Games
Throwing sports and Archery
Lower Rank Advancement (Aka First aid, Knot tying, 5 mile hike
Meet at Flag poles
- 11:45 AM Lunch
- 1:00 PM. Midway reopens, games
Throwing sports and archery
Merit Badge class
- 4:30 PM Program Areas Close
- 4:45 PM Flag Retreat – Longhorn Dining Hall field
- 5:00 PM Free Time Skit Auditions @ Dining Hall
- 6:00 PM Dinner in Troop Campsites
- 7:00PM Dutch Oven Desert contest
- 8:00 PM Campfire @ Castle
- 9:30 PM Trivia, board games, Patch Trading Cracker Barrel@ – Dining Hall & Porch
- 11:00 PM Youth in Campsites/Taps

Sunday, April 19

- 7:00 AM Reveille/Breakfast/Break Camp
 - 8:00 AM Vehicles may enter campsites
 - 9:00 AM Chapel Service – Castle
 - 10:30 AM Campsite Clean-up/Check-Out/ Depart for Home
-

CHECK-IN, ARRIVALS & DEPARTURES

CHECK-IN – FRIDAY NIGHT ARRIVAL

Commencing at 6pm on April 17th units may check in at the Graves Sporting Clays Complex. The Check-In packet will contain Camporee patches, wristbands, the unit's campsite assignment, all based upon the unit's prior registration. Any additions or deletions to unit rosters, and additional payments, can be made at that time. Please note: the Council cannot change or guarantee sufficient Camporee patches will be in stock.

To make your Check-In go smoothly, please:

- **Arrive as a unit at the Jack Graves Sporting Clays Complex.** Besides your Check-In Packet, you will receive parking lot assignments and car tags for each vehicle, including any vehicle that will be in your campsite.
- In addition, **the unit leader will provide the unit's Annual Health and Medical Records for visual inspection** by the Camporee Staff and to address any medical issues with the onsite Health Officer (medication storage, medical issues that should be made known to the Health Officer, etc.). **Units will be responsible for their Annual Health and Medical Records.**
- **During the Check-In, the unit leader** must provide two contacts for each unit who will be contacted first in case of an emergency. Annual Health and Medical Records should be readily available for access in an emergency.
- The unit leader should also advise the Camporee staff at check-in as to any:
 - Late arrivals; "late" meaning any vehicles arriving after the unit leader and the bulk of the unit.
 - Any individuals with mobility challenges so accommodations to transport such individual may be made.
- Once the unit leader, SPL and other adult(s) have checked-in, the unit may proceed to its campsite and commence set-up.

LATE AND SATURDAY ARRIVALS

We understand late or Saturday arrivals may occur. After all, we live in Oklahoma and with Friday nights, some of the youth participate in athletics, band, or have academic activities to attend. **At check-in, Scoutmasters should make registration aware of your later arrivals and whether you have drop-offs or need parking.**

SUNDAY DEPARTURE

Units may begin to break camp early Sunday; however, units are discouraged from getting up early and trying to get into the campsites with vehicles early. Units may depart campsite following the conclusion of Chapel. You can begin to pack out gear early if you desire. Please police your area and Leave No Trace before checking out at the Camporee Headquarters.

VEHICLES

UNIT VEHICLES

After the gate is closed Friday night, no unauthorized unit vehicles can remain anywhere in Babbitt Cub World except the parking lot(s) designated for unit vehicles. This is a Council policy, as well as a BSA policy. Throughout the Camporee weekend, youth and adult pedestrians will be using the roads. To reduce the risk of a vehicle hitting a pedestrian, vehicles are restricted in the Camporee to those that are necessary. The necessary vehicles include Council vehicles, which may be transporting gear, supplies and even people; emergency and first responder vehicles, and vehicles of vendors and third parties who are coming out Saturday to provide program or other support. Please help us and only park in parking lots designated for unit vehicles.

ONE-WAY TRAFFIC

Please observe any one-way traffic signs or directions. Traffic will be one-way, flowing in a clockwise pattern. Please watch out for pedestrians. The posted speed limit is 25 mph on Zink Ranch paved roads. **Please observe a speed limit of 10 mph or less within the camping areas.** Please see the map in the Appendix.

FRIDAY NIGHT

On Friday night, please consolidate gear to reduce the number of unit vehicles in the camping area. Unload as quickly as possible, caching gear along the road to allow vehicles to exit the camping area. Don't set up camp before moving vehicles to parking areas.

UNIT PARKING

There will be designated areas for unit parking at the Camporee. There will also be designated parking areas for vehicles with an Oklahoma DPS disability parking placard.

LOGISTICS/SAFETY

BUDDY SYSTEM AND SAFETY

Safety and fun go together. The Buddy System will always be in effect. No youth participant should ever be unaccompanied without another youth participant. All BSA rules shall always apply, including Youth Protection Policies. Entrance to the Camporee will be secured. Guests will not be allowed. Any person behaving in an unusual manner should be reported immediately to the Camporee staff or the nearest adult.

No pets, except service animals, will be permitted. No bikes or personal watercraft will be allowed.

INDIVIDUALS WITH DISABILITIES

The Camporee staff will accommodate any individual with a disability to transport them to and from Camporee locations in accordance with the Council's policy on motor vehicle use (including the use of private vehicles to transport individuals with disabilities which is governed by such policy). We request you help us by notifying us, in advance of the Camporee, by contacting Angela Ashmore at angelbeth678@gmail.com so we can address any request for accommodation.

UNIT CAMPSITES

Units will be assigned a campsite. **Campsite assignments will be made the weekend before the Camporee.** There will be multiple units in a campsite, based on attendance and capacity. Camporee Commissioners will be available in the subcamps to help units find their assigned campsite.

EQUIPMENT TRAILERS

Unit trailers will be permitted in the unit's campsite. On Friday, April 17th, unit trailers may be towed in, unhitched and parked in your unit's designated campsite starting at 6:00 PM. Vehicles, whether used to tow the trailer or not, cannot stay parked with unit trailers and must park in the parking lot designated for units. Please note that unit check-in will not begin until 6:00 PM on Friday, so Camporee staff will not be able to register any individual(s) arriving early to park trailers.

WATER

Water is available in most campsites or restroom facilities. Units should plan to bring water coolers to help store enough water at their campsite as needed. Those not camping near a water location/spigot may request help at Camporee Headquarters to transport water to their campsite. Adults should remind youth, as well as other adults, to stay hydrated. Youth should leave their campsite with a filled, personal water bottle. It's likely some youth will not only exert themselves in program areas but also exert themselves by hiking to distant program areas. You may get exerted also. Sometimes, we don't notice we're getting dehydrated, especially if it's cool. Please hydrate!

RESTROOM FACILITIES

There are a limited number of flush toilets located in Babbitt Cub World. Please help us keep them clean, maintained and stocked with toilet paper. Notify the Camporee Headquarters of any issues. It is always good to **Be Prepared** and bring your own roll also!

TRASH AND LEAVE NO TRACE

Units are requested to bring their own trash bags to pack out all trash on Sunday. Units and participants are encouraged to practice Leave No Trace and Tread Lightly principles. Please help leave the Camporee grounds in

better condition than when we arrived.

FIRE SAFETY

As spring advances, there may be controlled burns and dry vegetation remaining at the Zink Ranch, increasing the risk of fire. The use of fire will be evaluated up to the start of the Camporee. Your cooperation, along with the cooperation of everyone under your direction, in complying with the following policies and rules of fire prevention is the first line of defense against fire.

- A. Campfires. If no restrictions are imposed, fire can be used in designated fire rings or fire pits in the campsites. Do not create new fire rings. Above ground fires are also permitted. Dead, dry, and downed firewood is in limited supply in and around Babbitt Cub World. It is recommended units desiring to have a campfire or cook over fire bring their own firewood to ensure an adequate supply. Fire safety should be practiced with any fire to prevent un-intended ignition of surrounding ground cover and vegetation. Water buckets must be in place around any campfire and always filled. **Campfires shall never be left unattended.**
- B. Flammable Fuels. Adult supervision is mandated and always required when flammable fuels are used for lighting (lantern) and cooking equipment. Stoves and lanterns using flammable liquids must be operated in strict and full compliance with the manufacturer's instructions. All flammable fuels must be stored in approved containers and maintained under adult supervision and control. Stoves and lanterns using flammable liquids should be allowed to cool down before re-filling and only re-filled a safe distance from any other flames. **Never leave a lighted stove or lantern unattended.**
- C. Flammability Warning. Only flashlights and battery-operated lanterns may be used in tents. **No flames are allowed inside tents. There is no exception to this rule.** Do not use stoves, lanterns or heaters which use flammable liquids, or candles, matches or other flame sources in or near tents.

ELECTRICITY

Electricity is only provided in designated areas. There is no guarantee that units will be near areas where electricity is available when campsites are assigned. All CPAP machines, cell phones, computers, and other electrical equipment should be powered by batteries to avoid conflicts. In consideration for others, units may not operate generators in the camping areas.

EMERGENCY PROCEDURES & WEATHER

GENERAL

Bess Adkins the Emergency Procedures Director – (918) 633-7756. Emergency Procedures will be headquartered at the Cub World dining hall. Throughout the Camporee weekend, there will always be a Health Officer on duty, Please remember, we're here to help. During the Camporee, we have Two medical professionals who will serve as the Health Officer on-duty, to evaluate medical emergencies, provide counsel and perform minor first-aid.

REPORTING EMERGENCIES

During daylight hours, any emergency should be immediately reported to the nearest Camporee staff member. Every Camporee staff member shall be instructed to locate a handheld radio. Camporee staff with handheld radios and at the Camporee Headquarters and among select staff

The Rock Fire Department is the primary emergency responder for medical and fire emergencies. Rock Fire Department has its own ambulance and first responder vehicles and equipment.

Please remember, in the event of a medical emergency, someone must attend to and render aid to the victim at all times! Please send another person to get help from the Camporee staff. That person should be specific as to the location and emergency.

WEATHER

Throughout the Camporee, we will monitor the potential for severe weather. Should the forecast include the risk of severe weather including lightning, this will be addressed when unit's check-in and at the Friday night unit leader/SPL meeting.

OUTSIDE EMERGENCIES

In the event of an outside emergency which requires a participant to be contacted by his/her family, we ask that the family member contact the unit directly by mobile phone. We will not provide an emergency contact number for outsiders to call. Please come to the Camporee Headquarters so Camporee staff can assist a unit to locate a participant.

SATURDAY LUNCH AND HYDRATION

Participants may either eat in their campsites or pack a trail meal at the unit's option. This will also be the time when participants will proceed to the next program areas. It is strongly recommended that every unit encourages its members to carry water bottles or hydration packs during the day to ensure proper hydration. In most program areas there is limited potable water to drink.

FEEDBACK

We welcome your constructive feedback and comments, which will be used to plan the next Camporee. Questions about the Camporee can be directed to Angela Ashmore at angelbeth678@gmail.com or Kenny Walling At kenny.walling@gmail.com Also Cameron Cranford at Cameron.Cranford@scouting.org

PROGRAM

PAUL REVERE LANTERN WALK (FRIDAY NIGHT)

On Friday night at 9:00 PM, any adult or youth and Patrol can participate in the Paul Revere Lantern Walk.

Anyone wishing to participate must meet at the Longhorn Dining Hall at 8:30 PM to register with a mandatory buddy or two. Participants without a buddy will be assigned a buddy, but we prefer you to attend with a buddy. Headlamps or flashlights are required. Bring hydrating fluids.

“One If By Land” Midnight Lantern Trail

A Revolutionary-Themed Night Hike for Scouts

Inspired by the historic warning ride of **Paul Revere** and the lantern signal from **Old North Church**, this dramatic night hike places Scouts in the role of colonial messengers spreading the alarm that British Regulars are on the move.

Patrols travel a lantern-lit trail completing challenges that symbolize key moments of the night of April 18, 1775. Along the way they collect clues that reveal how the British are advancing. At the final hilltop station, patrols must decide whether to light **one lantern (by land)** or **two lanterns (by sea)** to warn the countryside.

This immersive activity combines teamwork, problem solving, Scout skills, and Revolutionary history in an exciting nighttime adventure.

PATCH TRADING MIDWAY (SATURDAY EVENING)

There will be a patch trading midway on the western porch of the Longhorn Dining Hall on Saturday evening. Scouts and Scouters may bring patches (and a blanket or groundcover to lay them on) to trade. We will follow Jamboree rules where Scouts trade with Scouts and adults trade with adults, but no trading between Scouts and adults.

OA TRADING POSTS

Saturday at the Longhorn Dining Hall They accept cash and credit cards.

- **Main Camporee Trading Post** with small snacks and drinks, as well as official Camporee memorabilia will be at the Longhorn Dining hall.

RANGE AND TARGET ACTIVITIES (PROGRAM AREA 1)

Location: TBA

Participants at the Range and Target Activities (RATA) Program Area will have various activities to enjoy at the Graves Sporting Clays Complex:

- Tomahawk & Knife Throwing
- Archery
- Cornhole

GAMES (PROGRAM AREA 2)

Location: TBA

[? Continental Army Line Race](#)

Setup

Patrol members stand shoulder-to-shoulder in a line.

Challenge

Move an object down the line **without using hands**.

Examples:

- Pass a ball with elbows
- Pass a hat using only heads and shoulders

If dropped → restart.

First patrol to the end wins.

US Colonial Stretcher Race

Theme

During the Revolutionary War, wounded soldiers had to be carried from the battlefield using improvised stretchers made from **blankets, coats, or poles**. In this game, patrols must transport a “wounded patriot” safely to the field hospital.

Materials

Per patrol:

- 2 sturdy poles (2–4 ft long)
Scout staves work great
 - 1 blanket, tarp, or heavy jacket
 - 1 “wounded soldier” (Scout volunteer)
 - Cones or flags for course markers
 - Stopwatch (optional)
-

Stretcher Construction (Simple Version)

- Lay the blanket flat.
 - Place poles along both long edges.
 - Fold the blanket over each pole to create sleeves.
 - The Scout lies in the center
-

US Colonial Camp Challenge

Tripod Fire & Char Cloth Competition

Theme

During the era of the **American Revolutionary War**, soldiers and militia cooked over simple tripod fires and often relied on char cloth and flint to start fires. In this challenge, patrols must build a tripod cooking station, start a fire, and boil water — all while producing char cloth for future fire starting.

Patrol Objectives

Each patrol must:

- **Build a stable tripod**
- **Hang a pot of water**
- **Start a fire**
- **Bring water to a rolling boil**
- **Create char cloth**

First patrol to complete all tasks successfully wins.

Materials Per Patrol

Provided

- 3 poles (2–4 ft) for tripod
- Rope or cord for tripod lashing
- Cooking pot with ~2 cups water
- Fire lay materials:
 - tinder
 - kindling
 - small fuel wood
- Flint & steel OR matches
- Small metal tin with lid (Altoids-style)
- Cotton cloth squares
- Fire pit or fire pan

A **1776-era fort wall building challenge** works great for Scouts because it blends teamwork, problem-solving, and colonial history. Below is a structured game you can run during a meeting, campout, or historical-themed event.



Objective

Patrols work together to **design and build a defensive fort wall** like those used during the American Revolution. The wall must be strong enough to withstand “enemy attack.”

Materials Needed

Per Patrol (4–8 Scouts):

- 10–20 short logs, branches, or wooden stakes (2–4 ft long)
- Rope or twine (20–30 ft)
- 4–6 wooden stakes for anchoring
- Mallet or rubber hammer
- Optional: tarps, cardboard, or canvas (for realism)

Testing Materials

- 5–10 tennis balls or soft balls (represent “cannon fire”)
 - Stopwatch
 - Measuring tape
 - Small flag or patrol banner
-

7. Supply Line Knot Relay

(Knot tying relay)

4 How it Works

Each Scout runs to the station and ties a knot:

Examples:

Square knot

Bowline

Clove hitch

Taut-line hitch

Once tied correctly they return and tag the next Scout.

Storyline: Repairing broken supply wagon rigging.

Colonial Cannonball Relay

(The potato relay game)

Materials

- Potatoes or tennis balls
- Spoons

How to Play

Scouts run a relay carrying a “cannonball” on a spoon.

If they drop it:

- They must shout “**The cannon misfired!**”
- Start again.

First patrol finished wins or make it a timed game.

LOW RANK ADVANCEMENT & MERIT BADGES (PROGRAM AREA 3)

Session Schedule

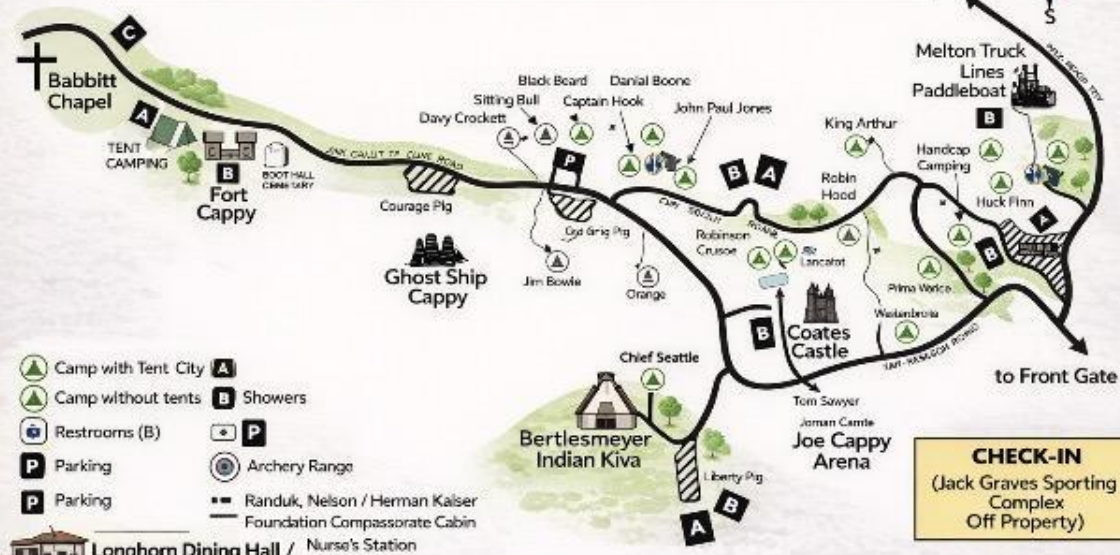
Time	Session	Presenter	Location
9:00 – 10:30am	First Aid		Dining Hall
9:00 – 11:30am	5-Mile hike		Dining Hall Porch
10:30 – 11:30am	Knot Tying		Dining Hall Porch
1:00 – 3:00pm	American Heritage & American Culture		Dining Hall

Vendor/Event Midway

Throughout the day Saturday, we will have vendor and information booths inside Longhorn Dining Hall. Vendors representing area outdoor sporting stores and Information booths for area destinations will provide innovative ideas for your unit to use in Green Country!

Leader Guide

Babbitt Cub World at Zink Ranch



- Camp with Tent City **A**
- Camp without tents **B**
- Restrooms (B)
- Parking
- Parking
- Showers
- Archery Range
- Randuk, Nelson / Herman Kaiser Foundation Compassrate Cabin

CHECK-IN
(Jack Graves Sporting Complex Off Property)

Longhorn Dining Hall / Nurse's Station

1/4 mile



INDIAN NATIONS COUNCIL
— BOY SCOUTS OF AMERICA —

