

TIMBERLINE CAMPOREE

“MYSTERIES OF THE FOREST”

MAY 15-17, DOUGLAS RIDGE RIFLE CLUB



LEADER GUIDE

LAST UPDATE VERSION 2.0 - 05/01/2026

Timberline Camporee 2026 Leader's Guide

Douglas Ridge Rifle Club

May 15-17

The Camporee Leader's Guide provides information to address questions regarding the event. The guide includes information on:

- Preparation Information
- Schedule
- Camping Details
- General Information
- Suggested Packing List
- Health & Safety
- Check-In and Check-Out Procedures
- Campsite Map
- Events

We are always looking for volunteers to help make Camporee run smoothly and for units to sponsor events. Without these individual and unit volunteers Camporee could not happen. If you are interested in helping to serve in any capacity at all, please sign up as staff on the Camporee registration site and send an email to Sue Papworth at mspapworth@frontier.com.

Preparation Information

Introduction

Welcome scouts to the 2026 Spring Camporee at Douglas Ridge Rifle Range! We are thrilled to have you here for what promises to be an unforgettable weekend, May 15th through 17th. This year's theme — ****Mysteries of the Forest**** — invites every Scout to step into the wild unknown, sharpen their outdoor skills, and discover the wonders that nature has hidden just beyond the treeline. Whether this is your first Camporee or your tenth, there is something magical waiting for you this weekend.

Timberline District troops will be hosting a wide variety of exciting activities designed to challenge your mind, test your skills, and ignite your sense of adventure. From pioneering and navigation to nature lore and wilderness survival, each activity has been crafted with the Mysteries of the Forest theme in mind. We encourage every Scout to dive in, try something new, earn those activity stamps, and make memories with fellow Scouts from across our scouting community.

We are also proud to announce an exciting addition to this year's Camporee, scouts will have the opportunity to experience rifle shooting on the .22 range right here at Douglas Ridge! This is a rare and special privilege, and all participants will be guided by certified range safety officers to ensure a safe, structured, and rewarding experience. Please check the schedule for sign-up times and requirements. We are so glad you are here — now let's get out there, uncover the Mysteries of the Forest, and make this the best Camporee yet!

Location and Date

- Douglas Ridge Rifle Club - 27787 OR-224, Eagle Creek, OR 97022
- Friday May 15 thru Sunday May 17
- Check-in and registration will begin at 5:00 pm Friday at HQ under the big canopy
- Check-out complete by 11:30 am Sunday at HQ under the big canopy

Registration and Costs

Registration is required for any scout or registered leader staying overnight via the council Black Pug website. For an Early Bird price of \$15/person, Units must register by April 30. Late Registration is from May 1 thru May 11 at 11:59 p.m. at the cost of \$20/person. No new units will be accepted after this time.

Once registration is submitted on Black Pug, there will not be any refunds.

Attendance, Arrivals, and Departures

Camporee is open to all registered Troop Scouts in Cascade Pacific Council. Siblings of Scouts, and other Scout-aged youth who are not Scouting America members may not attend this event. Each unit must follow the rules and policies in Scouting America's Guide to Safe Scouting.

Camporee participants leaving or arriving camp property must check in/out with Camporee headquarters under the big canopy.

Adult guests may visit on Saturday. Units must provide a list of adult guests expected during the weekend at Friday Check-in. Any adults, not pre-authorized at Friday Check-In, will be required to have an adult from their unit come to HQ to verify they may attend. Adult guests must follow all Safeguarding Youth policies and they must check-in and check-out with Camporee Headquarters under the big canopy.

Parking

Parking will be allowed in designated areas only. Parking passes will be issued for all vehicles. Troops are allowed to take gear trailers to the camping areas and will be directed by a Staff member who will control the flow of traffic, but must return them to the designated parking area Friday night as soon as they are unloaded. No RV's (motorhomes, camping trailers, or campers) are allowed. When parking, please use the **back in** parking as required at summer camp whether you are parking up against the fence or in the middle of the field. When you are leaving you should be pulling forward as it is safer than backing out.

Medical Forms & Medications

Units must bring two copies of Scouting America medical form Part A & B for every youth and adult attending Camporee. Each participant will provide their medical information on check in. That form will be kept with the medical staff and returned when the unit departs. Unit Leadership will keep another copy at the unit campsite.

Medications **MUST** be kept in a secure locked box or in a unit leader's car.

Please be sure the Unit Number is on all pages of the medical forms and that all pages of each medical form are stapled together. Please do not put forms in plastic sheet holders or binders. We only need medical forms for those who are attending and not the entire unit.

Check-In Procedures

Please make sure the entire Unit arrives at the same time so check-in can be done one time for the entire unit.

Before Arrival:

- **Confirm registration for all participants** - Please make your Camporee payments. Remember that registration closes on Monday, May 11th at 11:59 pm.
- **Medical Forms** - All participants need an Annual Health and Medical form to go over with the health screening team. Units will also have their own copy to keep in camp.

Arrival:

- **Time** – Scouting units may arrive starting by 5:00 PM. Units need to be in camp by 8:30 PM so their leaders can attend the 9:00 PM leaders meeting.
- **Parking** – Staff will assist with parking. Each car will receive a parking pass from staff. These need to be legible and completely filled out and left in the vehicle on the dashboard, drivers side as close to the left side as possible. Cars and trailers will need to remain in designated lots.
- **Check-in** - All participants must come to HQ, under the big canopy, with their medical forms for review. **Leaders and drivers hauling the gear need to go through first.** The following will be done:
 - **Health Screening** - A Unit Leader will present the medical forms to the Camp Health Officer for review. All participants will go through a health screening check with a staff member. Note a copy of all medical forms will be kept at HQ and units should also keep their own copy as well. Also, A Unit Leader and Gear Drivers should go through the medical screening first so they can then proceed to Unit Check In.
 - **Unit Check In** - Unit leaders will receive a copy of their roster to review and update it if needed, including showing others who will arrive later. They will then be given a camp map showing their campsite location. **Note:** this can be done while the health screening of the rest of the Unit is happening.
- **Unit Gear Drop-off** - Once medical screening has been completed and the units checked in, they may use one unit vehicle at a time to drive to their campsite to unload gear. Please drop all gear off in the staging area before taking it to the campsite. All vehicles need to be returned to the parking lot.
- **Personal Gear Drop-off** - Scouts need to carry in their own personal gear to limit the number of vehicles on the activity field.

Camporee 2026 Schedule

Friday, May 15th

- 5:00 pm** *Check in begins - med forms & questions reviewed for each person*
- 5:00 pm to 8:00 pm** *Set up campsites*
- 9:00 pm** *Leader Meeting & Cracker Barrel (One Leader/SPL from each unit)*
- 10:30 pm** *Lights Out*

Saturday, May 16th

- 7:00 am** *Reveille and Breakfast*
- 8:45 am** *Opening Flag, Safety Moment, Announcements, & Uniform Inspection, Adults set up Event Stations*
- 9:30 am - 12:00 pm** *Event Stations & Service Project*
- 12:00 pm - 1:00 pm** *Lunch - SM Brown Bag lunch at HQ*
- 1:00 pm – 4:45 pm** *Event Stations & Service Project & Campsite Inspections - Gateways/Gadgets*
- 5:00 pm** *Adult Cookoff Judging at HQ; entries due under the big canopy*
- 5:00 pm- 6:30 pm** *Dinner/ Free Time*
- 6:30 pm** *Flag & Campfire & OA Call out followed by OA Cracker Barrel*
- 10:30 pm** *Lights Out*

Sunday, May 17th

- 7:00 am** *Reveille and Breakfast*
- 9:00 am** *Scouts Own Service and Flag Ceremony, Awards*
- Check Out starts immediately following Flag Ceremony*
- 11:30 am** *Camp Closed*

Camping Details

Campsites

Campsites will be pre-assigned by the staff based on pre-registration numbers. Campsites will consist of 50 ft x 50 ft slots for every 15 people (youth and adults) in the unit. Maps of the campsites will be available upon check-in and at the registration site.

Unit Campfires

Unit campfires will be allowed if a fire ban is not in effect. Unit campfires must use above-ground, **at least 18 inches above ground**, leave-no-trace fire pits. Axe yards need to be set up only in the unit space if needed.

Cooking

It is up to the individual units to bring their own cooking and cleaning equipment. It is strongly suggested that due to Camporee schedule time constraints, these should be kept in mind when planning meals. Time for cooking and cleaning must be at a minimum for scouts to participate in all the activities. Consider having quick, no-cook or pre-cooked meals.

Water

Limited water spigot will be available at the Club House. No dishwashing is allowed at the handwashing stations or Club House Spigot. Units are encouraged to bring several full water jugs and remember to conserve.

Gray Water

There is no disposal station for Gray water. Please encourage your scouts to practice Leave No Trace and use as little water as possible for clean-up. **Please strain your gray water before broadcasting into the bushes.**

Sanitation and Bathrooms

Porta-Potties will be available throughout the event. There will also be hand washing stations.

Trash

Pack it in – pack it out! Please bring sealable garbage bags for disposal of your trash and garbage. All units must remove their own trash on Sunday. Please be considerate of our venue and leave your area cleaner than when you arrived.

Flags

US and Unit Flags are to remain as part of your campsite entrance. Patrols are to bring a Patrol flag and cheer aligned with their patrol name to morning flag and Saturday activities. Do not bring any flags to the evening flag ceremony as we will be transitioning immediately into the campfire.

Respecting Other Units' Sites

Everyone should respect other units' campsites. Please do not cross through another unit's site, instead go around. Show others the level of courtesy you would like shown to you.

Quiet Hours

All activities will be subject to quiet hours and lights out from 10:30 pm till 7:00 am each day. Leaders in each unit are responsible for enforcing these hours. A Scout is Courteous. After Lights out at 10:30 pm, every Scout is expected to be in his/her tent and quiet at that time. If you must move about in your own area after taps, do it quietly so that others are not disturbed. Roaming about the campgrounds or other campsites will not be tolerated.

General Information

Mandatory Leader Meeting Friday Night

After check-in, each unit will be expected to set up their campsite. At 9:00 PM there will be a mandatory leader meeting for Scoutmasters and Senior Patrol Leaders, at Camporee HQ. A cracker barrel will be provided for the participants at the meeting. Staff will answer any and all questions and resolve issues. If additional staffing assistance is required, units may be asked to volunteer.

Note: All SPLs and SMs are asked to bring their own cup, plate, spoon, etc. to the Cracker Barrel. Our goal is to limit all unnecessary use of paper products.

Camporee Staff

Camporee is staffed by district volunteers and youth from Scouting America troops. Staff members can be identified by their Big Foot Lanyard. Youth participating on staff represents a great learning opportunity for them. Please be considerate and cooperate when it is necessary for a staff member to take action or make a decision.

Adults participating on staff do many things such as help with planning and logistics leading up to the event, site setup, unit check in/check out, parking, and running activity booths if a unit needs additional help. Youth participating as staff also help in areas such as parking, helping with staff booths, flag ceremonies and the campfire program. There is no cost to register as a staff member and all staff members receive a staff Lanyard and can select either (Option 1) eat meals and sleep with the other staff members or (Option 2) eat & sleep with their unit. Please select which option during registration so space for tent and food can be planned for staff. Note that Unit Leaders running a unit station do not qualify as staff.

Our goal is to make Camporee as much fun as possible for all participants. If there are any youth or adults who would like to assist with the planning and staffing please register directly on the Blackpug site and choose the "Staff" session.

Principal Camporee Staff members are listed below.

Position	Name	Phone	Email
Camporee Chair Timberline	Sue Papworth	(503) 720-2816	mspapworth@frontier.com
District Executive, Timberline	Tim Williams	(503) 225-5710	Tim.Williams@scouting.org

Camporee Evaluations

Each unit is asked to turn in a completed evaluation form upon check-out on Sunday. These evaluations are essential for us to improve the event year after year. If you feel some major changes need to be made to Camporee or if you want to praise a specific staff member, please include it in your evaluation. Suggestions for future locations/themes are welcome.

Camporee HQ

Staff Headquarters (HQ) will be located near the main building under the big canopy. Staff will be eating and sleeping near this area as well. Headquarters will be staffed from 8:00 am to 10:00pm. If you need to find a staff member outside of these hours, come to the staff camping area.

Lost and Found

Items found are to be turned in at Camporee HQ. Lost items may be claimed at the Camporee HQ. Items not claimed by the conclusion of Camporee on Sunday will be brought to the next Timberline Roundtable and if still anything is unclaimed, it will be sent to the Beaverton Scout Office. (Hint: Label your belongings!)

Uniform and Dress Code

All youth and adults must wear field uniforms for the Interfaith Service, Flag Ceremonies, and during the Campfire Program.

During the day on Saturday, during activity time, youth and adults may dress in either field uniform or activity uniforms.

Special Accommodations

Arrangement for individuals with special needs must be made with the Camporee Chair prior to Camporee.

Discipline

Leaders will be responsible for the supervision of their units and will be held accountable for behavior. Adult leaders, who are not staffing events or monitoring unit campsites, are encouraged to watch the event but should not be coaching or guiding youth during competitions.

Suggested Packing List

Note: This equipment list is meant to serve as a guide. Use your discretion in choosing what to bring and what to leave. Things do get broken or lost. Please plan accordingly and leave valuable items at home.

In 2026 Camporee will be at Douglas Ridge Rifle Club. All units will be setting up tents in fields. There will be Porta-Potties and Handwashing stations.

Water is limited so please bring several 5-gallon containers with water and conserve what you bring.

Bedding

Tent
 Sleeping Bag & Pad
 Pillow
 Folding Cot (*optional*)

Clothing

Pajamas
 Uniform and Class B T-shirt
 Sweatshirt and/or Jacket
 Poncho or rain gear
 Hat
 Jeans or Scout pants
 Extra shoes or waterproof boots
 Lots of extra socks

For Campsite Set Up

Canopies
 Tables/Chairs
 Stove, Propane, Lanterns
 Cooking Pans/Utensils
 Garbage Bags
 5 Gallon Water Jugs, several
 3 Wash tubs, biodegradable soap
 Strainer for Grey Water
 Towels, Sponge, Scrubby
 Matches or Clicker
 Camp Food

Toiletries

Toothbrush and toothpaste
 Towel/washcloth
 Comb
 Deodorant
 Sunscreen

Camp Necessities

Flashlight/batteries
 Personal first aid kit
 Hand warmers or gloves
 Water bottle
 Pack or Duffel Bag
 Closed-toed shoes
 Mess Kit & Utensils

Very Important

Signed medical form
 Spending money – if buying a knife
 Scout handbook
 Totin Chit/Firemen's Chip
 10 Essentials
 Adult Cook off Ingredients (*optional*)
 Tools for Service Project
 Gateway/gadget supplies
 Money for "Randy The Knife Guy" Purchase

Health & Safety & Other Items

First Aid & Medical Facilities

- Review any acute medical conditions with the medical staff upon arrival during the health screening process.
- Minor first aid needs are the responsibility of the unit. All accidents must be reported to the camp medic regardless of severity.
- Our medic will also want to know if there are any doctors in your group.
- There will be a full time medic available at HQ between 8:00 am and 10:00 pm. Any incidents after that time go to the staff area behind HQ - at the big canopy to get staff help.
- There will be a separate medical tent set up for privacy.

Special Scoutmaster Brown Bag Lunch on Saturday

Saturday afternoon, our District Training Chair, Tim Giorgi and his staff, will be providing a chance for the Scoutmasters, or an Adult representative from each troop, to come to the Club House next to the HQ Big Canopy for a session on the new Eagle Requirements and time for Q&A. Please bring your lunch and join us for this very important information.

Service Project

At this time, the service project has not yet been determined. We will know before Camporee starts and communication will go out on what that entails, as well as what tools will be needed. Gloves that fit your youth are recommended. There will be a sign up time at the Friday night SPL/SM meeting where units can sign up for a time to fulfill their service requirement.

Campsite Map

This is an overview of the Campsite for Camporee. A detailed map of the camping areas showing where each unit is camping will be given to each unit when they arrive.



Events

All Day Events

The Camporee staff and planning committee have been thinking of new ideas and considering what has worked well in the past and what has not. When Scouting America Troops registered, they will be asked for one event, that Adults from each Troop will run and that station will be the same in the morning as well as in the afternoon, giving all units enough time to participate in all stations.

All units should time their event to take no more than ten minutes per patrol and also allow for two patrols to compete at a time. Units will be given a 25' x 25' event space to run their event unless they request something larger. If your unit event needs more room than this, contact the Camporee Chair to make arrangements.

Here are the current stations and descriptions:

Troop 33 - (What's Wrong With This Campsite) - The Curious Case of the Crooked Campsite

Something is wrong at this forest campsite. Visit the *Model Campsite* with your patrol and observe carefully—you'll have limited time to spot what doesn't belong. No notes and no peeking back. When you return, recount every issue you remember to our staff to earn points. Only keen observers will solve this forest mystery.

Troop 108 - (Orienteering) - PNW Cryptid Hunt

Deep in the shadowed forest, something stirs. Using only a compass and teamwork, navigate to five hidden markers tied to forest legends. Choose your path wisely—every turn matters, and only the most alert will find all five and escape before the forest claims them.

Troop 143 - (Marshmallow Tower) - Forest Fluff Tower Challenge

Hidden in the forest is a fun challenge from the woodland spirits! Working together, scouts must use marshmallows and toothpicks to build the tallest tower they can—without it toppling over. Teams have 8 minutes to build, then 3 minutes to tell how they did it. Watch out—mystery forest surprises may appear during the final 4 minutes to test how strong (and smart) your tower really is!

Troop 144/5144 - (Blindfolded/Directed Obstacle Course) - Forest Guide Through the Dark, Dark Forest

The forest is dark, twisty, and full of surprises! One scout becomes the **Forest Guide** and uses only their **voice** to lead the patrol along a narrow path. Everyone else must travel without seeing a thing! The event is **timed**, and each obstacle touched adds a penalty. Trust your guide, move carefully, and escape the forest together!

Troop 212 - (Plant Identification) - Secrets of the Silent Leaves

Scouts will wander through a "mystery garden" of forest plants, using whimsical clue cards to uncover each plant's true name—like nature detectives on a magical quest. Points are earned for every correct match, and if there's a tie, the quickest clue-solver wins.

Troop 376 - (Fire Starting With Different Methods) - The Enchanted Ember Trails

The Enchanted Ember Trails wind through shadowed woods where every step brings greater challenge. Patrols will receive mysterious materials and race against time to build and light a fire. Only the fastest and most resourceful will master the forest's ancient ember.

Troop 393 - (Lashings/Camp Gadgets) - Wilderness Workshop: Cryptid Edition

Deep in the forest, sturdy camp gadgets don't build themselves. Scouts must rely on skill, speed, and knowledge of the old ways as they use lashings to construct functional camp gadgets. The patrol that works together best—and finishes fastest—proves they can tame the forest's challenges.

Troop 586 - (Pioneering Stilts) - Expedition: The Giant's Stride Challenge

Scouts will build a sturdy tripod. One Scout will stand on the platform while two others steady the legs with two ropes, easing the upright tripod down the field in slow, deliberate steps. While this is a timed event—one wobble and the whole mission fails. Keep the tripod tall, the ropes tight, and your voices low... because in Bigfoot Country, you never know what might be pacing you just beyond the treeline.

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Troop 606 - (Tent Pitching/Striking) - The Silent Shelter Challenge

For Pitching: Materials: One troop tent with everything properly packed. Method: On the signal, patrols pitch their tent. When completed, the sides must be smooth and tight and the tent door closed. **Scoring: Timed race.**
For Striking: Method: This race is the same as the Tent Pitching Race, but in reverse—taken down and packed correctly. **Scoring: Timed race.**

Troop 611/5611 - (Stretcher Races) - Mission: Carry Through Bigfoot Country

Your patrol has a rescue mission deep in Bigfoot Country. Scouts race to build a stretcher, safely carry one team member 100 feet, then return to the start and disassemble it. Teamwork and speed are key in the mysterious forest!

Troop 662 - (Knot Relay) - Bigfoot Snare: The Knot & Haul Dash

Each Scout races a 50-ft line down to a 10-lb “forest cache” (sandbag), ties **one of the five basic knots**, sprints back to the start, then hauls the cache home by rope alone. Clean knots and quick teamwork win the challenge—because in these woods, what you can't carry, you'd better **secure and pull**

Troop 664 - (Knots) - The Kraken Knotworks

Amid storm-lashed woods, your crew has felled the legendary Kraken—but proof is needed. With the ship failing and supplies scarce, scouts must lash the beast between the mast using only the knots they've mastered. Work fast and creatively; the forest closes in, and only true knotcraft will earn the townsfolk's praise. **Scoring:** Teams are scored by time, with bonus points for each correctly tied unique knot (up to five). Incorrect knots incur penalties.

Troop 714 - (Scout Trail Signs) - Signs of the Silent Woods

The forest speaks in symbols for those who know how to read them. Scouts will study images of safety signs hidden within the woods and write what each sign means. The patrol that correctly identifies the most signs in the shortest time proves they can read the warnings the forest leaves behind.

Troop 5586 - (Candle Making) - The Whispering Flame

The Whispering Flame beckons Scouts into the *Mysteries of the Forest*, where flickering firelight and cooling water reveal an old-fashioned drip candle—crafted with Troop 5586. This is a hands-on participation activity (not timed or graded). Scouts will be given a stick and wick to dip into warm wax, then cold water, watching layer by layer as their candle slowly takes form (four youth at a time). Wax will be contained in cylinders welded to a base and heated over an open flame. When the final drip has set, Scouts will be able to take their candle home with them.

Staff Sponsored Event: (22 Rifle Shooting) - The Echoes in the Pines Range

Sign up for a shooting time at the Friday Night Leader meeting. After 5–10 minutes of instruction, step onto the range—quiet as the forest holds its breath. Put on eye and ear protection, then follow the range staff's commands to load and fire your 5 shots. Switch out your target when finished, and move promptly so the next unit can enter.

Staff Sponsored Event: (Archery Shooting) - Enchanted Grove Archery Challenge

Step into the shadowy woods for a themed archery experience where every target feels like a clue. Follow the course, take your shot, and test your aim as you shoot arrows at forest-inspired targets designed to challenge focus, form, and accuracy. .

Staff Sponsored Event: (Campfire Program Audition) - Flicker & Folklore:

As dusk falls on the Forest of Mystery, patrols will audition a Song, Skit, or Story that captures the spirit of adventure, humor, or suspense. Bring a well-rehearsed, Scout-appropriate act—top performances will be selected for the Saturday night campfire!

Judging of Campsite and Events

On Saturday, Campsites will be judged starting at 1:00 pm. Things to keep in mind: Neatness in both youth and adult areas, Menu, Duty Roster Posted, Visible 1st Aid Kit; Defined Patrol Areas/Gender Areas if a Combined Troop, etc.. See the Campsite Inspection Form for more information.

Event Patrol Competition

Patrols of 4-10 scouts will be assigned to one of three divisions based on the average rank of the patrol's scouts. Scoring cards will be handed out at the Saturday morning flag. When a patrol completes a station, a sticker is added to the card and the score recorded. Patrol score cards must be turned in by 5:00 at HQ.

Uniform Inspection

Uniform Inspection will be conducted immediately after the flag on Saturday morning for all patrols. Each Scout must be in complete field uniform (Class A), based on what their Troop requires, for the inspection. Each Scout starts with 100 points with deductions made for non-patrol uniformity, dirty, missing, or incorrect placement of uniform details. The average score of all patrol members is the score for the uniform inspection event. See the Uniform Inspection form for more information.

After the uniform inspection is complete, patrols can choose to change into other appropriate scout attire.

Pioneering Gadget and Gateway

Deep in the forest, early pioneers relied on nothing more than poles, rope, and resourcefulness to build their camps. Now it's your troop's turn to channel that same spirit!

Pioneering Gadget (*Scored Competition*)

Troops will compete to build the most creative and functional pioneering gadget using their lashing and engineering skills. Gadgets may use no more than (8) 8-foot poles, (4) 6-foot poles, and (8) 4-foot poles — but don't let that limit your imagination! Whether it's a camp chair, a flagpole rack, or something never seen before, the forest is waiting to be equipped. All materials must be provided by the troop.

Forest Gateway (*Participation Credit*)

Build a gateway worthy of a forest mystery! Using any materials your troop chooses, design an entrance that captures the spirit of the Mysteries of the Forest theme. A great gateway tells your troop's story before anyone even steps inside your campsite. Completed gateways earn your troop participation credit in the patrol competition. The troop with the best gateway will also receive a special award Sunday morning.

Construction Deadlines. Plan your build carefully — all work must stop by 10:30 pm Friday night and 1:00 pm Saturday afternoon. Troops found working past these times will receive a point deduction.

Rules to Remember. All materials are the troop's responsibility to bring. This is a Scout-built challenge — adult assistance of any kind is strictly prohibited and will result in disqualification. Trust your Scouts: the best entries always come from the patrols who put their heads together and build something they're proud of.

Scored Skill Events

Each unit is asked to provide a competition station for the event. Signup at Roundtable or contact the Camporee director. No youth should be in their campsites during morning or afternoon event time, unless working on a gateway or camp gadget.

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Patrols will receive points for demonstrating the skills at each event. In addition, patrols will be awarded points for showing patrol spirit at each event. This will include uniformity in dress (this does not mean wearing the field uniform), delivering their patrol yell, having a patrol flag, and successfully working together.

Vendor Knife Sales

We are thrilled to announce that Randy, "The Knife Guy", will be attending the Camporee and selling his impressive selection of knives on Saturday afternoon. Both Scouts and Adults will have the opportunity to purchase a knife at this exciting event.

Knife prices range from \$5.00 to over \$100 with fewer knives priced at \$5.00 and over \$100. Most knives will fall within the \$10 to \$30 range.

For Scouts BSA Scouts to hold or purchase a knife, they must present their Totin Chip card. This ensures that they have received the necessary training and are deemed responsible enough to carry a knife. Important Note: While carrying a knife is considered one of the 10 Essentials, all ranks of Scouts must have completed their Totin Chip card on them to carry it.

Adults can purchase a knife on behalf of Scout if the Scout finds a knife they wish to buy but has not earned their Totin Chip card. However, the Scout will not be allowed to use or carry the knife until they have earned their Totin Chip card.

We look forward to seeing everyone at the Camporee and hope you take advantage of this unique opportunity to purchase a high-quality knife from Randy, "The Knife Guy".

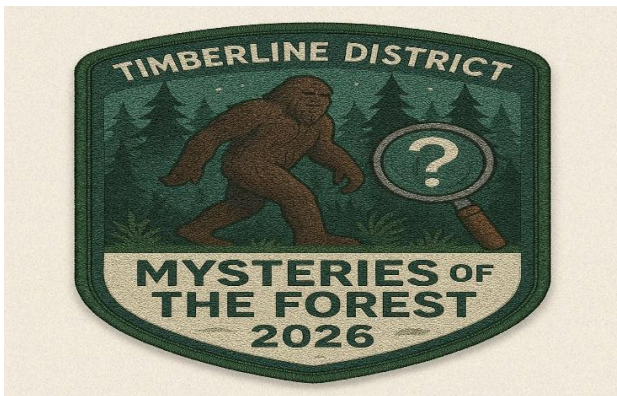
Adult Unit Leader Cook-off

Adult Unit Leaders can participate in a Dutch Oven cook-off. The winner will also be honored with special recognition at the Sunday morning flag ceremony. Contestant Rules re:

1. One entry per unit
2. Cooking must be done in a dutch oven.
3. The contestant will provide all ingredients.
4. An item will be fully prepared and cooked at Camporee. No pre-prepping and bringing from home.
5. Participants may start cooking no earlier than 12:30 pm on Saturday. All entries must be submitted to the judge's table at Camporee HQ, under the big canopy, at 5:00 pm.
6. Each contestant will be assigned a letter when they register at check-in to prevent judging bias. The contestant will deliver one bowl/plate and a copy of their recipe tagged with their assigned number. No need to bring the entire Dutch Oven.
7. Contestants will be judged on Flavor, Texture, and Presentation. Judges will rate each category 1-10 and score will be the total. In the event of a tie, the prizes will be awarded to the dish with the highest degree of difficulty.

Departure Procedure:

- **Gear Pick-up-** Beginning at 7:00 AM, units may use one unit vehicle at a time to drive to their campsite. All gear must be stacked, ready to load, and campsite inspection completed, and Camp Evaluation turned in **before the vehicle arrives**.
- **Time** – Check-out will begin after Sunday morning flag ceremony, Scouts Own & Awards
- **Evaluation Forms** – Complete a form to ensure Camporee can be improved upon year after year.
- **Final Campsite Inspection** – Send your Unit Leader or Senior Patrol Leader to Camporee HQ with completed evaluation form to request a campsite inspection.
- **Camporee Patches** – Upon completion of check-out, your unit will receive patches for all registered participants (youth and adults) and their medical forms.



2026 Camporee Adult Cook-off Challenge

Welcome to our Mysteries of the Forest Camporee Adult Cook-off Challenge. Please fill out the form below to enter your recipe into the competition.

Name of Adult: _____

Name of Recipe: _____

Unit: _____

Assigned Letter: _____

We look forward to seeing what your mysterious culinary skills will conjure up! Happy cooking!

Adults in a Unit can earn points for their unit toward Top Unit by participating in a Dutch Oven cook-off. The winner will also be honored with special recognition at the awards ceremony.

Contestant Rules:

1. Contestants will provide all ingredients.
2. A copy of recipe and cooking method will be provided to aid judging.
3. Items will be fully prepared and cooked at Camporee. No pre-prepping and bringing from home.
4. Cooking will be done in a Dutch oven.
5. Participants may start cooking at 12:30pm. All entries must be submitted to the judge's table at Camporee HQ no later than 5:00pm.
6. Each contestant will be assigned a letter when they register at check-in to prevent judging bias. The contestant will deliver one plate/bowl tagged with their assigned letter.
7. Contestants will be judged on:
 - a. Flavor
 - b. Texture
 - c. Presentation
8. Judges will rate each category 1-10 and score will be the total. In the event of a tie, the prize will be awarded to the dish with the highest degree of difficulty.

2026 Camporee Parking Pass

Mysteries of The Forest!

Please fill in your details below. **Please NOTE that Cell Phone Coverage may be spotty!**

Driver's Name: _____

Cell Phone: _____

Unit Number: _____

2026 Camporee Parking Pass

Mysteries of the Forest!

Please fill in your details below. **Please NOTE that Cell Phone Coverage may be spotty!**

Driver's Name: _____

Cell Phone: _____

Unit Number: _____

Timberline Camporee 2026 Leader's Guide

Douglas Ridge Rifle Club

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<h2>2026 Camporee Campsite Inspection</h2>		
Unit : _____		
Fire, Firewood, and Wood Tools		
	Pts Max	Score
Adequate fire buckets and/or other firefighting equipment available.	5	_____
Firewood protected from rain and dampness.	5	_____
Wood tools are sharp and properly stored.	5	_____
Axe yard specifically located and adequately marked off.	5	_____
Health and Safety Measures		
Proper disposal of garbage.	5	_____
Food adequately protected from contamination and spoilage.	5	_____
Dish washing practices result in clean pots, plates, etc.	5	_____
Cooking equipment stored off ground and clean.	5	_____
Location of adequate first aid kit visible to all.	5	_____
Campsite is clean and in order.	5	_____
Personal equipment is neat and stored properly.	5	_____
Patrol Organization and Operation		
Evidence of separate patrol sites.	5	_____
Scout meals prepared by patrols, not by adults.	5	_____
Patrol menu posted in Patrol site and kept dry.	5	_____
Patrol duty roster posted in patrol site and kept dry.	5	_____
Overall Experience		
Conduct in keep with the Scout Oath or Law	5	_____
Decor: Are decor options themed?	10	_____
General Atmosphere: welcoming and enjoyable?	10	_____
Total Points	100	_____

Timberline Camporee 2026 Leader's Guide

Pioneering Gateway / Gadget Scoring Sheet			
Unit : _____			
<i>Gadget project can use no more than (8) 8' poles, (4) 6' poles and (8) 4' poles</i>			
<i>Gateways receive participation points towards top troop but will have ribbons for 1st, 2nd, and 3rd place</i>			
<u>Criteria</u>	<u>Pts Max</u>	<u>Gateway Score</u>	<u>Gadget Score</u>
Knots and Lashings Properly Done	50	_____	_____
Camporee theme clearly evident	20	_____	_____
Creativity and Originality	20	_____	_____
Complexity of Design	20	_____	_____
Safe and Sturdy Construction	20	_____	_____
Ropes with Whipped Ends	10	_____	_____
Unit & Council identified	5 each	_____	_____
Used more materials than allowed*	-20	XXXXXX	_____
Adult Involvement during construction	-30	_____	_____
Working on after Friday Lights Out	-20	_____	_____
Total Points Possible: 150 Points	Total:	_____	_____

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2026 Timberline District Camporee Unit Feedback Form

This feedback form was developed to help improve next year's Webelos Woods. Please turn in one copy reflecting adult's and youth's ratings. **These will be turned in at HQ when you are asking for your site inspection.**

All ideas or suggestions are welcome; please be constructive in your feedback. Thank you!

PLEASE PRINT LEDGIBLY.

Please rate each section. For any area 3 or less, please provide comments on the back as to why you rated it this way.

Overall Camporee Experience	1 (Worst)	2	3 (Neutral)	4	5 (Best)
Check-In	1 (Worst)	2	3 (Neutral)	4	5 (Best)
Friday Night SPL Meeting	1 (Worst)	2	3 (Neutral)	4	5 (Best)
Troop and Staff Events	1 (Worst)	2	3 (Neutral)	4	5 (Best)
Campfire Program	1 (Worst)	2	3 (Neutral)	4	5 (Best)
Order of Arrow Callout	1 (Worst)	2	3 (Neutral)	4	5 (Best)

What should we Start / Stop / Continue doing?

How did you like the choice of Gadget & Gateway (with limited supplies or unlimited supplies for the Gadget)?

What should the Camporee theme be next year?

Would anyone like to join staff for next year's Camporee or this fall's Webelos Woods?

Unit Number _____

Unit Leader (Print): _____

Unit SPL (Print): _____

Each registered Scout and Scouter will receive a Camporee patch once their campsite has been inspected and they have turned in this evaluation form.