

Build It. Lash It. Conquer It.

Join the PIONEERING Camporee

MINSI TRAILS COUNCIL FALL CAMPOREE

In Council - Free

Out of Council - \$15/Scout

**Registration Closes at 11:59 pm on Friday, October 9, 2026
or when 32 patrols have been registered, whichever comes first.**

**Space is limited. Registration closes as soon as we reach capacity.
Due to limited parking spaces please carpool.**

Register at: <https://www.scoutingevent.com/502-2026Pioneeringcamporee>

**October 16-18, 2026
Camp Minsi, Pocono Summit, PA**

Gather your patrol. Grab your ropes. Put your pioneering skills to the test!

This fall, Minsi Trails Council invites Scouts to Camp Minsi for a weekend where ropes, spars, teamwork, and ingenuity take center stage.

Patrols will face a series of pioneering challenges designed to test more than just their knowledge of knots and lashings. Scouts will need to plan, communicate, problem-solve, and work together to turn a pile of spars and rope into something that gets the job done.

Whether you're an experienced pioneering crew or still figuring out the difference between a square lashing and a shear lashing, there will be challenges, opportunities to learn, and plenty of chances to put your skills into action.

And when a challenge has your patrol stumped, don't give up — Phone a Friend! Help will be available Saturday morning to offer a hint, demonstrate a skill, or help get your patrol back on track.

Add in camping, fellowship, a campfire, and a full weekend at Camp Minsi, and you have the makings of a classic Scouting adventure.

Tie in. Build together. Rise to the challenge.

Upcoming events:

November 12, 2026 — Lehigh District First Aid Meet

February 20, 2027 — MTC Klondike, Camp Minsi

April 23-25, 2027 — MTC Spring Camporee, Camp Minsi

October 22-24, 2027 — MTC Fall Camporee, Camp Minsi

Welcome to the Minsi Trails Council Fall Camporee

We have a great weekend planned for you and your Scouts! All Scout Troops and Venturing Crews are invited to join us for this year's theme: "Pioneering — Build It. Lash It. Conquer It."

This camporee is a great opportunity for unit camping, patrol competition, skill-building, and inter-unit fellowship. Throughout the weekend, Scouts will put their pioneering skills to work as they tackle challenges requiring knots, lashings, teamwork, ingenuity, and problem-solving.

Units will be assigned to one or more patrol sites within Camp Minsi's existing summer camp campsites. Whether your Scouts are experienced pioneers or still learning the basics, the weekend is designed to give everyone an opportunity to learn, practice, compete, and have fun.

Come prepared to work together, try something new, and see what your patrol can build!

Registration

All participants must be registered to attend the Camporee. This includes Scouts BSA, Venturers, and adult leaders. The deadline for registration is 11:59 pm on Friday, October 9, 2026. **No onsite registrations will be permitted.**

The online registration form will ask for the names of the patrols that your unit is bringing as well as the names of all the adult leaders. To assist Camporee Staff with patrol identification and scoring, scoring materials will be prepared using the district, unit, and patrol names submitted during registration.

The camporee organizer will verify the leaders are registered with Scouting America and their SYT training is up to date using my.scouting.org. All adults must be current with their Youth Protection training to attend the camporee. To be considered current, the adult **MUST** have completed their Safeguarding Youth training on or after October 19, 2025.

If you need to change a patrol name after registration closes, please contact the event organizer prior to 5 pm on Wednesday, October 14, 2026, so the score sheets can be updated accordingly. Requests for changes that are received after that time cannot be guaranteed.

Forms

You must have the following forms (from the back of this guidebook) with you at the time of check in at camporee:

- Unit Roster
- Skit/song name & alternate for the troop at the campfire program (there is a section on the roster where this can be indicated).

Your unit leadership must have in their possession a completed Scouting America Health Form (Parts A and B) for every youth and adult attending the camporee for any amount of time. This form can be found at:

<https://www.scouting.org/scoutsource/media/forms.aspx>

NOTE: Part C of the Health Form is NOT required as camporee does not exceed 72 hours

It is the responsibility of each Troop leader to maintain control of the medical forms for each of their Scouts participating, and to provide Camporee Staff with quick access in case of an emergency. If the Troop leader must leave the grounds for any reason, they need to transfer control of the medical forms to another Troop leader.

Part A of the medical form includes the Scouting America Talent Release Agreement. If any participant elects not to sign the Talent Release Agreement, please bring this to the attention of the Camporee Staff when you check-in. If there are

any medical conditions or considerations for any of your Scouts, please bring these to the Health Officer's attention at check-in as well.

Safeguarding Youth Training Requirements

All adults must be current with their Safeguarding Youth training to attend the camporee. To be considered current, the adult **MUST** have completed their Safeguarding Youth training on or after October 19, 2025.

Arrow of Light Scouts

Arrow of Light Scouts may participate at a Scouts BSA "camporee" during the day and/or overnight with their Arrow of Light Den/Patrol, provided the den/patrol is under the supervision of two deep leadership from their Arrow of Light den/patrol or pack. The Arrow of Light Scout's parent(s) or legal guardian(s) may attend with the Arrow of Light den/patrol and their child, either alongside the two-deep leadership or as part of it if they are registered with the Pack.

An adult that is coming as part of Troop cannot also function as one of the two leaders required for the Arrow of Light den/patrol or pack. One of the leaders from the Arrow of Light Scout's den/patrol or pack that is in attendance must be BALOO trained.

If you have additional questions on how an Arrow of Light Scout can participate, please contact Edward Schaefer at edward.schaefer@scouting.org.

Cost

Costs shown are per person

	In Council	Out of Council
Scouts BSA or Venturers, includes event patch	\$0.00	\$15.00
Adult Leaders	\$0.00	\$0.00
extra event patch	\$5.00	\$5.00
Camporee Staff	\$0.00	\$0.00
<i>(Volunteers whose primary responsibility is not with a unit. Please contact Will Schwab at wrschwab502@gmail.com to register as a volunteer.)</i>		

Registration/payment is done online found at: <https://www.scoutingevent.com/502-2026Ploneeringcamporee>

Please contact Will Schwab at wrschwab502@gmail.com if you are interested in helping to run an activity or if your unit is interested in providing an activity during the Open Program.

If payment has not been made through the registration page, the Council office must receive it by 5 pm on Thursday, October 15, 2026. We are not set up to accept payments onsite.

Black Pug

Black Pug is used to manage all registrations and payments for the camporee. You can register and pay by going to: <https://www.scoutingevent.com/502-2026Ploneeringcamporee>

Registration Note: Each troop/crew should create one registration only for this camporee. Please do not create multiple registrations for the same troop/crew. If you need to add, remove, or update patrols, participants, or other details, simply return to your troop/crew's existing registration and make the necessary changes there. This helps ensure accurate records and allows space for all troops/crews, since registration will close once the maximum of 32 patrols has been reached.

Check-In on Friday

Check in is at the Ad-Pad pavilion next to the main parking lot. Campsite assignments will be distributed at check-in and will be determined by the number of campers in each Troop.

Parking will be at a premium, so it will be more important than ever to rideshare and economize travel to include as few vehicles as possible. Please be Kind and Courteous to our Staff as they do their best to facilitate a fun event for you and our Scouts.

To prevent congestion on the narrow road to the sites, each Troop will be permitted to take one vehicle back to their assigned site to unload gear. After the gear is unloaded, it is requested that the vehicle be returned to the main parking lot. There is a limited amount of space to neatly park your Troop trailer within your designated campsite boundaries. If your trailer cannot completely fit within your designated campsite boundaries it will need to be parked in the main parking lot.

There is no parking behind the dining hall.

If your unit is unable to arrive at Camp Minsi during the check-in time, please contact the event organizer prior to the start of the camporee to make other arrangements.

If there are any special requests, such as sharing a campsite with another unit, early arrival, etc., please contact the event organizer prior to the close of registration with the request.

Planned Late Arrivals/Saturday Morning Arrivals

Please contact the event organizer prior to the close of registration to coordinate any planned late arrivals/Saturday morning arrivals.

Setting Up Your Campsite

Be prepared with tents and rain shelters. These are general guidelines for setting up your campsite.

- Do not block the access road with vehicles or gear.
- Patrols/Troops set up camp.
- Set up dining fly first – put gear under it to protect from weather.
- Set up tents – then move personal gear into tents. Lay out sleeping gear.
- Set up cooking and eating areas, secure water, and fuel supply.
- All fires must be in established fire rings.
 - Any additional restrictions on the use of campfires will be communicated at check-in and during the SPL/SM meeting on Friday night.

The summer camp tents and cots will no longer be on the platforms. You can put a tent on these platforms to avoid the rocks.

In the event the camp's water needs to be turned off prior to the camporee, water can be obtained from a spigot at the maintenance shed near the entrance to camp.

Health Officer

Donna Rex-Frantz is the health officer for the camporee. The Health Lodge will be staffed throughout the event.

Incident Reporting

Incident reporting strengthens Scouting America's safety culture, benefiting everyone involved. It raises awareness of potential risks, prompting swift preventive actions. Additionally, it drives improvement by highlighting systematic issues and refining policies for higher-risk activities. This cycle of awareness and enhancement ensures a safer and better scouting experience for all.

Timely, clear, concise, and complete incident reports allow for an appropriate response and an opportunity for analysis while promoting continuous improvement of our programs.

Scouting America defines three categories of incidents: incident/general liability, membership infraction/youth protection, and near miss.

A "near miss incident" refers to a situation in which an event or series of events occurs that could have resulted in an accident, injury, property damage, or other negative outcome, but due to fortunate circumstances or timely intervention, no actual harm or damage occurs. Near misses with clear lessons learned can bring to light opportunities to improve safety performance or program practices.

The Scouting America's website on incident reporting provides this example as to what is a "near miss incident." Imagine riding your bike down a hill and almost hitting a big rock. You quickly stop and steer away, avoiding a crash. That's a near miss incident – you almost had an accident, but you stayed safe by acting fast.

A "incident/general liability incident" is an allegation of bodily injury, illness, or property damage.

A "membership infraction/youth protection incident" is an incident that relates to behavior that puts a Scout's safety at risk, such as youth protection violations, allegations of abuse, self-harm, etc.; or one that calls into question a registered leader or youth member's continued registration with Scouting America.

Forms to report incidents are available at the camporee HQ and all incidents must be turned into Brian Dungan at the Council office within 24 hours of the incident. The camporee HQ staff will collect all the forms and forward them onto Brian Dungan for processing.

Interfaith Service

An Interfaith Service will be held in the Dining Hall on Saturday evening at approximately 7:30 pm. The service is open to all Scouts and leaders, regardless of their faith or beliefs, and everyone is encouraged to attend.

If your troop or crew has a Scout or leader, including a Chaplain Aide, who would be interested in assisting with the service, please notify Camporee Headquarters by 5:00 pm on Saturday.

Catholic Mass

Unfortunately, we are unable to have a Catholic priest celebrate Mass at the Camporee this year. Scouts and leaders wishing to attend Saturday evening Mass may attend the **4:00 pm Mass at Most Holy Trinity Parish**, located at **212 Route 390, Cresco, PA 18326**.

Units choosing to attend Mass off-site are responsible for arranging their own transportation and ensuring appropriate leadership and supervision.

Check-Out

All units are asked to follow the "Leave No Trace" camping guidelines.

Please fill out the Camporee Evaluation form you will be provided on-site. We would like to have your feedback on the Camporee and how we can make it better for you and your Scouts. Your feedback is important to us, so we can evaluate Pioneering Camporee – Event Guide – 2026 Minsi Trails Council Fall Camporee

and make improvements. There is no need to check out with anyone on the Camporee Staff prior to leaving camp on Sunday morning. If your Troop is leaving early, please inform someone at the Camporee HQ prior to departure.

Event Information

A Scoutmaster/Advisor and Senior Patrol Leader meeting will be held at 9:00 pm Friday in the Dining Hall. Important information and updates for Saturday's program will be distributed at this meeting.

Patrols may begin constructing their pioneering structures in their campsites as soon as they arrive on Friday and may continue working on them through Saturday morning. All pioneering structures must be completed by 1:00 pm Saturday.

All patrols should gather at the Parade Field by 8:30 am Saturday for the Opening Ceremony.

The Open Program will run from 1:00–5:00 pm Saturday. During this time, Scouts will participate in the afternoon activities and challenges.

Coffee will be available for adult leaders at Camporee Headquarters in Wilcox Cabin (Handicraft).

Assistance Needed

To make this camporee a success, we need your help! We have opportunities for both Scouts/Venturers and adult leaders.

We are looking for Scouts to assist with the opening colors on Saturday and for different parts during the Interfaith service. If you have members of your Troop interested in assisting with either of these activities, please bring their information to the SM/SPL meeting on Friday night.

We are looking for adult leaders to help make Saturday's program run smoothly.

On Saturday morning, volunteers are needed at Scoutcraft to assist with our "Phone-a-Friend" station. Scouts working on their pioneering structures may come to Scoutcraft for advice and assistance with knots, lashings, pioneering techniques, and basic engineering or design challenges. Volunteers do not need to build the structures for the Scouts – the goal is to provide guidance and help them develop the skills they need to solve the problem themselves.

Additional adult volunteers will also be needed to assist with various activities during the Open Program from 1:00–5:00 pm

If you are willing to help, please let the Camporee staff know or indicate your availability on the Camporee Unit Roster.

List of Materials Needed for Each Patrol

- 1 Scout Handbook per patrol
- 1 patrol flag
- 1 patrol yell
- 1 or more writing implements
- **Rope and spars for Pioneering projects.**
- Lots and lots of Scout Spirit

All pioneering projects will be constructed in the patrol's assigned campsite. Patrols are responsible for bringing the **rope, spars, and other materials necessary to construct their projects.**

Patrols may begin construction after arriving and setting up camp on Friday. All pioneering projects must be completed by 1:00 pm Saturday.

Important Notice Regarding Natural Wood Spars

To help prevent the spread of invasive insects and forest pests, such as **spotted lanternflies and emerald ash borers**, units bringing natural wood spars to Camp Minsi must carefully inspect them for signs of insect infestation before transporting them to camp.

Natural wood spars **may not be left at Camp Minsi following the Camporee.** Units must remove all spars they bring with them. Before leaving camp, spars should again be inspected for signs of insects or infestation before being transported home.

Please help us protect Camp Minsi and Pennsylvania's forests by carefully inspecting all natural wood materials before transporting them.

The Rules

This Camporee will be great fun and a memorable adventure for all who attend. Your Camporee Staff wants this to be a SAFE activity without injury or mishap. To plan for that goal, we have established a few common-sense rules that will make the Camporee more enjoyable for all.

Leadership: At least two registered adult leaders must be present on camp property during the Camporee. The Camporee Committee wants to remind all adults that this Camporee is for the Scouts to enjoy. Please use the Patrol Method at all times.

Scout Oath & Law: The Scout Oath and Law are expected to be practiced by all attending the Camporee.

Campsites: Campsites are assigned based on the number of Scouts that are registered. Based on the projected number of registrations, troops will be assigned one or more patrol sites within the summer camp troop campsites.

Food: It is each Troop's responsibility to provide all meals and snacks for themselves. Each Troop is responsible for the cleanliness of their campsite and for packing away their own trash after the event.

Food Storage: Each Troop is responsible for supplying their own secure food storage containers.

Water: If the camp water is turned on, water is located at each site. Water is also available at the maintenance shed. Plan on bringing a water jug to carry your water from where the water will be located.

Fires: Fires will be allowed in the campsite only in established fire rings. Fuel stoves and lanterns are allowed.

Fireworks: Fireworks are not allowed.

Restroom Facilities: If the camp water is turned on, flush toilets are located at each site. If the water is turned off, there are open pit latrines located throughout the Camp and at each campsite. Scouts should help keep them clean. (Bring extra toilet paper.)

Shoes: No open-toed shoes or Crocs/Crocs-like shoes are permitted in camp.

Buddy System: All Scouts must use the buddy system throughout the Camporee. A Scout should have a designated buddy and remain with that buddy at all times while **traveling around camp and participating in activities.** Buddies look out for each other, help ensure everyone's safety, and immediately report any concerns to an adult leader or event staff.

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More information on the buddy system and its proper use can be found in the *Guide to Safe Scouting*:

<https://www.scouting.org/health-and-safety/gss/gss01/>

Lantern & Stoves: Scouting America Policy on fuels will apply. Only adults will refill all lanterns and stoves. Fuel must be stored away from fires and the cooking area and absolutely **NO LANTERNS OR FLAMES IN TENTS**.

Patrol Size: Patrols should have between four and eight Scouts. If the patrol is larger than eight Scouts you will need to split the Scouts up into a second patrol. Any participant that leaves early must notify their Unit Leader.

If you have less than four Scouts that want to attend, we will work to combine your patrol with another small patrol. Each troop will still need to have the appropriate two deep leadership, regardless of the number of Scouts attending.

Parking: All vehicles will be expected to park in the designated parking lot. NO VEHICLES WILL BE PERMITTED IN THE CAMPING AREA DURING CAMPOREE WITHOUT AUTHORIZATION. Special Needs will be taken care of on an individual basis.

Clean Up: Each unit's adult leaders will be responsible for ensuring that their campsite is clean prior to leaving. All trash must either be placed in the two full metal dumpsters on the right side behind the Dining Hall or be taken with your unit. The dumpsters by the dining hall on the left side are for cardboard only. Leave No Trace! Please notify the registrar if your unit will be leaving early.

Directions to Camp

Camp Minsi is located at 106 Camp Minsi Rd, Pocono Summit, PA 18346. Please go to: <https://tinyurl.com/CampminsiDirections> or scan the QR code below to get customized directions via Google Maps.



Schedule of Events

Friday, October 16, 2026

6:00 pm – 8:30 pm	Camp set up begins. Patrols may begin work on their pioneering projects in their assigned campsites after arrival and check-in.*
9:00 pm	Senior Patrol Leader & Scoutmaster/Advisor Meeting — Dining Hall
10:30 pm	TAPS/Lights Out

Saturday, October 17, 2026

8:30 am	Opening Ceremony & Colors — Parade Field
Until 1:00 pm	Pioneering Project Construction — Patrol Campsites
	Patrols continue construction of their pioneering projects. All projects must be completed by 1:00 pm. Scouts needing assistance with knots, lashings, or engineering challenges may visit “Phone-a-Friend” at Scoutcraft during the morning.
1:00 pm – 5:00 pm	Open program - Pioneering projects are complete and the Open Program begins.
5:00 pm – 7:30 pm	Dinner at campsites
7:30 pm	Interfaith Service – Dining Hall
9:00 pm	Campfire & Awards Ceremony**
11:00 pm	TAPS/Lights Out

* If your Troop/Crew is planning on arriving after 8:30 pm on Friday night, please contact the event organizer prior to the close of registration to coordinate your arrival.

** Please note that the times for the Interfaith Service and Campfire are subject to change. Updates may be announced during the event, so participants should remain attentive to the schedule and any communications from staff.

Sunday, October 18, 2026

6:00 am – 11:00 am	Troops/Crews depart camp
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Pioneering Projects

Build It. Lash It. Conquer It.

The primary challenge of this year’s Camporee is simple: **How much can your patrol build?**

Beginning after arrival and check-in on Friday evening, patrols may construct pioneering projects in their assigned campsites. Patrols should attempt to complete as many projects as possible before the construction period ends at 1:00 pm Saturday.

Project Scoring

Patrols earn points for **each different project successfully completed**:

- Easy — 25 points per project
- Medium — 50 points per project
- Advanced — 75 points per project
- Expert — 100 points per project

For example, a patrol that successfully completes all **five Easy projects** earns **125 points (5 × 25 points)**. If that patrol also completes three Medium projects, it earns an additional **150 points (3 × 50 points)**.

Each listed project may earn points **once per patrol**. Constructing multiple copies of the same project does not earn additional competition points. However, Scouts working on Pioneering Merit Badge requirements need to construct additional copies of applicable projects as needed for their individual merit badge work.

Projects will be evaluated for **proper knots and lashings, structural stability, functionality, craftsmanship, and safe construction**. Projects must perform their intended function. A project that is incomplete, does not function as intended, or is determined to be unsafe may receive reduced points or no points.

There is no limit to the number of **different** projects a patrol may complete. Plan wisely, bring plenty of rope and spars, and build as many as you can before **1:00 pm Saturday!**

Easy Projects — 25 Points Each

Project	Description	Pioneering Merit Badge
Tripod Wash Station	Construct a functional wash station using a tripod and appropriate lashings.	Requirement 3a
Pack Rack	Construct a freestanding rack capable of keeping packs or patrol equipment off the ground.	—
Tool Rack	Construct a functional rack for safely organizing patrol tools or camp equipment.	—
Tripod for Lantern / Weather Rock	Construct a stable tripod capable of supporting a lantern, weather rock, or similar lightweight camp item.	—
Firewood Rack	Construct a raised rack to keep firewood organized and off the ground.	—

Medium Projects — 50 Points Each

Project	Description	Pioneering Merit Badge
15-Foot Flagpole	Construct and safely raise a 15-foot flagpole using pioneering techniques.	Requirement 3b
Simple Camp Table	Construct a functional camp table using spars and lashings.	Requirement 3c
Dishwashing Station	Construct a functional station capable of supporting the equipment needed for patrol dishwashing.	—
Camp Seating	Construct a functional chair, stool, or bench using pioneering techniques.	—

For Camp Seating, a chair or stool must safely support one adult Scouter. A bench must safely support at least two adult Scouters. The completed structure must stand on its own without being held or supported by another person.

Advanced Projects — 75 Points Each

Advanced projects require greater planning, more extensive use of spars and lashings, and a higher level of structural complexity than Easy or Medium projects.

Project	Description	Pioneering Merit Badge
Picnic Table	Construct a freestanding table with integrated seating capable of safely supporting its intended users.	—
Camp Kitchen / Cooking Table	Construct a functional camp kitchen incorporating a work surface and provisions for organizing cooking equipment or supplies.	—
Raised Camp Kitchen	Construct a substantial camp kitchen incorporating multiple features, such as work surfaces, storage, equipment racks, or utensil holders.	—
Camp Bed / Cot	Construct a raised pioneering bed or cot capable of safely supporting one adult Scouter.	—
Dining Fly / Tarp Support	Construct a pioneering framework capable of supporting a patrol dining fly or tarp without relying on trees for its primary structural support.	—
Equipment Shelter / Rack	Construct a substantial freestanding structure for organizing and protecting patrol equipment.	—
Flagpole with Yardarm	Construct a substantial flagpole incorporating a lashed yardarm or crossbar and an appropriate support system.	—
A-Frame Camp Structure	Construct a functional camp structure incorporating two or more lashed A-frames.	May qualify for Requirement 9 when approved in advance by Camporee Staff.
Multiple-Tripod Camp Structure	Construct a substantial functional camp structure incorporating multiple tripods, such as a kitchen, equipment rack, or shelter support.	May qualify for Requirement 9 when approved in advance by Camporee Staff.
Troop Gateway	Construct a substantial entrance to the troop campsite demonstrating advanced pioneering skills.	May qualify for Requirement 9 when approved in advance by Camporee Staff.
Troop's Choice — Advanced	Design and construct an original pioneering project of comparable complexity.	May qualify for Requirement 9 when approved in advance by Camporee Staff.

To receive the full 75 points, an Advanced project must demonstrate a level of planning, construction, and complexity substantially greater than a Medium project. Camporee Staff may reclassify a project if its actual construction is substantially simpler or more complex than the project as described.

Expert Projects — 100 Points Each

Expert projects are full-size pioneering structures requiring significantly greater planning, materials, skill, and teamwork.

The following structures are specifically identified in Pioneering Merit Badge Requirement 9:

Project	Pioneering Merit Badge
Double A-Frame Monkey Bridge	Requirement 9
Single A-Frame Bridge	Requirement 9
Single Trestle Bridge	Requirement 9
Single Lock Bridge	Requirement 9
4x4 Square Climbing Tower	Requirement 9
Four Flag Gateway Tower	Requirement 9
Double Tripod Chippewa Kitchen	Requirement 9
Troop's Choice — Expert Structure	May qualify for Requirement 9 when approved in advance by Camporee Staff.

All projects must be carefully planned and constructed in accordance with **Safe Pioneering practices** and all applicable height and safety restrictions in the **Guide to Safe Scouting**.

Camporee Staff must approve any Expert project not specifically listed above before construction begins.

Pioneering Merit Badge Opportunities

Scouts working on the **Pioneering Merit Badge** may use the Camporee construction period to complete applicable merit badge requirements.

Requirements 3a, 3b, and 3c

Each individual Scout seeking credit must construct the following:

- Requirement 3a — Tripod Wash Station
- Requirement 3b — 15-Foot Flagpole
- Requirement 3c — Simple Camp Table

Multiple copies of these projects **do not need to remain assembled at the patrol campsite**. Scouts may construct the required project, document their work with photographs, and then disassemble the project so the spars and rope can be reused.

Scouts should take photographs that clearly show each completed project and bring those photographs to **Scoutcraft during the Open Program** when working on the Pioneering Merit Badge.

Additional copies constructed for individual merit badge work **do not earn additional Camporee competition points**.

Requirement 9 — Full-Size Pioneering Structure

Scouts may also have an opportunity to complete **Requirement 9** during the Camporee by working in a group, or individually with appropriate assistance, to build a full-size pioneering structure.

Projects specifically identified for Requirement 9 include:

- Double A-Frame Monkey Bridge
- Single A-Frame Bridge
- Single Trestle Bridge
- Single Lock Bridge
- 4x4 Square Climbing Tower
- Four Flag Gateway Tower

- Double Tripod Chippewa Kitchen
- Another type of full-size pioneering structure **approved in advance by Camporee Staff**

Scouts intending to use a Camporee project toward Requirement 9 should **speak with Camporee Staff before beginning construction** so the proposed project can be reviewed.

Projects must be carefully planned, with the necessary materials assembled and organized before construction. All projects must follow **Safe Pioneering practices** and comply with applicable height restrictions and other requirements of the **Guide to Safe Scouting**.

A structure constructed for a merit badge requirement may also earn points for the patrol's Camporee competition when it satisfies the requirements of an eligible Camporee project.

Completion of a Camporee project does not automatically guarantee completion of a merit badge requirement. Scouts remain responsible for completing and demonstrating all work required by the current Pioneering Merit Badge requirements.

Troop Gateway — 75 Points

Each troop may construct one Troop Gateway at its campsite. The Gateway is a troop-wide project, and all patrols within the troop are encouraged to participate in its planning and construction.

When the completed Gateway qualifies for scoring, 75 points will be awarded to each patrol in the troop. For example, if a troop has three participating patrols, each of those three patrols will receive 75 points toward its individual patrol score.

The Gateway should be a substantial structure representing the troop and demonstrating advanced pioneering skills.

The Gateway may qualify for **Pioneering Merit Badge Requirement 9** when approved in advance by Camporee Staff.

Project Rules

Camporee competition is scored by **patrol**. Each different project successfully completed by a patrol earns the point value assigned to its difficulty category:

- Easy — 25 points per project
- Medium — 50 points per project
- Advanced — 75 points per project
- Expert — 100 points per project

Each listed project may earn points **once per patrol**. Constructing multiple copies of the same project does not earn additional competition points.

Identifying Patrol Projects

Troops attending with more than one patrol must clearly identify which patrol constructed each project. Projects should be **labeled with the patrol name or otherwise clearly identified** so Camporee Staff can properly assign points during judging.

Patrols sharing a troop campsite should take particular care to ensure that there is no question about which projects belong to each patrol.

Troop Gateway

The **Troop Gateway is the exception to individual patrol ownership and scoring.**

Each troop may construct **one Troop Gateway**, regardless of the number of patrols attending. The Gateway should be a cooperative troop project, with **all patrols encouraged to participate in its construction**.

Once the Gateway has been successfully completed and approved for scoring, **each patrol in the troop will receive a maximum 75 points for the Gateway**.

The Troop Gateway does not need to be assigned to or labeled for a single patrol.

Merit Badge Projects

Scouts working on the Pioneering Merit Badge may construct additional copies of the **Tripod Wash Station, 15-Foot Flagpole, and Simple Camp Table** as needed to complete their individual merit badge requirements.

These additional **copies do not earn additional Camporee competition points**. Once the Scout has documented the completed project as required, it may be disassembled and the rope and spars reused for another project.

Judging

Camporee Staff will make the final determination regarding whether a project:

- Has been properly completed
- Is structurally stable, safe, and functional
- Demonstrates the appropriate level of pioneering skill
- Qualifies for the listed difficulty category
- Should be reclassified based on its actual complexity
- Qualifies to receive competition points

All scoring projects must be completed by 1:00 pm Saturday.

Every different project is another opportunity to earn points. **Plan your campsite, organize your patrol, work together, and see how much you can build!**

Saturday Open Program

1:00 pm – 5:00 pm

Once the pioneering construction challenge ends at **1:00 pm**, the Camporee will transition to an **Open Program**. There are no assigned periods or rotations during the afternoon. Scouts may choose the activities they would like to participate in and move between program areas throughout the afternoon. All pioneering projects will be judged during this time.

Planned activities include:

Monkey Bridge

Put pioneering into action! Scouts will have an opportunity to experience a **full-size Monkey Bridge** and see firsthand how properly constructed pioneering projects can be put to practical use.

Pioneering Merit Badge

Scouts may work on requirements for the **Pioneering Merit Badge** at **Scoutcraft** during the Open Program.

Scouts wishing to work on the Pioneering Merit Badge must bring a Blue Card signed by their unit leader. Before arriving at the Camporee, Scouts must complete the applicant information on the card, including their name, address, city, unit type and number, district, and council.

Scouts who completed the **Tripod Wash Station, 15-Foot Flagpole, and Simple Camp Table** during the construction period should bring photographs of their completed projects to Scoutcraft for review.

Scouts are responsible for completing and demonstrating all requirements necessary to receive merit badge credit. Participation in the Camporee or construction of a Camporee project does not automatically constitute completion of the merit badge.

Jamboree-on-the-Air (JOTA)

Visit the **JOTA amateur radio station** and discover how Scouts use amateur radio to communicate with other Scouts across the country and around the world.

Scouts will have an opportunity to learn about amateur radio, see radio equipment in operation, and, as conditions and availability permit, make contacts with other stations participating in **Jamboree-on-the-Air**.

Shooting Sports

The **Camp Minsi shooting sports ranges** will be open during portions of the Open Program, giving Scouts an opportunity to participate in available shooting sports activities.

All range activities will be conducted under the supervision of qualified range personnel and in accordance with applicable Scouting America shooting sports policies. Scouts must follow all instructions provided by range staff.

Help Make the Open Program Even Better!

Does your unit have a skill, activity, or program that you would like to share with other Scouts?

Units interested in **hosting an activity during the Saturday Open Program** are encouraged to participate. Activities can be related to pioneering, Scout skills, STEM, games, demonstrations, or another fun and appropriate Scouting activity.

If your unit is interested in providing an Open Program activity, please **contact the Camporee Organizer in advance** so the activity can be coordinated with the overall program.

And More!

Additional activities may be available throughout the afternoon. A complete list of Open Program activities, locations, and any special instructions will be provided at the Camporee.

Pioneering Camporee – Event Guide – 2026 Minsi Trails Council Fall Camporee

There are no assigned rotations — choose your activities, explore Camp Minsi, and make the most of the afternoon!

Campfire Program

Each troop will need to provide the name of a skit/song they will do at the campfire on Saturday night. All the scoring for this event is made up and the points don't matter. An award will be presented to the "best" skit/song as the judge's choice.

Skits/songs should not include any of the following:

- Embarrassing, insulting, or demeaning skits
- Violence/Suicide skits
- Toilet humor
 - references to
 - bodily functions
 - underwear
 - toilet paper
- Water Skits
- Drugs/Alcohol/Drunkenness
- Sexual Innuendo
- Real life medical conditions
- Cross Gender Impersonation
- Inside Jokes

All the awards will be presented at the end of the campfire.

Event Scoring

The Pioneering Camporee is designed to challenge patrols to **plan, build, problem-solve, and work together**. Patrols will earn points for each different pioneering project successfully completed during the construction period.

At the conclusion of the competition, every patrol will be recognized at one of four achievement levels:

Pioneering Adventurer

Patrols earning this distinction have demonstrated the fundamental knots, lashings, teamwork, and problem-solving skills needed to take on the pioneering challenge.

Pioneering Craftsman

These patrols have demonstrated solid pioneering skills and craftsmanship by successfully completing a variety of projects requiring increasingly complex knots, lashings, and construction techniques.

Pioneering Engineer

These patrols have demonstrated an exceptional command of pioneering skills through careful planning, sound construction, ingenuity, and the successful completion of challenging pioneering projects.

Pioneering Master

The **highest level of achievement at the Pioneering Camporee**, reserved for the **top 10% of participating patrols based on total points earned**.

Pioneering Masters have demonstrated outstanding skill, craftsmanship, planning, teamwork, and ingenuity across the Camporee's pioneering challenges.

How Points Are Earned

Points are awarded for each different successfully completed project:

- Easy — 25 points per project
- Medium — 50 points per project
- Advanced — 75 points per project
- Expert — 100 points per project

Each project may earn points once per patrol. The **Troop Gateway** is the exception: it is constructed cooperatively by the troop, and the full Gateway point value is awarded to each patrol within that troop.

For troops with multiple patrols, all other scoring structures must be **clearly labeled or otherwise identified with the patrol that constructed them**.

Camporee Staff will inspect and score projects based on proper knots and lashings, structural stability, functionality, craftsmanship, and safe construction. Projects that are incomplete, unsafe, or do not perform their intended function may receive reduced points or no points.

All projects must be completed and ready for scoring by 1:00 pm Saturday.

Achievement Levels

The point thresholds for **Pioneering Adventurer, Pioneering Craftsman, and Pioneering Engineer** will be based on the total points earned during the competition.

Pioneering Master is not earned by reaching a predetermined point total. This distinction is reserved for the **top 10% of participating patrols**, making it the Camporee's highest recognition for pioneering achievement.

In the event of a tie affecting placement within the top 10%, Camporee Staff will use the number and difficulty of completed projects, overall craftsmanship, and pioneering skill demonstrated to determine final recognition.

Build with skill. Build with purpose. Build as a patrol.

CAMPOREE UNIT ROSTER – page 1 of 2

Bring this Completed Form to the Onsite Check-in

TROOP/CREW NUMBER: _____

DISTRICT: _____

UNIT LEADER: _____

ON SITE EMERGENCY NUMBER: _____

SENIOR PATROL LEADER: _____

SKIT/SONG NAME: _____

ALTERNATE SKIT/SONG NAME: _____

PATROL NAME:

Name	Position

PATROL NAME:

Name	Position

PATROL NAME:

Name	Position

PATROL NAME:

Name	Position

LIST ALL ADULTS

(At least two registered adult leaders must accompany and remain with each unit at the Camporee.)

Name	Check if willing to help with program?
	☐
	☐
	☐
	☐
	☐
	☐
	☐

Name	Check if willing to help with program?
	☐
	☐
	☐
	☐
	☐
	☐
	☐

CAMPOREE UNIT ROSTER – page 2 of 2

Bring this Completed Form to the Onsite Check-in

TROOP/CREW NUMBER: _____

DISTRICT: _____

PATROL NAME:

Name	Position

PATROL NAME:

Name	Position

PATROL NAME:

Name	Position

PATROL NAME:

Name	Position

PATROL NAME:

Name	Position

PATROL NAME:

Name	Position