

THE GRID

A DIGITAL FRONTIER

SCOUTMASTER GUIDE



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'THE GRID - A DIGITAL FRONTIER

A realm where every video game ever known resides. Where competition with skill and honor were the highest goals... Until the coming of Master Control. A program made not to compete, but to dominate. Not to challenge its limits, but to limit others. Unprepared for an opponent that didn't play by the rules, many game sectors fell under the sway of Master Control. Others fled their rightful places on the Grid.

For a time, Master Control lived up to its name. But then, it got greedy. It looked over its kingdom and thought to itself that it was Not Enough. And so, it sought new realms to hold dominion over. It knew of the Users. People like you and me, here in the physical world. The other game programs thought of the users as benevolent beings from far away, who looked down on their contests with approval and joy. Master Control saw a new world to conquer.

After many attempts, it found a way to breach the walls between our world and theirs. But rather than imposing its own order on our planet, it caused chaos in its own realm. Rather than an orderly gateway from which to launch an invasion, Master control caused a wild vortex to be born, scattering sectors of the Grid into our world. Programs from many games beloved by the Users of our world are loose here, and Master Control is temporarily weakened.

Now is the time to help the lost programs to reclaim their digital homes and Stop Master Control once and for all!

ABOUT THIS GUIDEBOOK AND CAMPOREE

Scoutmaster Guide

We have decided to split out details about this camporee into two guides this one with the logistics and information for the Scoutmaster (SM Guide) and one with the detail story and how the camporee will work into a separate one for the Senior Patrol Leaders (SPL Guide). [We strongly suggest that the SPL or other youth leadership read the SPL Guide.](#) There is more background and story information available there as well as how the youth should prepare and what to bring.

The Camporee

Unlike prior council camporees, this camporee is open exploration and will allow the youth to choose how they spend their time. There are no rotation schedules or places they have to be (other than where and when they start and end). The patrols should be allowed to explore the camp with minimal-to-no leader intervention, with the possible exception of a patrol made entirely of new youth.

How to Prepare

After 2/1/2026

1. Talk to your troop and start to get an idea of how many youths and adults are interested in attending. Register this as your estimated count, you will be able to change it later. We will have a cap of 750 participants this year so register early to guarantee your troop's spot.
2. Talk to your adults and older youth and see if any are interested in assisting as a character in the event. They will be in costume as some gaming character on Saturday. We are looking for many volunteers to make the 750 number possible. We are requesting that units have at least one adult volunteer to support the Camporee in some way. We will need help in many areas of the camp including logistics, and activity areas. Please email LHC.Camporee@gmail.com if you are interested in any of these areas. Units that have volunteers will also receive bonus points.

After 3/1/2026

1. Start to finalize your numbers. You will have until 4/19/2026 to make any adjustments to your registration. Registration will close on 4/19/2026. We cannot guarantee at spot at the camporee if you are not registered. Spots are on a first come, first served basis.
2. Email camporee staff at LHC.Camporee@gmail.com if there are any special medical considerations for your troop, like medical parking passes or electricity for CPAP machines or if you are unable to make it to camp during the check-in window of Friday 5/1 between 5:00 pm and 9:00 pm.

After 4/19/2026

1. Pull together the medical forms part A and B for those participating in the event and make sure they are valid as of the event date.
2. Work with the troop's youth leadership to complete the patrol registration slip and encourage them to come up with some activity ideas to submit as well. Forms for these can be found in the SPL Guide. These should be turned in when registering on Friday.

On 5/1/2026

1. Check in starts at 5:00 pm at the Keystone Lodge. There will be staff to direct parking and check in.

Terminology

You will likely here certain gaming terms used when talking about this camporee. Below is a short list of terms you are likely to hear along with a brief description.

- User – The youth. They are the heroes of The Grid. Basically, the main characters of the story.
- User Group – This is a patrol. A good patrol should have a name, symbol and yell and have 5-8 members.
- NPC – Non-Player Character, staff members that are playing characters that give quests or help.
- Programmers Hall – Camp Independence Program Hall

EVENTS SCHEDULE

Friday

Friday Arrival / Check In ¹	Keystone Lodge	5:00 PM – 9:00 PM
All Vehicles must be out of camp	Parking Lot	9:00 PM
Scoutmaster and SPL Meeting ²	Indy Dining Hall	9:00 PM – 9:25 PM
Opening Show	Indy Dining Hall	9:30 PM
Taps		10:30 PM
Lights Out		11:00 PM

Saturday

<i>Sunrise</i>		<i>6:18 AM</i>
Reveille	Camp	6:00 AM
Breakfast and Cleanup	Camp	6:00 AM – 7:45 AM
Patrol Leaders Meeting ³	Programmers Hall	8:00 AM – 8:30 AM
Opening	Parade Field	8:30 AM – 8:45 AM
Morning Exploration	Camp	8:45 AM – 11:45 AM
Lunch & Clean Up	Campsites	11:45 AM – 1:00 PM
Afternoon Exploration	Camp	1:00 PM – 5:00 PM
Turn in Score Sheets and Remaining paperwork ⁴	Dining Hall	5:00 PM – 5:30 PM
Retreat	Parade Field	5:30 PM – 5:45 PM
Dinner & Clean Up	Campsites	5:45 PM – 7:45 PM
Interfaith Worship Service ⁵	Campfire Circle	8:00 PM – 8:30 PM
Catholic Service	Programmers Hall	8:00 PM – 8:30 PM
<i>Sunset</i>		<i>8:15 PM</i>
Closing Show / Campfire ⁵	Indy Dining Hall	8:40 PM – 9:30 PM
Return to campsites	Campsites	10:00 PM
Taps		10:30 PM
Lights Out		11:00 PM

Sunday

Reveille		7:00 AM
Breakfast and Clean Up	Campsites	8:00 AM – 9:00 AM
Break Camp / Check Out / Depart	Keystone Lodge	9:45 AM

1. If a different check in time is necessary it must be coordinated with the camporee staff. Please send an email to LHC.Camporee@gmail.com.
2. Please bring no more than 2 youth and 2 adults per unit to the SPL/SM Meeting.
3. Only two youth per patrol should attend this meeting.
4. It is important that the User Groups turn in their Score Sheet, Survey and any extra bonus point sheets after the event is over to the Program Hall starting at 5:00 PM. Without these items the scores cannot be tallied.
5. Camporee surveys are to be turned in at check-out.

CAMPOREE INFORMATION

A Scout is...

Although this camporee allows the youth freedom to explore and role play in a Video Game setting, remind your youth that they are still Scouts. We expect everybody to play by the rules of the camporee and act in a Scout like manner.

Adult Volunteers

All units are requested to supply at least 1 adult volunteer for the event. We will need a lot of adult help to make sure we can accommodate a greater number of participants.

User Groups

The Scouts are the Users, each hoping to become heroes of the Grid. Every patrol will register as an User Group to explore the Grid as they complete challenges together. A good User Group size is around 6 to 8 youth. Groups of more than 12 will be strongly encouraged to split into smaller groups.

Buddy System

The buddy system will be used throughout the camporee and as detailed in the Youth Protection Guidelines.

Campsites

Campsites will be assigned by the logistics staff at check in based on group size and camp site availability. Please contact LHC.Camporee@gmail.com by 4/20/2025 to make arrangements if there are any medical considerations with your camp site. All buildings and pavilions are being used by the camporee and staff, as such, no troop is permitted to enter them without staff approval and any gear stored in pavilions is to be untouched without direction.

Campfires

All fires must be in a designated fire ring provided by the camp. There will be wood available at camp for troops to use in their campfires. Since we are using other areas of the camp that are generally not campsites to accommodate all the participants, we cannot guarantee that your camping area will have a permanent fire ring. Please keep this in mind when planning meals. You may bring and use your own above the ground campfire pit.

Check In

Check in is Friday 5:00 pm – 9:00 pm at Keystone Lodge. If your unit is planning on coming in later, please contact LHC.Camporee@gmail.com by 4/19/2026 to make arrangements.

Unit Check-in

ONE Scoutmaster for each Troop will check in their Troop inside Keystone Lodge. The remainder of the Troop will remain outside, in their vehicles. They will confirm their registration numbers, turn in their Troop roster, and turn in all medical forms for their units.

The User Groups registration form (included in the forms section of the SPL Guide) will be turned in at Check In for bonus points.

Each Scoutmaster will be assigned a campsite and the Troop will move to their site to set up camp.

* If there is a medical need for a vehicle to remain in camp, a parking pass will be given to the driver to be placed on the vehicle's dashboard. Please contact LHC.Camporee@gmail.com by 4/19/2025 to make arrangements if there are any medical considerations.

Medical Check In

Each youth, adult participant and staff member is required to turn in a copy of their Annual Health and Medical Record Parts A & B at check-in. Current pdf editable versions can be found online at <https://lhscouting.org/resources/> or directly on the Camporee event page on the LHC online calendar.

Each youth and adult participant will receive a wrist band when the medical forms are turned in. Participants must wear the wristband for the entire camporee. After a screening is complete by our medical team, a medical officer will visit the Troop site to address any specific needs.

Vehicles & Trailer Parking

Only one vehicle per unit is allowed at their campsites at a time. Trailers are allowed to be left in the designated trailer parking areas around camp (they can stay hooked to a vehicle). Keep in mind that there are multiple units at a site, so leave enough space for your neighbors. All other vehicles must be parked in the parking lot unless there is a medical exemption. **Only the vehicles for individuals with medical exceptions can be left at campsites.**

During the activities on Saturday, we ask that there be NO vehicles (with exception of admin) be driven around camp for the safety of our youth.

A map of vehicle and trailer parking locations will be given to each Troop. NO vehicles or trailers are to be left outside the designated areas after 9:00pm on Friday.

Check Out

Check out is Sunday starting at 8:00 am. Remember, a Scout leaves a place better than they found it. Each unit must inspect and pick up any litter in their assigned campsites. Garbage bags are to be tied up and left at the garbage pickup location for their campsite.

When the unit is ready, a representative of the unit will request a final inspection of their campsite. A logistics staff member will inspect the campsite and give approval. The unit can retrieve their medical forms at Keystone Lodge when they formally check out of camp.

Early Departures

All early departures must check out at Keystone Lodge. A youth may only leave with an individual listed on their Annual Health and Medical Record Part A. Camporee staff must verify the individual using a valid form of ID before permitting departure.

Troops planning to leave early must also notify the Camporee staff at Programmers Hall prior to their departure. Check out procedures will be the same as above.

Wrist Bands

Each participant will receive a wristband at check-in. Wristbands must be worn the entire camporee until check-out. If a participant loses their wrist band, they must return to Keystone Lodge to verify registration and get a new wristband.

Visitors

All visitors must check-in at Keystone Lodge. Visitors will be required to sign in and provide a valid form of ID such as a state issued driver's license. All visitors must wear a wristband while visiting the event.

Camporee Headquarters

During the day, the Camporee Headquarters will be located in the Camp Independence Program Hall. Camporee Chairs will be staying in the Potomac Home #9.

Camporee Patch

Each participant will receive a special Camporee patch.

Camporee Fee – FREE!

This event is FREE with registration! We require all participants to register to get a count of how many Scouts and adults will be expected.

Destruction of Property & Cutting of Trees

Scouts always leave places better than they find them and should never cut down standing trees. If a Scout or Scouts are found destroying camp property, or cutting down live trees, the Scout (or potentially the entire Troop) will be asked to leave the event, depending on the severity of the damage.

Garbage

Each campsite will have a designated spot to leave any garbage which will be picked up by the logistics staff. All garbage must be in a tied-up garbage bag. The garbage will be picked up after each meal on Saturday (8:00 AM, 1:00 PM, 8:30 PM) and after checking out on Sunday. Units must bring their own garbage bags. We encourage units to take home any recyclable items. Any oversized items are the responsibility of the unit to take home and dispose of as required.

Lunch Break

Troops will be responsible for their own lunches. An hour has been set aside for the event staff to have lunch. During this time Patrols should remain out of activity locations, though they can work on any quests that don't require one of those NPCs on the grid. A self-guided orienteering challenge is one such example. The Patrol may find others as well but it is up to the Patrol to decide when and how long they take their lunch so they may use their time as they want. The staff will be unavailable from 12:00 noon to 1:00 pm.

Medics

A medic will be available in the Health Lodge for the entire event. During the event there will be additional medics moving around the program locations.

Worship Services

An Interfaith Worship Service is scheduled for Saturday night at 8:00pm at the Campfire Ring behind the Dining Hall. A Catholic Mass will be held Saturday night, also at 8:00pm, at Programmers Hall.

Trading Post

There will be a trading post available with select Camporee and Scouting merchandise. Please let your scouts and adults know that they may want to have money with them for purchasing Scouting merchandise during the camporee.

Toilet and Shower Facilities

The camp shower house will be available during the weekend. There are individual units with a shower and toilet. Adults and youth that use it should always have their buddy when visiting the restrooms. A schedule of when the latrine and shower house will be available for adults and youth will be posted on the doors of the shower house and will be discussed at the leaders meeting.

National Camp Accreditation Program – Camp Standard FA-707

Toilets and latrines are clean, well-ventilated, in good repair with adequate insect and pest control, and located throughout camp and/or in each campsite. Procedures for separate use of restroom facilities by males and females *and* by youth and adults are in effect.

Short-term camps held on a camp property may supplement the fixed toilets and latrines with portable toilets to achieve the required ratio without requiring the camp property to increase the number of fixed toilets or latrines, if consistent with applicable law.

Uniform

Activity (Class B) uniforms or cosplay wear can be worn for the activities throughout the day. Youth and adults are encouraged to wear their favorite **APPROPRIATE** cosplay clothing.

Extra short shorts, tube tops, tank tops, extra tight outfits or any excessively revealing outfits are not appropriate for this event. Scoutmasters must review any outfit their youth plan on wearing before the event.

Field (Class A) uniforms or their cosplay wear can be worn for the closing campfire.

Closing Show / Campfire

Each unit will have the chance to perform in the Saturday night closing show. The User Groups will have to turn their song or skit in at Programmers Hall by NOON Saturday in order to receive points. Not every unit will be able to perform during the closing show. The show staff will select a suitable number of User Groups to fill out the campfire program appropriately.

WEATHER AND OTHER EMERGENCIES

Please review this with your youth prior to camp.

Emergency Notification

Any issues encountered at the camporee should be reported to a camporee staff member immediately so they can be handled.

Camp Independence has a siren that will be sounded in case the camp needs to be notified of an emergency.

- In case of an emergency, all participants must assemble at the main camp flag poles for further instructions.
- All staff will report to the Dining Hall for further instructions.

Dangerous Animal

The camporee staff will be informed immediately.

Depending on the location of the animal, the camporee staff will issue an announcement to evacuate the area in a calm manner.

Camporee staff will consider the circumstances and devise a remediation plan which may include calling 9-1-1.

Lost Camper

Camporee staff must be informed immediately of a suspected lost camper. Staff and leaders will check the last known location in addition to any commonly used areas.

If the camporee staff decides a full search is necessary, the emergency notification procedure will be followed.

Should the need arise, the camporee staff will call for additional assistance from other camp staff and adult leaders.

Should the Scout remain missing after 30 minutes, the camporee staff will call 9-1-1.

Serious Injury, Illness, or Accident

The camporee medics will be notified immediately and will then begin primary care of the injured or ill person.

The camporee medic will determine if transport to a hospital is necessary.

- The camporee medic will determine if the incident requires emergency transport and if so calls 9-1-1.

- If non-emergency transport is required, the camporee staff will coordinate the transport of the injured/ill person with a parent or another unit leader. Injured/ill staff members will be coordinated with a fellow staff member.

Uniontown Hospital- WVU Medicine
500 W Berkeley St
Uniontown, PA 15401

The camporee medic, with help from the staff, will secure the injured person's medical paperwork. This will be sent with transport to the hospital.

The Scout Executive or LHC Staff Adviser will notify the injured/ill person's parents or emergency contact and explain the incident and the treatment provided.

Severe Weather

Camporee staff will move units into the closest designated cabin or building. Due to occupancy limitations some units may be asked to go to a more distant building.

The following areas are designated as severe weathers shelters: Dining Hall, Shower House, Handicraft Pavilion, Nature Pavilion, Scoutcraft Pavilion, Target Sports Range Shelters, Program Hall, OA Lodge, First Aid Lodge, Pathfinder Lodge, Potomac Homes, Fort Huntington Shelter, Fort Washington Shelter, Keystone Lodge, and Stockade.

Unauthorized Persons on the Property

Unauthorized persons are considered anybody without a wristband. It is up to all leaders and staff to be vigilant of who is on camp property. Staff should be notified immediately if any unauthorized people are found on the property.

KEY CONTACT INFORMATION

Chair Contact Information

Will Drosendahl (Event Chair)

LHC.Camporee@gmail.com

(c) 412-298-6969

Heather Coble (Program Chair)

LHC.Camporee@gmail.com

(c) 248-514-4956

LHC Staff Advisor

Ken Smith

kenneth.smith@scouting.org

(c) 201-400-1916

Emailing LHC.Camporee@gmail.com will send an email to the entire camporee staff.

Camporee Location

Camp Independence
Heritage Reservation

300 Heritage Road
Farmington, PA 15437

Nearest Emergency Care

Uniontown Hospital- WVU
Medicine

500 W Berkeley St
Uniontown, PA 15401
724-430-5066

Directions to Emergency Care from Camp

Uniontown Hospital-WVU Medicine

1. Follow Dinner Bell Rd-5 Forks Rd to US 40W (2.8mi)
2. Turn left onto US 40W, continue on US 40W (16.8 mi)
3. Continue on US-40 W to South Union Township. Take the US-40 W/US-40 BUS/Main St exit from US-119 N/US-40 W(2.8mi)
4. Take the US-40 W/US-40 BUS/Main St exit
5. Turn right onto US-40 BUS E/W Main St
6. Sharp right onto PA-21 W/McClellandtown Rd)
7. Turn Left into the hospital parking lot