



**2026**

# **The Liberty Challenge Camporee**

*A Journey Through American History*

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**September 11 to 13, 2026**

Camp Old Indian

**PROGRAM GUIDE**

## GENERAL GUIDELINES

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- Each Patrol can register as many Scouts as they would like; however, only 4 to 10 members will be allowed to participate at each station. Your SPL will be responsible for identifying participating members at each station.
- There are 12 stations total.
- All patrols will move in numerical order at the sound of the airhorn, with different starting points.
- Each station is allotted 20 minutes for the challenge.
- Each Patrol must have a Wagon. Specifications of the wagons are included below. Wagon inspections will take place at check in Friday evening, which will allow for modifications if needed to make your Wagon legal before the competition begins Saturday morning.
- Each Patrol must have the required necessities on their wagon during the entire challenge. Any items missing will result in a deduction of points.

## WAGON GUIDELINES

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The wagon should be constructed in such a manner to safely transport at least 1 team member at all times, as well as ALL required gear. Wagons must be transported from station to station, being pulled by a maximum of 6 team members at all times.

### Wagon Specifications

- Capable of transporting 1 team member and all required gear.
- Materials: wood, metal, plastic, and composites.
- Handholds: minimum of 2 handholds for wagon passenger.
- Tow Ropes: 2 tow ropes 12 feet in length; loops for pulling are permitted. Ropes are NEVER permitted to be looped large enough to fit over a team member's head, wrapped around any part of a team member's body, or made tight enough to cause a crushing injury.
- Length: 5 ft minimum; 6 ½ ft maximum.
- Width: 18 in minimum; 24 in maximum.
- Ground clearance: 4 inches minimum.
- Wheels: 8" or less in diameter; must have 4 wheels.
- Wagon Repair Kit: minimum of 5 items required for minor wagon repair, including a hammer, screwdriver, pliers, wrench, and tape.

### Wagon Suggestions

- Wagon rails to keep the passenger and supplies secure. (Not required)

- Exterior handles to lift wagon over ditches and rough terrain. (Not required)
- Clear markings on your wagon so Spirit Monitors can easily identify your team.

## Wagon Necessities

All the items listed below must be on your Patrol's wagon at all times throughout the competition.

- Blanket: minimum twin size
- Compass
- Personal First Aid Kit
- Scout book
- 1 small hatchet with blade cover
- 1 tarp: minimum 4x6
- 1 Totin' Chip
- 1 whistle
- 1 Ziploc baggie: sandwich size
- 6 hiking sticks: minimum 5 feet
- 1 course map (to be received at check in)
- 1 pair of work gloves per team member
- 1 GPS unit or smartphone app
- 1 team name: can be painted or a sign affixed
- 1 water bottle: minimum 1 bottle per team member
- 1 pocket knife

## SCHEDULE

| FRIDAY, SEPTEMBER 11 |                |                                                |
|----------------------|----------------|------------------------------------------------|
| TIME                 | LOCATION       | EVENT                                          |
| 5 pm to 7 pm         | Check in Lodge | Check in and Wagon Inspection                  |
| 7 pm to 8:30 pm      | Camp Sites     | Set up campsite                                |
| 8:30 pm              | TBD            | Senior Patrol Leader and Scoutmaster's Meeting |
| 10:30 pm             | Camp Sites     | Lights Out                                     |

| SATURDAY, SEPTEMBER 12 |                  |                                   |
|------------------------|------------------|-----------------------------------|
| TIME                   | LOCATION         | EVENT                             |
| 7 am                   | Camp Sites       | Revelry and Breakfast             |
| 8:30 am to 8:45 am     | Upper Meadow     | Opening Flag Ceremony             |
| 9 am to noon           | Stations 1 to 6  | Challenges                        |
| Noon to 1 pm           | Camp Sites       | Lunch                             |
| 1 pm to 4 pm           | Stations 7 to 12 | Challenges                        |
| 4 pm to 7 pm           | Camp Sites       | Dinner                            |
| 7 pm to 8:30 pm        | Amphitheater     | Campfire, Awards, Flag Retirement |
| 8:30 pm to 9:30 pm     | Amphitheater     | Social Time                       |
| 11 pm                  | Camp Sites       | Lights Out                        |

| SUNDAY, SEPTEMBER 13 |                |                                        |
|----------------------|----------------|----------------------------------------|
| TIME                 | LOCATION       | EVENT                                  |
| 7 am to 8:30 am      | Camp Sites     | Breakfast, pack up, and clean campsite |
| 8:30 am              | Chapel         | Scout's Own Service                    |
| 9 am to 10 am        | Check in Lodge | Check out                              |

## CHALLENGE STATIONS

Twelve challenge stations, one for each era of American history. Each station is scored out of 10 possible points. Patrols rotate in numerical order at the sound of the airhorn, starting from their assigned station.

|                  |                     |                        |
|------------------|---------------------|------------------------|
| <b>STATION 1</b> | <b>Colonial Era</b> | <b>5 to 10 PLAYERS</b> |
|------------------|---------------------|------------------------|

**Scenario.** *Your patrol has just arrived in the American colonies. Before winter arrives, you must prove you can survive by first building a shelter to sustain RAIN and WIND!*

### STATION GUIDELINES

Using only sticks, rope, and a tarp (or natural materials if appropriate), build a shelter that:

- Fits at least two Scouts.
- Is sturdy enough to withstand a wind test (leader gently shakes it) and water test (leader pours water over shelter).
- Uses at least 2 different knots and lashings.

### SCORING (10 points possible)

- 2 pts. Stability against wind.
- 2 pts. Effective water resistance.
- 2 pts. Proper knots and lashings.
- 2 pts. Speed (finishes within 20 minutes).
- 2 pts. Teamwork (all 10 team members participated).

**Skills:** *Lashings, knots, teamwork.*

|                  |                              |                        |
|------------------|------------------------------|------------------------|
| <b>STATION 2</b> | <b>Revolutionary War Era</b> | <b>5 to 10 PLAYERS</b> |
|------------------|------------------------------|------------------------|

**Scenario.** *Your patrol is preparing for General George Washington's surprise crossing of the Delaware River on Christmas night, 1776. The icy river stands between your team and victory. Working together, your patrol must safely transport your soldiers across the river without touching the water.*

### STATION GUIDELINES

Using only barrels, plywood, and your hiking sticks, you must get your entire team across the river.

- 10 members must make it across the river without touching the water.
- Propelling can only be done with hiking sticks.

### SCORING (10 points possible)

1 pt. Per team member that makes it across the river without touching the water in 20 minutes on the raft.

**Skills:** *Problem solving, teamwork.*

### STATION 3

### Constitution Era

5 to 10 PLAYERS

**Scenario.** *It is 1787. Your patrol has been chosen as delegates to the Constitutional Convention. Work together to build a stronger nation by completing the following challenges.*

#### STATION GUIDELINES

Working as a team, you will complete the 3 following challenges to receive all 10 points at this station:

- Unscramble the Preamble and recite it. (2 attempts) Teams will have 2 attempts to correctly unscramble the Preamble and recite it.
- Complete the Government Branches powers and responsibilities relay. (1 attempt) Teams will complete a relay by placing each power or responsibility card at the correct Branch sign. (Runner substitutions are permitted.)
- Complete the Citizens Quiz

#### SCORING (10 points possible)

3 pts. Correctly unscrambling the Preamble in two attempts.

3 pts. Correctly identifying the powers and responsibilities of each branch.

4 pts. Correctly answering the Citizens Quiz, 1 pt per question.

**Skills:** *Problem solving, teamwork, citizenship.*

### STATION 4

### Lewis and Clark Era

5 to 10 PLAYERS

**Scenario.** *President Thomas Jefferson has selected your patrol to join Lewis and Clark on the Corps of Discovery. Your mission is to explore the newly acquired Louisiana Territory by navigating through unfamiliar wilderness.*

#### STATION GUIDELINES

Using only a compass and map, navigate to the 5 important landmarks, collect expedition information, and safely return to camp.

- 10 members must use the map and compass to navigate to 5 important landmarks and collect the code word.
- Team must navigate to all locations with wagon and supplies.
- Report code words in order back to camp.

#### SCORING (10 points possible)

2 pts. Per correct code word received.

1 pt will be deducted for each word out of order.

**Skills:** Orienteering, teamwork.

## STATION 5

## Pioneer Trail Era

5 to 10 PLAYERS

**Scenario.** Your patrol is heading west along the Oregon Trail in search of a better future. Along the journey, you have reached a rugged section of trail where your wagon has become stuck. Working together, your patrol must safely transport your wagon, supplies, and fellow pioneers through the obstacle and continue west.

### STATION GUIDELINES

Using your patrol built wagon, navigate the designated Pioneer Trail while safely transporting one team member (the rider) and your team's required gear.

- The wagon must complete the entire course.
- One designated rider must remain in the wagon for the duration of the challenge.
- Only six team members may pull the wagon at one time.
- No pushing from behind.
- The wagon and rider must remain under control throughout the course.
- If the rider falls out or the wagon tips over, the patrol must stop, safely reset, and continue from that point.

### SCORING (10 points possible)

10 pts. Completing the relay in 10 minutes.

Minus 1 point per minute after 10 minutes.

**Skills:** Problem solving, teamwork, agility.

## STATION 6

## Civil War Era

5 to 10 PLAYERS

**Scenario.** Your patrol has been assigned to deliver critical medical supplies to a field hospital during the Civil War. The route is filled with rough terrain, obstacles, and enemy activity. Working together, your patrol must safely transport the supplies.

### STATION GUIDELINES

Using crates and boards, build a suspended path across the river. Working together, you will get all 5 containers of medical supplies across the river along with each member of your patrol.

- If a member falls off the suspended path, they must go back to the starting side of the river.

- If supplies are dropped, the items must be returned to the starting side of the river if a team member is unable to collect it without stepping off the suspended path.
- You cannot throw medical supplies, as they hold fragile items.

**SCORING** (10 points possible)

1 pt. Each medical supply that makes it across the river.

1 pt. Each teammate that makes it across the river.

**Skills:** Problem solving, teamwork.

**STATION 7****Pony Express Era****5 to 10 PLAYERS**

**Scenario.** It is 1860, and your patrol has been selected to ride for the Pony Express. A message of national importance must reach the next town before time runs out. Riders must work together to deliver the mail quickly.

**STATION GUIDELINES**

Teammates will make 5 pairs. One member of each pair will be blindfolded. Each blindfolded member will be numbered 1 to 5 and placed in an open field. In order, the blindfolded members will walk toward the next blindfolded member using only the instructions of their partner. Each time a blindfolded member makes it to the next blindfolded member, they will pass off the bags of mail. This will continue until the 5th team member receives the mail and is guided to the finish line (the next town).

- If supplies are dropped, the blindfolded members can be instructed on where the item is to retrieve it.
- Only one team at a time can be moving.
- Only the blindfolded member's partner can call out directions.

**SCORING** (10 points possible)

2 pts. Each successful pass off, then delivery of mail.

**Skills:** Problem solving, teamwork, leadership.

**STATION 8****Transcontinental Railroad Era****5 to 10 PLAYERS**

**Scenario.** It is 1869, and crews from the Central Pacific and Union Pacific Railroads are racing to complete the first Transcontinental Railroad. Your patrol has been tasked with building the final section of track before the ceremonial Golden Spike can be driven. Work together to transport supplies, lay track, and connect the railroad before the deadline.

**STATION GUIDELINES**

Teammates will make 5 pairs. Each pair will take a turn carrying all the supplies they need to build a section of the railroad track and complete the build. One at a time, the teams will build the track with 5 different sections.

When all sections are complete, all 10 members will start at the beginning and run down the track as a group to bring the Golden Spike.

- Only one team at a time can be working on a section.
- No preassembling allowed.

### SCORING (10 points possible)

2 pts. Each successful section of the railroad.

**Skills:** Teamwork.

#### STATION 9

#### Ellis Island Immigration Era

5 to 10 PLAYERS

**Scenario.** It is 1907, and your family has just been approved to enter the United States. Many immigrants arrived speaking little or no English. Your patrol must work together to communicate using only gestures and teamwork.

### STATION GUIDELINES

Teammates will make 5 pairs. Each pair will take a turn communicating without words, gestures only. In each pair, one member will draw a task card and then instruct the other member on how to complete the task.

- Only one team can be working at a time.
- All materials will be on the table that are needed to complete the task, with a few extras.
- Tasks: Tie a Square Knot; Point to North; Write the Scout Law; Build a tower 10 blocks high; Write SCOUTING AMERICA backwards.

### SCORING (10 points possible)

2 pts. Each successful task completed.

**Skills:** Teamwork, communication.

#### STATION 10

#### World War II Era

5 to 10 PLAYERS

**Scenario.** It is 1944, and your patrol has been tasked with removing injured soldiers from the battlefield. You need to move fast. And it is going to get dark soon, so be sure you have teams ready to navigate with little visibility.

### STATION GUIDELINES

Teammates will make 5 pairs. Each pair will take a turn making a stretcher with a tarp and poles and then proceed to carry an injured soldier to the hospital. But hurry back with the supplies because the next team is waiting to bring the next soldier.

- The first 3 teams will carry a single member to the hospital drop off and bring supplies back to the next team.
- The last 2 teams will carry a single member to the hospital with blindfolds on, being directed by a teammate of your choice. They must drop the patient and bring back the supplies blindfolded.

**SCORING** (10 points possible)

2 pts. Each successful delivery to the hospital.

**Skills:** Teamwork, communication.

**STATION 11****Space Era****5 to 10 PLAYERS**

**Scenario.** It is 1969, and your patrol has been selected by NASA to land the Lunar Module on the Moon. The only twist is that you must land 5 Lunar Modules!

**STATION GUIDELINES**

Teammates will make 5 pairs. Each pair will construct a rocket and have 2 attempts to launch their rocket to the moon (designated landing area). Between attempts, teams are permitted to reconstruct or repair their rocket.

- Rockets may only be made of the materials supplied at the station.

**SCORING** (10 points possible)

2 pts. Each successful Moon landing.

**Skills:** Teamwork, construction.

**STATION 12****Modern Era****5 to 10 PLAYERS**

**Scenario.** It is the present day, and your patrol has been challenged to design the next generation of communications technology. Your team must work together to build the tallest free standing cell tower possible using limited materials.

**STATION GUIDELINES**

Teammates will work together to build 2 communication towers in two locations. The towers will be built out of boxes stacked on top of each other. Each tower will be 7 large boxes tall.

- Towers may only be made of the materials supplied at the station.

**SCORING** (10 points possible)

4 pts. Each successfully built 7 box tower under 20 minutes.

1 pt. Completing both towers in under 10 minutes.

1 pt. Completing both towers in under 5 minutes.

**Skills:** Teamwork, construction.



## SCORING

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### Challenges

Each station is worth 10 points, for a maximum possible score of 120 points across all 12 stations. Patrols will earn points based on how well they complete the specific requirements and objectives outlined for each challenge. Station Leaders will award points according to the scoring criteria provided at each station.

### Spirit

Each Station Leader will rank the teams according to the Scout spirit demonstrated at each station. There will also be some undercover Spirit Judges throughout the day.

## AWARDS

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Awards will be presented to the patrol with the highest overall score across all 12 challenge stations.

An additional Scout Spirit Award will be presented to the patrol that best demonstrates the ideals of Scouting throughout the event, including teamwork, leadership, enthusiasm, sportsmanship, respect, and living by the Scout Oath and Scout Law.

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***“On my honor, I will do my best.”***

*See you on the trail.*