

# Circle Ten Camporee #1

## Texas Frontier Days

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### Unit Leader Guide

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Friday March 27<sup>th</sup> - Sunday March 29<sup>th</sup>, 2026  
Trevor Rees-Jones Scout Camp

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Event Staff Advisor: Ryan Downey, [ryan.downey@scouting.org](mailto:ryan.downey@scouting.org)

Welcome to the 1850s! Saddle up, we're so glad you made the journey back in time! Life moves a little slower here in Texas, and since the railroad didn't arrive until 1853, you would've come by covered wagon or stagecoach. Hope the ride wasn't too bumpy! Get ready to step into history with games and activities that folks enjoyed back in the 1850s. You'll also get to explore an authentic 1850s campsite, where the past truly comes alive. Meet Dr. Mark Henderson and his wife, Grace, historical reenactors who know how to live *old-school*! Their campsite features everything you'd need to live comfortably in 1850, from a rope bed and brass bathtub to a real dentist's chair from the era.

Each troop is invited to stop by, ask questions, and hear fascinating stories about life in a "simpler" time, maybe not easier, but definitely unforgettable!

**Join East Trinity Trails, Elm Fork, Northern Trail, Post Oak, and Rising Sun Districts for a weekend of Scouting fun! This year's theme is Texas Frontier Days.** This event is open to all districts! All units should be ready for all the camporee fun including open ranges, campfire, and the ever-popular patrol competitions.

**Scout skills are going to be emphasized at this event. Patrols should make sure they have their Patrol Flags, Ten Essentials, & flint and steel!**

## General Information

### Registration

Units must register all adult and youth Scouts on the council website: After registering, please email the number of patrols you will have competing to the Event Chair. Max 8 scouts per patrol. Knowing this information early will ensure smooth rotations.

[Circle Ten Council - 2026 TRJ Camporee #1](#)

**Registration closes March 21st at 11:00 PM.**

For any questions, comments, or concerns about registration please reach out to Daniel Murphy!

**Fees - All registration fees must be paid in advance. Registration will be locked when the capacity has been met.**

Scouts: \$20.00

Scouters: \$10.00

Staff: \$10.00

Add on: Order of the Arrow Brotherhood walk: \$20.00 (payable at the event - cash or check made out to Circle Ten)

### Campsite

Once a troop is registered, a campsite will be assigned. More than one troop may be assigned to the same campsite; however, each troop must set up a separate gateway so that campsite inspectors can

evaluate each troop independently. Please review the campsite inspection sheet included in this packet to understand the judging criteria. If your troop has a campsite preference, please email the Event Chair as soon as possible. We will do our best to honor those requests but due to popularity of certain sites we may not be able to place you in the exact one of your choice.

## Meals

Each unit is responsible for providing meals for their Scouts. Please plan accordingly.

## First Aid

Minor injuries such as cuts, scrapes, scratches, bruises, and minor burns, may be treated by the unit using proper first aid. If an injury is more serious, or suspected to be more serious, all Scouts and Scouters may go to the Health Lodge adjacent to the Headquarters Building. The **buddy system is required** for any Scout visiting the Health Lodge. We will have a medical professional onsite to care for Scouts. If needed please find the nearest staff member to reach the medic.

# Check-in and Registration

## Forms required for arrival

**All Units must present a Unit Roster from my.scouting.org**

Medical Forms (Part A & B) are required for all participants and must be turned in by the unit at check in. Forms for each participant must be fully complete including signatures and copy of the insurance card.

[https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001\\_AB.pdf](https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf)

## Check in Process

Once arriving at the parking lot, a Scoutmaster or Troop Representative should come in the Headquarters building with the following items:

1. **Unit Roster (downloaded from my.scouting.org)**
2. **Proof of Advanced Registration.** (Print out your registration form, with the number of Scouts and number of Scouters present)
3. **Brotherhood candidates can check in now or Saturday afternoon.**
4. **Medical Form A & B** for each participant
5. Verify the number of patrols you have competing in the Saturday events

## Vehicles and Campsite Setup

On Friday night, vehicles will be allowed at the campsite to make the campsite setup easier. If a troop has a trailer, the trailer and the vehicle connected to it may stay at the campsite through the duration of Camporee, however, **after Friday night, NO OTHER VEHICLES ARE PERMITTED IN CAMPSITES, unless you have a handicap pass (See Handicap Procedure below). Troops that have leaders who leave their cars at the campsite will receive significant deductions at campsite inspection. This is a**

**fire safety requirement so leaders please comply. Driving around camp is strictly prohibited except for handicapped Scouts and Scouters, Camporee service crew, and Camp Rangers.**

**Handicap Procedure:** If a Scout or Scouter is handicapped and must use a vehicle during Camporee, they MUST bring and present a VALID handicap-parking tag to receive a Camporee approved handicap parking pass. All parking passes will be distributed at the CAMP HEADQUARTERS by the Staff Advisor or designee.

## Events

Camporee features a program consisting of patrol events in both the morning and afternoon. Scouts will be divided up into patrols within their Troop, no more than **8 per Patrol**. The use of putting together a “Super Patrol” is discouraged to keep it a friendly competition for all. Instead, think about your older Scouts mentoring/bonding with your new Scouts to have fun.

### Troop Patrol Competition

EVENT	DESCRIPTION
Snapper Fishing	Fun game using knots and lashings to catch a “fish.”
First Aid Carry Relay	Challenges focused on first aid knowledge.
Careless Camp Observation Game	See how many incorrect items can be identified in the subject campsite.
Burn the String Fire Building	Patrols will be timed on building a small fire. Patrols are responsible for bringing a flint and steel.
Shooting Sports	Archery, Rifle, Shotgun, and Tomahawks will be scored for each patrol
Pioneer Games	Horseshoes, Sack Races, Ring Toss, and Corn Hole
Knots Relay	Challenges focused on knots required for Trail to First Class
Other Events	Other events are in the mix but have not been finalized by the publication of the 2026 Leader’s Guide.

## Awards

Awards will be presented at the campfire on Saturday night. There will be many categories to win, including best patrols from the patrol events, winners of the Dutch Oven contests, campsite inspections, and more.

## **Schedule**

NOTE: Final schedule will be provided at check in. Some locations may change. We will announce any changes during Camporee. **The Admin team will be based in the Dining Hall on Saturday.**

Day	Time	Activity	Location
Friday	6:30 – 9:30 PM	Registration and Check-In	Headquarters
	10:00 – 10:25 PM	SPL/ SM Meeting (Q & A)	Dining Hall
	Immediately after SM/SPL Meeting	Key Staff meeting	Dining Hall
	11:00 PM	Lights Out/Quiet Time	Everywhere
Saturday	7:00 – 8. 00 AM	Breakfast	Campsites
	8:30 – 8:45 AM	Flags Ceremony/Announcements	Flagpoles by Dining Hall
	9:00 – 12:00 PM	<b>Morning Events</b> 4-35min stations with 10 min transition. Schedules and instructions will be provided to the patrols.	See map
	11:00 AM - 1:00 PM	<b>Brotherhood sign up</b> for eligible members of the Order of the Arrow (prepay or bring cash/check \$20)	Dining Hall
	12:00 – 1:00 PM	Lunch	Campsites
	1:00 – 4:00 PM	<b>Afternoon Events</b> 4-35 min stations with 10 min transition. Follow patrol schedule provided at morning flags.	
	1:30 - 1:50 PM	Scoutmaster Meeting about Order of the Arrow callout - logistics and locations will be provided for the call out.	Dining Hall
	4:30 - 5:00 PM	<b>Covered Wagon Race</b>	Sports Field
	4:30-5:30 PM	<b>Dutch Oven</b> Sample and entry forms due	Dining Hall
	4:30 – 5:45 PM	Order of the Arrow Brotherhood Walk- meet at 4:30. Walk starts at 4:45	Flagpoles by Dining Hall
	5:00 – 5:15 PM	Flag Ceremony/Announcements	Flagpoles by Dining Hall
	5:15 - 5:30 PM	Scoutmaster / SPL Meeting	Dining Hall
	5:30 – 7:15 PM	Dinner	Campsites
	7:30 – 8:30 PM	Campfire Skits/ Awards	Dining Hall
	8:30 – 9:30 PM	Order of the Arrow Call-Out Ceremony	Leaving from Campfire
	9:30 – 10:30 PM	Order of the Arrow Ice Cream Social (for members and called out candidates)	Dining Hall
	11:00 PM	Lights Out/Quiet Time	Everywhere

Sunday	7:30 – 8:30 AM	Breakfast	Campsites
	8:45 – 9:00 AM	Flag Ceremony/ Announcements	Flag Poles
	9:15 – 9:45 AM	Scouts Own Service	Chapel
	9:15 – 11:30 AM	Campsite Inspections/ Troop Checkout	Campsites, Headquarters

## **Friday**

### **Check-in and Registration (6:30 – 9:30 PM)**

Troops will arrive, verify registration and get campsite assignments.

### **SPL, Scoutmaster Meeting (10:00-10:25 PM)**

Senior Patrol Leaders and Scoutmasters will gather at the Dining Hall with Adult and Youth Staff lead for a brief review of Camporee events as well as receive a troop stagecoach ticket. Each troop will carry the ticket with you to all events to receive a stamp for participation. If a patrol (not just one person) participates in an activity, they will get their ticket stamped. Tickets will be turned in at the Dining Hall at the conclusion of the afternoon patrol events. Those stamps add up and contribute to the Overall Camporee award.

### **Lights Out/Quiet Time (11:00 PM)**

All Scouts and Scouters are to be in their tents, lights out, and are to refrain from loud noises that would disturb others.

## **Saturday**

### **Opening Flag Ceremony (8:30 AM)**

For this flag ceremony only, field uniforms (Class A) are **not required**. Patrols should be ready to depart from flags to begin the competitions. **Scouts should wear activity uniforms (Class B) or fully embrace the “Texas Frontier Days” theme. Bring patrol flags!**

### **Morning Competition Begins (9:00 AM – 12:00 PM)**

Patrols will compete at each activity. Instructions and schedules will be provided at morning flags.

### **Lunch (12:00 – 1:00 PM)**

All troops provide their own lunch.

### **Order of the Arrow Brotherhood Check-In (11:00 AM – 1:00 PM)**

Register for Brotherhood at the dining hall. Brotherhood fees are \$20 cash or check made out to Circle Ten. Must be current on Mikanakawa Lodge dues to participate (annual dues can be paid at miki.org).

### **OA Callout Meeting for Scoutmasters (1:30-1:50 PM)**

A Scoutmaster or an adult troop representative for all troops participating in the Order of the Arrow Callout should attend this meeting for instructions and locations for the evening callouts after campfire.

### **Afternoon Events (1:00 PM – 4:00 PM)**

Afternoon events and competitions resume. Follow schedules provided at morning flags.

### **Order of the Arrow Brotherhood Walk and Ceremony (4:30 PM – 5:45 PM)**

Brotherhood candidates will meet in front of the dining hall at 4:30 for the walk to seal their membership in the Order of the Arrow. This walk is for those who are candidates or are already brotherhood honor.

### **Flag Ceremony (5:00 PM – 5:15 PM)**

“Day is done, gone the sun...” All Camporee attendees not on the Brotherhood walk will gather at the Flag Poles.

### **SPL, Scoutmaster Meeting (5:15 PM)**

Senior Patrol Leaders and Scoutmasters will gather at the Dining Hall with Adult and Youth Staff lead for a brief review of the day’s competition, and a look ahead to remaining activities, including the evening’s campfire, OA ceremonies, and check-out procedures.

Units must inform and gain approval for the skits or songs their unit will perform at the Campfire.

### **Dinner (5:30 PM – 7:15 PM)**

All troops are to provide their own dinner.

### **Campfire and Awards (7:30 PM – 8:30 PM)**

Camporee participants will gather for an evening of awards, skits, songs and other entertainment. At the Campfire winning patrols and troops will be awarded for their teamwork.

### **Order of the Arrow Call-out Ceremony (8:30 – 9:30 PM)**

At the conclusion of the Camporee campfire, troops participating in the Order of the Arrow Call-Out will be led from the Campfire area to a ceremonial fire by Arrowmen.

### **Order of the Arrow Ice Cream Social (9:30-10:30 PM)**

Order of the Arrow members and those who were just called-out may attend this event located in the Dining Hall. Please wear your Sash! We will join in fellowship and eat ice cream together, discussing the Chapter, other OA events, and other items.

## **Sunday**

### **Flag Ceremony (8:45 AM – 9:00 AM)**

Scouts, Scouters, and staff will gather at the Flag Poles. A field uniform is required.

**Scouts Own Service (9:15 AM – 9:45 AM) If your troop would like to lead this service, please send an email to [gbradleybsa@gmail.com](mailto:gbradleybsa@gmail.com)**

### **Inspections and Check-out (9:15 AM – 11:30 AM)**

Camporee Staff will inspect each campsite, expecting it to be in better shape than it was before Camporee. Once the campsite passes a check-out inspection, the unit’s leader will be given the

Camporee patches and any other checkout materials.

## Camp Rules

1. OBEY:
  - a. Scout Oath
  - b. Scout Law
  - c. Outdoor Code
  - d. All warning signs, including any and all off-limits markings
  - e. Buddy system at all times, no exceptions.
2. DRESS:
  - a. Field uniform (Class A uniform)- Campfire and OA ceremonies , Sunday's Flag Ceremony and Scout's Own service
  - b. Class B shirts- Saturday AM and PM flags, day competitive events
3. NO PERSONAL FIREARMS. All firearms and ammunition will be provided by the event or shooting sports staff.
4. NO ALCOHOL, NO ILLEGAL DRUGS.
5. Safeguarding Youth Training rules must be respected and followed at all times. This also includes the buddy system.
6. Electronic Device usage is according to each troop policy.
7. Lights out by 11:00pm.

DO YOUR BEST to have good, clean fun while displaying Scout Spirit.

# Order of the Arrow Ceremonies

## Call Out

A Scoutmaster or adult troop representative needs to attend the Callout information meeting at 1:30 to receive instructions and locations.

**Please bring a list of elected candidates who will be called out that evening with you to the 1:30 meeting.**

## Brotherhood

Ordeal Members who completed their Ordeal more than 6 months ago are eligible to seal their membership in the Order of the Arrow by becoming a Brotherhood Member.

Please encourage Scout and Scouter who are eligible to complete their membership by:

- Come to the Dining Hall between 11:00 and 1:00 on Saturday to:
  - Verify eligibility
  - Confirm Mikanakawa Lodge dues are paid for 2026 or pay (2026 dues are \$25)
  - Fill out a Brotherhood registration card and pay their \$20.00 fee (cash or check) if not prepaid for the OA Brotherhood sash
  - Receive instructions on their Letter of Rededication to service in the OA and the Brotherhood Walk requirements

You will also need to meet in front of the dining hall at 3:00 PM sharp, where the Brotherhood Walk will commence and will be followed by the Brotherhood Ceremony. The Brotherhood Ceremony is one of the most meaningful experiences available to members of Scouting America. Those participating in it should be prepared to do their best to live a life of cheerful service to others.

# Troop Competitions:

## Gateway

Each gateway should follow the theme of the camporee and must include the troop number. It must be made from natural materials brought in by the unit. The use of additional materials other than staves are encouraged to provide details to the theme. Those units that use adults for the construction, other than safety concerns, will be disqualified from the competition. Also, you are not allowed to dig any holes for support. Gateway must be freestanding. Gateway setup should be completed by youth. A copy of the score sheet is located under the forms section of this event guide.

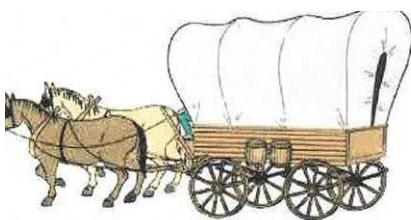
## Campsite Inspection

The campsites will be inspected along with the gateway on Saturday morning.

## Covered Wagon Race

Each troop will need to prepare a horse (adult) powered Covered Wagon to compete in a relay race. The wagon must be pushed, pulled or walked with 2 Scouts inside the wagon and 1-2 adults will "power" the wagon. Awards for race winner and most creative wagon will be given. Please contact event staff if you have questions regarding building the wagon. **Riders inside the wagon must wear helmets for safety purposes during the race.** Participation in the Covered Wagon Race will add points for the Overall Award.

Awards will be given 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place winners in racing time. Wagons will also be judged for creativity, authenticity, style, and strength. Both time and appearance places will add points for the Overall Award. The Covered Wagon Race will be held after the afternoon rotations in the sports field. See schedule. Wagons and riders must be on time. Other members of the troop should be present to cheer for their wagon. Each troop can have only one wagon.



## Individual Competitions:

### Spring Camporee Dutch Oven Cook-off



This year we will have a Dutch Oven Dessert Cook Off for the adults and for Scouts. (Two separate competitions!) All entries must be prepared at camp. Dutch ovens must be used. Please bring one disposable bowl of your entry to the Dining Hall between 4:30 and 5:30 pm on Saturday. (Keep the rest of the dessert for your troop or patrol). Do NOT bring the Dutch Oven!! You need to fill out the entry form with all the information for each dessert to qualify for the competition. No entries will be accepted after 5:30 pm. Presentation is important!! Entry forms are included in the program guide. Feel free to make extra copies. There is no limit to the number of entries from your troop.

# Campsite Inspection

Troop/Crew: \_\_\_\_\_

Campsite: \_\_\_\_\_

## Max Score

### **I. Patrol Method**

5 \_\_\_\_\_ Duty roster posted  
5 \_\_\_\_\_ Patrol method evident - (Scout tents *obviously separate from adults*)

### **II. Campsite**

5 \_\_\_\_\_  
5 \_\_\_\_\_ Tents properly set up and staked down  
Tents with tarps or footprints present (3pts- some tents with tarps/footprints, 5pts all tents with tarp/footprint)

5 \_\_\_\_\_ Troop equipment stored - all *items secured when not in use*  
5 \_\_\_\_\_ Personal equipment stored - (-1 for each loose personal item)  
5 \_\_\_\_\_ No scouts in the campsite  
5 \_\_\_\_\_ Fire area safe and clean  
5 \_\_\_\_\_ Only trailer vehicle in the campsite. (-20 pts for each vehicle at the site)

### **III. Health, Safety and Sanitation**

5 \_\_\_\_\_ First Aid Kit - *Available and visible*  
5 \_\_\_\_\_ Troop trailer secured and safe (*Wheel chocks, Caution Tape, Safety Cones?*)  
5 \_\_\_\_\_ All tools & equipment safely stored (-1 for each violation)  
5 \_\_\_\_\_ Clean campsite (-1 for each piece of litter found)  
5 \_\_\_\_\_ All food stored properly (*cooking area clean*)  
5 \_\_\_\_\_ Dishwashing station present and clean  
5 \_\_\_\_\_ Trash bags hung/ secured/stored in trailer

Max  
80

### **Total positive points**

Subtract **Total deductions**

=**Campsite Score**

Add to **gateway inspection score**

=total score below

Total \_\_\_\_\_ /130 Any Tiebreaker - Campsite inspection

# Gateway Inspection

Troop/Crew: \_\_\_\_\_ Campsite: \_\_\_\_\_

Max Score 50

10	_____	Correct Lashings used in Build ( <i>5pt for correct lashings, 5pts for all loose ends secured and ends whipped/fused</i> )
10	_____	Use of Natural material - ( <i>0 pts-only staves and ropes, 5 pts- some use of natural material, 10 pts- looks like the forest</i> )
10	_____	Troop Sign/Flags ( <i>5 pts for Troop flag or sign, 5 pts for American flag</i> )
10	_____	Complexity of design ( <i>5pts- basic frame, 10pts- WOW</i> )
10	_____	Utilization of the theme into gateway( <i>0pts-no use of theme, 5pts- some presence of theme, 10pts- I think I'm in a prairie town</i> )

Total \_\_\_\_\_/50 *Tiebreaker- Utilization of theme and key staff assessment*

1. The Gateway must be erected **BY THE SCOUTS** on site.
2. No portion may be pre-assembled.
3. There shall be absolutely no adult help. The only exception is for safety concerns.
4. The gateway must be constructed within the troop campsite. No guy lines, parts of the gateway, or supports may extend into the drive or other unit's area. You are not allowed to dig any holes for support. The gateway must be freestanding.
5. The use of additional materials other than staves are encouraged to provide details to the gateway theme.

## **Dutch Oven Dessert Cook-Off 2026 Entry Form**

Youth Name. \_\_\_\_\_

Patrol Name \_\_\_\_\_ Troop# \_\_\_\_\_

Entry # \_\_\_\_\_

Name of Entree \_\_\_\_\_

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## **Dutch Oven Dessert Cook-Off 2026 Entry Form**

Adult Name \_\_\_\_\_

Troop# \_\_\_\_\_

Entry # \_\_\_\_\_

Name of Entree \_\_\_\_\_

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