

Fall 2026 Camporee “Spirit of 1776”



October 23–25, 2026

Camporee Leader's Guide

Camp James Ray

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Overview

Theme: Spirit of 1776

Location: Camp James Ray (71 Camp James Ray Rd, Pottsboro, TX 75076)

Date and Arrival Time: Friday, 23 Oct. Registration will open at 6:00 PM

This schedule is subject to updating.

Friday

Activity	Begin Time	End Time
Registration – Camp Office	6:00 PM	9:00 PM
SPL & SM Meeting – Dining Hall	9:00 PM	10:00 PM

Saturday

Activity	Begin Time	End Time
Breakfast	7:00 AM	8:00 AM
Opening Ceremony – Flagpoles	8:30 AM	8:45 AM
Patrols A – M (Rifle, Shotgun, and Archery)	9:00 AM	11:15 AM
Patrols N – Z (Patrol Competitions)	9:00 AM	11:00 AM
Lunch (at Unit Campsites)	11:30 AM	12:30 PM
Patrols A – M (Patrol Competitions)	1:00 PM	3:00 PM
Patrols N – Z (Rifle, Shotgun, and Archery)	1:00 PM	3:15 PM
Tug Of War Competition	3:30 PM	5:00 PM
Closing Flag Ceremony	5:00 PM	5:15 PM
Dinner	5:15 PM	6:30 PM
Dutch Oven Social	7:00 PM	8:00 PM
Program	8:00 PM	9:00 PM

Sunday

Activity	Begin Time	End Time
Breakfast	7:00 AM	8:30 AM
Scouts' Own Service	9:00 AM	9:30 AM
Camp checkout – Camp Office	9:30 AM	10:30 AM

Participants: Camporee is open to all registered Scouts BSA and their adult leaders. Arrow of Light Scouts may attend and participate in Camporee activities. Scoutmasters and AOL Den Leaders: AOLs may be added into Scout Patrols. Mixing AOLs into Scout Patrols with scouts ensures the patrols are competitive and offers AOLs the ideal Scouting experience.

Registration: Troop registrations are accepted online.

Uniforms: For Friday evening and Saturday through dinner scout long or short pants, a Scouting T-shirt and closed-toe shoes are expected. Hats, if worn, must be scout hats. Class "A" uniforms should be worn for the Saturday Dutch Oven Social.

SPL and Scoutmaster Meeting: 9 PM on Friday evening at the dining hall. The unit SPL and Scoutmaster should attend. All units must be represented at this meeting. Any changes to the schedule of activities, camp-specific items, and other essential information will be distributed at this meeting.

Flag Ceremonies: Opening flag ceremony will take place at the flagpoles by the dining hall at 8:30 AM on Saturday. A closing flag ceremony is scheduled for 5:00 PM on Saturday.

Patches: Each registered Scout and each Arrow of Light Scout will receive a Camporee patch on Sunday morning, at unit check-out. If supplies allow, each Scouter will also receive a Camporee patch.

Parking: In designated parking areas only. Absolutely no vehicles other than those attached to trailers may be left in campsites without permission of the camp ranger.

Tents: Troops must furnish their own tents.

Water: Available at the camp. Everyone should have a personal water bottle.

Meals: Unit cooking. The event will not be offering meal service.

Latrines: Camp latrines and bathhouses will be used. Units should bring their own toilet paper, soap, and cleaning supplies. Latrines and bathhouses must be cleaned prior to checkout.

Health/Safety/First Aid: Minor first aid is Unit responsibility. Major first aid problems will be handled by Camporee first aid staff. All liquid fuels must be handled in accordance with Scouting America policy and the current Guide to Safe Scouting.

Judges: Adult leaders and parents from each troop are needed to help judge this event's patrol competitions. These volunteers will not accompany patrols to the events. Additional assignments will be made at the Friday evening SPL & SM meeting.

Note: *All Camporee activities are subject to change, as necessary, due to inclement weather or facility issues.*

Patrols

Each patrol in every troop is strongly encouraged to participate in every patrol competition.

The ideal size for competition patrols is six (6) scouts. However, patrols should not be smaller than four (4) scouts or larger than eight (8) scouts. Patrol Leaders should ensure that all patrol members are included in each competition, but some competitions may have a participant limit. By simply alternating scouts between activities, everyone should have an equal opportunity to participate. NOTE: Some competitions may be designed specifically for patrols of six scouts. Scoring will be normalized for patrols with fewer than six scouts where the number of participants impacts outcomes.

Note: For planning purposes, Unit Leaders should organize their scouts in patrols prior to check-in.

Scout and Troop Activities

Patrol Competitions:

- Fire Building
- First Aid Relay Race
- Scout Carrier – Lashings & Knots
- Tent Setup Race

Individual Competitions:

- Archery
- Rifle Shooting
- Shotgun Shooting

Troop Competitions:

- Dutch Oven Cobbler
- Tug of War (Optional)

Note: Only patrol competitions will factor in the Unit Competition Standings

Explanation for Scoring Competitions

After the close of competition, each competitive event will be scored and ranked. A patrol that does not compete in a competition will receive the lowest rank determined by the overall field of competitors. The ranking results for all competitions will then be used as point values for determining the overall results and awarding the top three units.

Best Overall Unit - The best unit will be based on the overall results for all patrol competitions. See “Explanation for Scoring Unit Competitions” section later in this document for additional details.

Patrol Competitions

Fire Building

- **Best Overall Patrol Competition**
- **Location:** Nature Area (near camp headquarters)
- **Skills:** scoutcraft, fire building
- **Items needed by patrol:** kindling
- **Activity:** Up to six patrol members will complete a course using teamwork.
- **Scoring:** Time to start a fire. Timing should be scored to the 10th of a second and reported in minutes: seconds: tenths.

First Aid Relay Race

- **Best Overall Patrol Competition**
- **Location:** Handicraft
- **Skills:** First Aid, Teamwork
- **Items needed by patrol:** none
- **Activity:** Construct a Stretcher: Use two poles and a blanket or sleeping bag to create a makeshift stretcher capable of supporting the victim. A judge inspects the work. Working together, the patrol will carefully lift and carry the victim on the stretcher to a designated finish line. The patrol must demonstrate teamwork, communication, and safe handling throughout the transport. Unsafe handling of victim will result in reduced points.
- **Scoring:** Scoring: Ranking is based on time to construct stretcher and complete relay race. Timing should be scored to the 10th of a second and reported in minutes: seconds: tenths.

Scout Carrier – Lashings & Knots

- **Best Overall Patrol Competition**
- **Location:** First Aid hut (near Aquatics Center)
- **Skills:** Teamwork, Lashing, & Knots
- **Items needed by patrol:** none
- **Activity:** Each patrol is provided scout staves and ropes. They are to lash together the staves creating a structure upon which to carry a patrol member weighing at least 75 lbs. They must carry the Scout the prescribed distance.
- **Scoring:** Ranking is based on time, plus penalties, as defined in the Scouts BSA Handbook. Penalties will be assessed for incorrectly tied lashings and knots. Timing is scored to the 10th of a second and reported in minutes: seconds: tenths.

Tent Setup Race

- **Best Overall Patrol Competition**
- **Location:** Aquatics Center
- **Skills:** Teamwork, Tent Setup
- **Items needed by patrol:** none
- **Activity:** Each patrol is provided with a tent which needs to be correctly set up.
- **Scoring:** The quickest time will determine the winner. Penalties will be assessed for tents that are incorrectly pitched, staked, or guyed. Timing is scored to the 10th of a second and reported in minutes: seconds: tenths.

Individual Scout Competitions

Scouts carry with them the following items: water bottle, pen or pencil, compass, walking stave (optional), Scout handbook, towel, and any other items they feel would help in competitions. These competitions will be broadly spread across the camp and will require much longer travel times between activities. Individual scores do not count toward Camporee or Best Overall Unit standings; units may track scores on their own if they wish.

Archery

- **Skills:** Physical fitness, marksmanship
- **Items needed by Scout:** none
- **Activity:** Each Scout will have five (5) shots at a range target.
- **Scoring:** Points based on target hits.

Rifle Shooting

- **Skills:** Marksmanship
- **Items needed by Scout:** none
- **Activity:** Each Scout will have the opportunity to shoot at targets
- **Scoring:** Points based on the value of each hit on the target.

Shotgun Shooting

- **Skills:** Marksmanship
- **Items needed by Scout:** none
- **Activity:** Each Scout will have the opportunity to shoot at targets
- **Scoring:** Points based on the number of rounds hitting the target.

Troop Competitions

Tug of War

- **Optional Troop Competition**
- **Skills:** Teamwork
- **Items needed by Unit:** none
- **Activity:** This will be the optional unit competition of the day and will be a Camporee-wide event. Each troop will be allowed to register one (1) team. The SPL will turn in the team registration sheet listing each team member's name and the team's total weight to the headquarters by 10:00 AM on Saturday morning. Once your registration is turned in, you may not substitute team members unless there is an injury. Please make sure your troop #, team name, and team captain's name are also included. Please be on time so the event can start as scheduled. Teams will consist of any number of Scouts whose combined weight may not exceed 900 lbs. We will use the honor system for total weight; however, there will be a weigh station at the headquarters for units to calculate their total weight. Each team will line up next to the rope with their hands on their heads standing upright. When they are told to go, they will grab the rope and begin pulling. All Scouts must wear closed-toe shoes (no cleats may be used). You may also use hand padding (but no gloves), which must be laid on the ground at their feet. The unit that pulls the flag over their line first wins.
- **Scoring:** This will be a double elimination event. Teams that "No-show" will forfeit. The top three teams will receive awards. Results do not count towards Best Overall Unit.

Dutch Oven Cobbler

- **Skills:** Teamwork
- **Items needed by Unit:** Cooking Supplies, Charcoal, etc.

- **Activity:** On Saturday night, units are invited to a Dutch Oven Social at the Activity Building. Units may enter as many Dutch ovens as they want. The Camporee will provide the ice cream; units should bring all other materials, including the Dutch oven and cooking supplies. Judging will begin at 7:00 PM. Judges will award bonus points to entries that tie in to the “Spirit of 1776” theme, and awards will be given to the top three entries. Dutch Oven results do not count toward the Best Overall Unit award.

Explanation for Scoring Unit Competitions

Patrols are ranked in each patrol competition. A patrol that does not compete receives the lowest rank. The top three patrols in each competition receive awards, and each unit's patrol rankings determine the Best Overall Unit.

Best Overall Unit – This award will be given to the best unit at Camporee based on the results of the overall scores for the patrol competitions. A composite score will be created based on the overall patrol ranking for each of the unit's patrols. For example, if the four patrols in a unit had overall patrol rankings of 1, 7, 13, and 24, the composite ranking would be created by calculating the average rank across all of the unit's patrols: $1+7+13+24 = 45 / 4$ patrols or an average rank of 11.3. The composite patrol competition scores will be ranked by unit, and the lowest composite score ranks first.

NOTE: A unit that skips a competition remains eligible for the Best Overall Unit award but receives the lowest rank in that competition. For example, if your unit does not enter a patrol in a competition, your unit will receive a ranking for that patrol equal to the lowest overall ranking for the competition.