

# LORD OF THE EAGLES -DAWN OF THE SCOUTS-

2026 Camporee Leader's Guide  
April 24-26 at George W. Pirtle Scout Ranch  
Golden Eagle District - East Texas Area Council

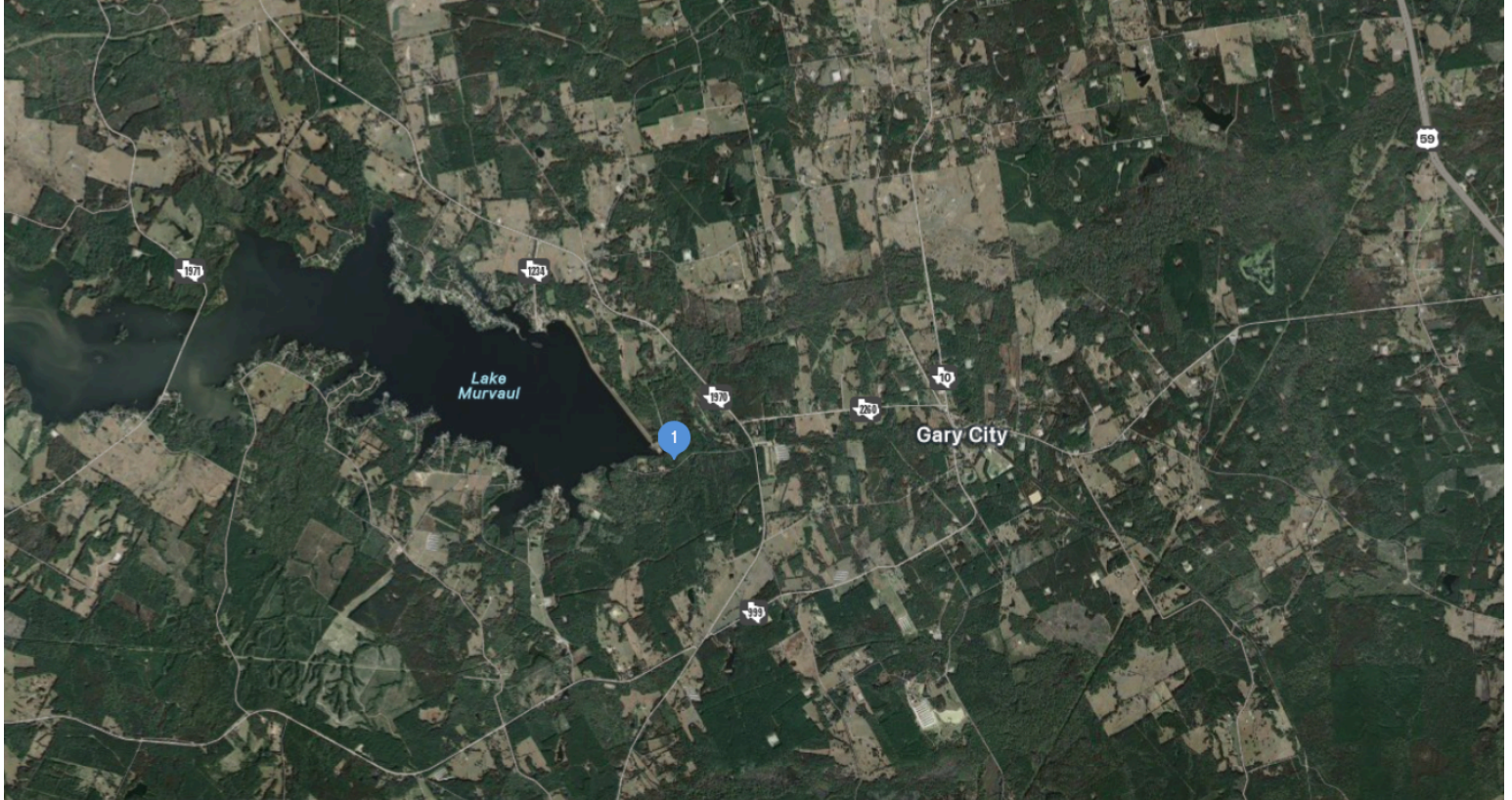


Welcome to the land of high spirits ruled by the royal King Arthur! Will you have the courage to combat the evil Prince of Frost as well as be tested through teamwork and scout skills? Will you and your patrol be able to keep the Prince of Frost from draining all your enthusiasm out of the land?

- ◆ Opened to all troops, crews, and ships within the Golden Eagle District
- ◆ Arrow of Light Cub Scouts are welcome and encouraged to attend with a troop
- ◆ Two-night jamboree-style camp with patrol competitions to test Scout skills
- ◆ Early bird registration fee is \$15 per Scout through April 10, 2026. It'll be \$25 after that date.

# George W. Pirtle

440 County Road 1241, Gary, TX 75669



Registration link: <https://www.scoutingevent.com/585-GECamporee2026>



# 2026 Lord of the Eagles Schedule

## Friday: April 24, 2026

**3:00** Campground open

**5:00 – 8:30** Registration at Camporee Headquarters, set up campsites and pioneer projects

**8:30** Opening assembly

**9:00** Cracker Barrel for Scoutmasters, SPL and Event Coordinators

**10:30** Lights out

## Saturday: April 25, 2026

**7:00** Reveille, breakfast in campsites

**8:30** Patrol Leaders Meeting

**8:45** Morning Flags

**9:00-11:30** Patrol competition

**12:00-1:00** Lunch

**1:30-4:00** Patrol competition

**4:30** Tug of war, merchant, hackysack, corn hole

**5:45** Evening Flags

**6:00** Dinner - The big feast (bring your meals), cobbler judging (with Tomahawk)

**8:00** Campfire (with Tomahawk district)

**10:30** Lights out

## Sunday: May 1, 2026

**7:00** Reveille, breakfast in campsites and pack up

**8:30** Interfaith service (with Tomahawk district)

**11:00** Check out

**Adult Leader Volunteer Requirements:**

We want to thank you for participating in this event! Camporee provides numerous activities in which scouts can participate and compete which are all completely run by adult leader volunteers.

We are asking each troop to run a minimum of one event per registered patrol. For example, if you plan to register four patrols, you will need to sign up to run at least four events (even more is better!). The more adults sign up for events and assistance, the better the experience for the youth participants!

Adult leaders are also needed for other tasks and roles essential to running a district-wide camping event, as well as volunteers to bring and set up various equipment.

**This is the best opportunity all year for every registered adult to come out for a day of scouting fun, even if it is just for Saturday! Also a great opportunity to invite parents to register if they want to come participate.**

***Please keep the events confidential so as not to detract from the novelty of the experience for the youth. A Scout is Trustworthy!***

### **Arrival Procedure:**

All passenger vehicles must park in the designated parking area, and scouts should hike to the campsite. Troops may use trailers to transport gear and other heavy gear to their campsites. Trailers should be dropped or unloaded immediately, and the vehicles must be moved to the parking area. Please observe a 5 MPH speed limit.

### **Check in:**

Visit the HQ tent starting at 5:00 to check in your patrols.

**Medical Information:** Every scout must have an annual health and medical record filled out and signed by a parent/guardian. Troops are responsible for maintaining these records in case of emergency. They will not be turned in to Camporee staff.

### **Latrines:**

Showers, toilets and latrines are available for Scouts and adults. These facilities must be kept clean at all times. Units will be assigned times that they are responsible for cleaning these common areas.

### **Water:**

Water is available at Camp Pirtle. However, each troop needs to bring a way to have water at their campsite which will be some distance from the campsites. Potable water is available if refills are needed. Scouts and event leaders will need to bring a water bottle or Camelbak to drink from during the day.

**Arrow of Light/recent crossovers:** Arrow of Light Cub Scouts who have not yet crossed over are encouraged and welcome to join a troop for the camporee. They should be assigned a patrol and will participate in the patrol events. Any patrol with 5th graders (AoL cubs or recently crossed over scouts) must have a **Troop Guide** to assist the youngest members for the day. Adult leaders are encouraged to attend and help with events, but should refrain from traveling with the patrols.

### **Campfires**

Depending on the burn ban regulations, campfires will be restricted to designated burning areas within campsites. For cooking meals with a dutch oven, charcoal cooking fires are allowed, and keep in mind the leave no trace principles.

### **Patrol Method**

- ◆ Patrols shall have between 4 and 8 scouts. Plan to split or combine patrols as necessary to meet these numbers. If you have two patrols of four, consider combining them for a better experience. Consider forming temporary camporee patrols.
- ◆ Each patrol should look like a patrol, with either themed costumes or matching uniforms.
- ◆ Patrol leaders should make sure that all scouts are participating in each event.
- ◆ Patrols are **youth-led**. Adults should refrain from traveling with their patrol. Exceptions are reserved for special needs scouts that need an adult caretaker.

### **Competitions:**

- ◆ The competitions on Saturday will be by patrols.
- ◆ SPLs and ASPLs should plan to participate with a patrol. They will not have special responsibilities during the competition.
- ◆ Come prepared with your patrol flag, yell, as well as a great teamwork attitude.
- ◆ **IMPORTANT:** Competitions are judged by skill, but equally by scout spirit and patrol method. A patrol that fails a skill cheerfully and with hearty team encouragement may be scored higher than a patrol that succeeds with insults and sour attitudes.

### **Pioneering project:**

- ◆ Troops are encouraged to design and construct pioneering device for their campsites.
- ◆ Judging will be based on workmanship, creativity, decoration/embellishment, theme, and adherence to Safe Scouting guidelines.
- ◆ It is advised to design and practice-build the project prior to Camporee to ensure everything goes together smoothly on-site.
- ◆ The work to build the project should be done by scouts. Adults should limit their involvement to safety supervision.
- ◆ Most years the project has been a gateway, but we highly encourage other projects, and will award extra points for uniqueness. Some simple ideas may be, swings, table, bridge, etc.

### **Costumes**

- ◆ All scouts and adult leaders are highly encouraged to come dressed in a costume on theme of high medieval fantasy. We would love to see everyone get into the spirit of the theme. For the duration of Lord of the Eagles Camporee, a themed costume is considered equivalent to a Class A uniform.
- ◆ Costumes must be appropriate for scouting activities.
  - o Costume choice should be mindful of potential weather in April in Texas (cold, hot, rain, etc). Closed toed shoes are required! Costumes should allow movement and protection appropriate for outdoor activities. Be mindful of how masks or props may inhibit participation.
  - o Costumes should provide appropriate coverage. Shorts, skorts, or skirts with leggings should be fingertip length or longer (mid-thigh). Costumes that include an exposed chest, exposed midriff, low cut or strapless tops should be layered over a compression shirt or leotard.
  - o No weapons are allowed, real or fake. Wands and staffs are acceptable.
  - o If in doubt, check ahead of time! The scoutmaster or venturing advisor has final approval of their Scouts' or Venturers' costumes. The Camporee committee chair has final approval of adult costumes. Feel free to contact the Camporee chair for specific guidance.

**Preparation:** A scout is prepared! While the details of the events are confidential, use the information below to prepare your troop for the Camporee competition. **Bold** items are essential for full participation in the competition.

Scouting skills will be tested, including knots, first aid, service, leave no trace, problem solving, fitness, outdoor knowledge, cooking, fire starting, and more! No special skills are required other than those for rank advancement, and an indomitable scout spirit! Scouts should be ready to hike up to 2 miles on Saturday in addition to strenuous activities, so plan a **high-protein breakfast and lunch**.

Competition events will have any special supplies needed for scouts to participate. **HOWEVER**, each patrol should carry the 10 scout essentials during the competition:

Knife, **first aid kit**, extra clothing, **rain gear\***, **water\***, flashlight, trail food, **matches or other fire starter**, sun protection, and **compass**. (\*Each scout should have their **own** water and rain gear)

Additionally:

- **Wristwatch** or other timekeeping device (minimum 1 per patrol)
- Scout handbook
- Spending money for any shops
- **Smartphone** capable of GPS navigation and taking pictures (1 per patrol). Smartphones should be silenced and put away when not being used for an event.
- Ingredients for a **camp dessert** (this dessert must be cooked by scouts).
- Patrols should be ready to sing a **song** together.

Scout musicians may volunteer to bring their instruments and play at certain times at the camporee. Please contact the Camporee Chair for details.

We will have a station that has the patrols create a skit, this is where the scouts will either show the MC their skits to get approval, or create a skit for campfire. It is encouraged for patrols to perform their skits at the campfire.

**Emergency/Medical:** There will be a medical aid station set up at the Camporee headquarters shelter or the first aid lodge. Each troop must have its own first aid kit and medical forms for each Scout.

**Food:** Each troop will be responsible for bringing all its own equipment and food.

- Friday evening cracker barrel for SPLs and adults for the leaders meeting.
- Saturday lunch will be at your campsite
- Saturday dinner everyone will bring their dutch oven meals to the feasting table in a designated area, and the whole camp will eat together. Each troop is responsible for bringing their own mess kits or paper products

**Facility:** Each unit is responsible for keeping its site clean and packing out all of its own trash. Everyone is responsible for keeping the portable outhouses clean; leave them in a state as you would like to find them.

**General Rules:** The Camporee, like all Scout functions, is run with the Scout Oath and Law as its guide. Remember to ask permission before entering another Troop's campsite. Do not bring any disruptive electronic equipment such as radios or speakers.

Unless being used for scouting activities, smartphones should be silenced and put away. The following are guidelines, subject to individual troop policies:

- Scouting activities for scouts include GPS or compass navigation and taking pictures.
- Scouting activities for adults include Camporee communications, scorekeeping, emergency contact with parents, and taking pictures.
- Limit the use of AI apps such as plant identifiers, in order to hone skill and memory.
- Social media, listening to music, internet browsing, games, and other entertainment should not be used during Camporee.
- When taking pictures, practice "Take now, review and post later"

Fireworks, alcoholic beverages, and anything else that is disruptive are also not allowed. Do not cut any standing trees or shrubs. Do not dig a ditch around your tents or entrance gate. Leave the property in better shape than you found it.

Themed costumes or Class A uniforms shall be worn whenever Scouts are at Flag Ceremonies or Chapel. Troop policy dictates dress during competition events.

All units must maintain two-deep Adult leadership in accordance with SYT regulations. Female troops and co-ed crews must maintain female leadership at all times. The buddy system must be followed at all times by all scouts.

**Early Departure:** If you are leaving Saturday night, please let the Camporee staff know when you register. Checkout will be after the award ceremony/campfire Saturday night.

All Scouts must remain on the Camporee grounds. If there is an emergency or other need to depart mid-day, you must obtain permission from your Scoutmaster to leave. Scoutmasters must make sure the Camporee headquarters is immediately notified of any departures.

**Water Safety:** The property includes a lake. Swimming is not permitted during the Camporee. Additional guidelines for water safety will be discussed at the SM/SPL cracker barrel on Friday evening.

Be sure to attend the district round table on the 1st Thursday, and keep an eye on your emails for updates. For information or answers to questions, contact:

Mark Crum: Golden Eagle Camporee Chairman  
Cell: 903-215-0714  
Email: [mark\\_crum@hotmail.com](mailto:mark_crum@hotmail.com)

Toren Reagh/Nathan Mirick: Golden Eagle Camporee Program Chairmen  
Email: [Wolfminer1717@gmail.com](mailto:Wolfminer1717@gmail.com)

## **Program Guide and Games**

The following list are the games that we will need people to run. When you sign up you may ask for a list of remaining games that are available, as the games you may want to run may already have volunteers for it. It should also be noted that the materials for the games should be provided by you. If you need help providing some of the materials, please let the Golden Eagle Camporee Chairman know.

Leaders running each event are responsible for providing their own awards to present at the campfire/awards presentation. Typically, 1st, 2nd and 3rd places are awards to provide more opportunities to provide recognition or a 1st place only award can be presented for the event.

### **Games:**

Arrow head carving  
Bridge building  
Capture the castle  
Blacksmithing (CRAFT)  
Blindfold obstacle course (sheep herding)  
Flags  
Firestarting  
Skit making  
Ye Old Recall (Kim's Game)  
Hobby Horses  
Rock Climbing  
Other - Tug of war tournament, interfaith service

### **1. Arrow head making**

For this activity, the scouts will carve arrow heads out of bars of soap using plastic knives. They may use a real knife if they have their Totem Chip.

Materials: Malleable bars of soap (enough for each scout and several patrols), plastic knives

### **2. Bridge making**

In this event you are going to have the Scouts lash together a bridge. It can be however big or small they want, and the Scouts will need to know how to do the square lashing and the diagonal lashing at the very least. They can be creative and make it however they want, but the goal is to have someone walk across without the bridge breaking.

Materials: Rope, long sticks for lashings

### **3. Capture the castle (capture the flag)**

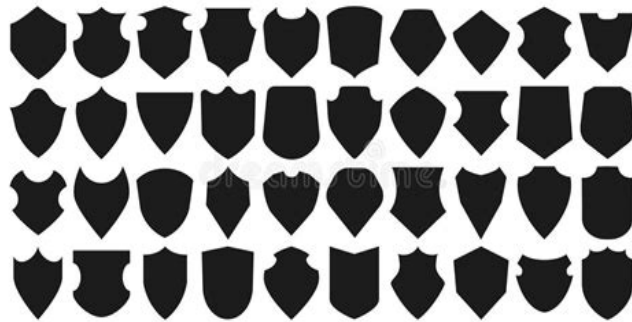
Classic game of capture the flag, where 2 patrol teams have a flag, and must attempt to steal the others flag, while also defending their own.

Event leaders tip: Because this station is treated as two stations, and you will encounter different sized patrols, it is encouraged to mix everyone up and put them into two teams so that both teams will have equal numbers and skill. Use your own judgment when splitting the teams. The area should be clear of any tripping hazards and should keep in mind the possible dangers with a physical contact sport.

Materials: Two different colored pieces of cloth (bandana, pillowcase, etc.)

### **4. Blacksmith (craft)**

This is a craft and NOT actual blacksmithing. Take cardboard and cut out a design of a shield and paint a design/symbol on said shield.



Event leaders tip: make sure when painting that a thin layer of paint is used, so that it will dry in time. To glue the handles on back, cut strips of cardboard and bend them as such in the picture, where one is the strap and the other is the handle

Materials: Cardboard safe craft paint, scissors, battery powered hot glue gun with glue

### **5. Sheep Herding (blindfolded obstacle course)**

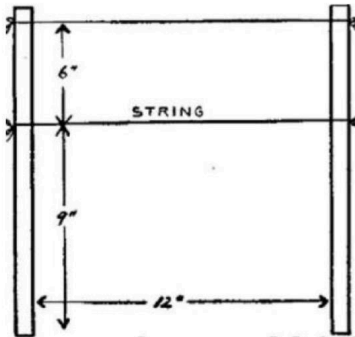
Patrols attempt to complete a miniature maze; all team members are blindfolded except one member. Whoever is not blindfolded will guide their team outside of the obstacle course. The team with the fastest time wins.

Materials: Large wooden ground stakes, ropes used for marking the course, bandanas, neckerchief, or other blindfold

## **6. Fire Starting**

Patrols are timed to see who can start a fire and burn a string hung 15 inches over the fire starting area the fastest, using a correctly built fire structure, such as the Log Cabin or Teepee. The fire structure may not go over 9 inches. Time will be stopped when the fire reaches the 15 inch string and burns it in half. Patrols may bring their own fire building materials that are natural/organic, as well as paper products. After Patrols are finished, they must put out the fire with water and a shovel.

Event leaders tip: To set up this game you will place two long poles/stakes on either side of the fire ring, so that the pieces of string can be tied over the fire starting area.



Materials: String, wooden stakes, fire bucket filled with water, shovel

## **7. Flags (raising the colors)**

This station teaches patrols how to correctly perform a flag ceremony. Scouts will learn how to properly tie, raise, lower, and fold the flags.

Event leaders tip: The leader must know how to correctly do information stated above.

Materials: Flag poll (provided by Pirtle) Flags (provided by Pirtle)

## **8. Skit making (or storytelling)**

In this activity, patrols will be making a brand-new skit or song for that night's campfire.

Materials: Paper or white board and marker for ideas, props if they want to bring it

## **9. Ye old recall (Kim's Game)**

This is a simple memory game that is meant to involve teamwork. Lay out several of the objects (but not all of them) and cover them with the bandana. Tell the patrol they have 10 to 15 seconds to study the objects (or however long you feel necessary). Move the bandana. After the time, cover it back up. Tell them to close their eyes or turn around while you take, move, or add objects (maybe start with one object then do more for each round). Continue the process, letting them discuss each time to find a strategy to memorize it all as a team.

Event leaders tip: Sometimes Scouts are really good so you could not move anything or trick them into thinking they are wrong before they give the final answer of what has changed.

Materials: Any scout appropriate objects to be memorized such as a small first aid kit, nail clippers, sunscreen, a hat, etc. (have about 20 various items total), bandana or cloth to cover objects

## **10. Spider web**

Create a web-like design between two poles or trees. The goal is to get everyone to the other side, but no one can touch the web, and each opening can only be used once. If they are lifting someone they must be protected from falling. If anyone touches the web, the whole patrol must start over.

Event leaders tip: make the rope tight when tying around the tree

Materials: Rope to make a grid shaped web

## **11. Toxic river**

A piece of foam is to be used as stepping stones to get everyone to the other side of a "toxic river." No one can touch the ground, or "toxic river," or the whole patrol restarts. If they don't have at least one of their feet on the stepping stone you can steal it (using a stick). They start with one more stepping stone then the amount of people they have.

Materials: Foam pads, some sort of pole

## **12. Hobby Horse**

Patrols will participate in a relay race or go through an obstacle course while staying on their hobby horse.

Materials: Broomsticks, obstacle course, optional horse decorations

### **13. Rock Climbing Wall**

Conquer the boulder by free climbing an artificial rock wall without the use of ropes or harnesses. Feel free to make it a competition in some way.

Event Leader Tips: One spotter is required per climber on the wall. Multiple scouts can climb as long as each has their own spotter.

Materials: Bob Watson's moveable rock wall (will be provided)

### **Additional Activities:**

#### **Tug of war tournament - RUN BY CAMPOREE STAFF**

Like the usual game of tug-of-war, two equal size patrols pull on opposite sides of the rope until one team passes the marker and wins. Once all of the patrols cycle through, the winners from each round will be paired up and compete. The process continues until the last two teams compete to declare the ultimate winner! Adults can create a patrol just for the game if they want (within reason). This is the big camporee-wide tournament that everyone participates in.

Materials: Thick, long rope, marker to know which team wins (could be a person or a line in the dirt), paper to write winners in each bracket

#### **Interfaith service**

During the last day before everyone else, plan and hold an interfaith service at the chapel (around 30 minutes)