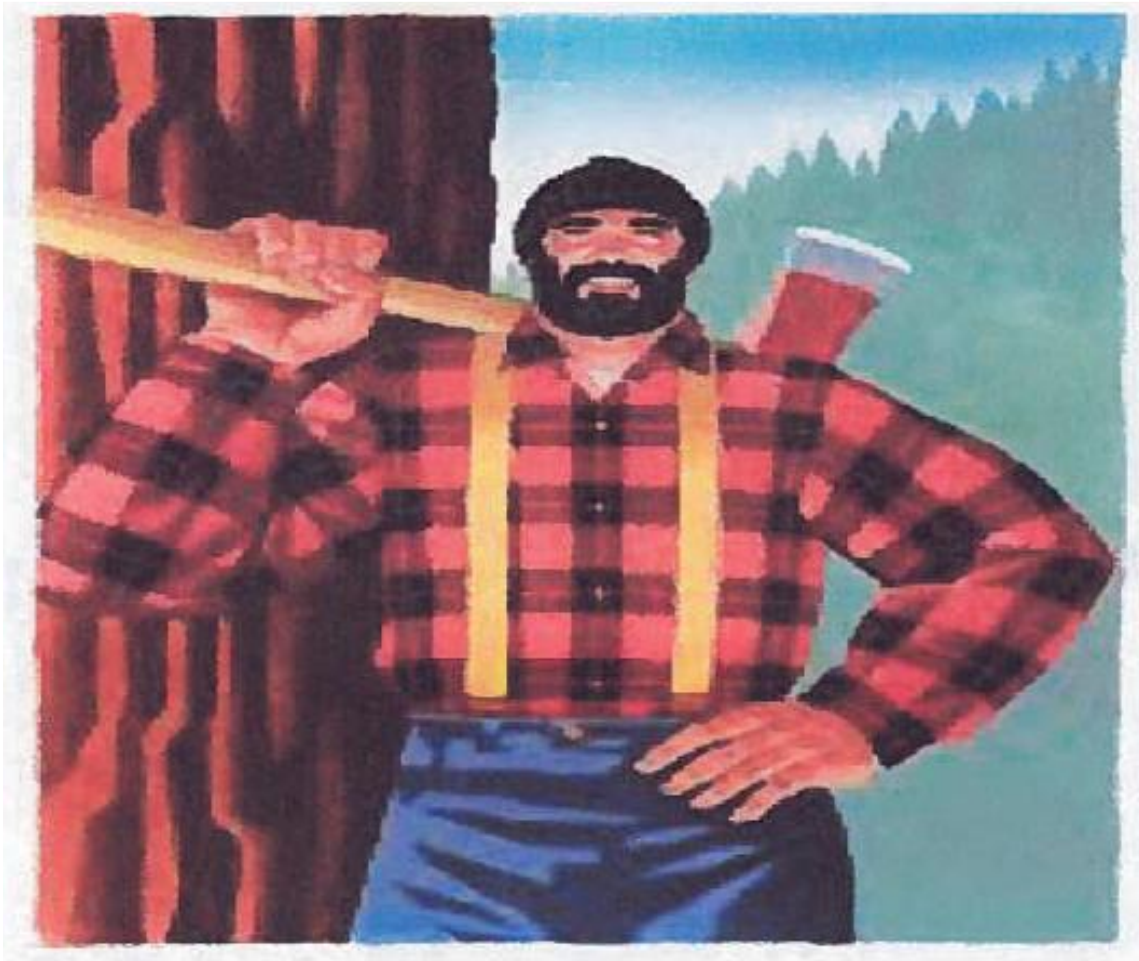


# **LumberJack 2026**

**March 20-22, 2026**



**Colonial Virginia Council**

**Endview**

**362 Yorktown Rd, Newport News, VA 23603**

## **LumberJack 2026**

Combining the traditions and skills of Paul Bunyan and all the great lumberjacks of the world, Scouts and Scouters from the Colonial Virginia Council will gather March 20-22, 2026, at Endview for LumberJack 2026. Expect loads of fun! There will be activities, challenges and prizes galore based on skills only a true lumberjack possesses. Sharpen your axes and make plans to meet at Endview for this unique and fun event!

Leaders, please use this guide to prepare for LumberJack 2026. This guide provides general and specific information for a safe, fun event for your unit.

The registration fee is \$20.00 per youth and adult for all units registering by Sunday, March 1, 2026. After February 3, the registration fee will be \$25.00 (\$20.00 plus \$5.00 late fee) per youth and adult. Each unit must have health forms for all its campers in camp at all times. If there are special health requirements for any youth or adult leader, please notify the event chairman. Troops, Crews & Ships are to supply their own meals and gear.

There will be a briefing for Unit leaders and Senior Patrol Leaders at HQ tent on Friday night at 8:00 p.m.

On Saturday there will be all types of fun activities geared around the lumberjack theme. Saturday night, there will be a campfire with an Awards Ceremony and Order of the Arrow Call Out (for newly elected Scouts & Scouters).

Please forward questions or comments to the event chairman, Bob Efird, 757-784-1440, (befird28@aol.com).

We look forward to seeing all of you at Endview for LumberJack 2026!!

## **General Information**

### **What is LumberJack 2026?**

LumberJack 2026 is a Scout skills and camping event. The weekend involves overnight camping along with multiple scout skills and mountain man activities and competitions. When the scouts arrive at the various activity stations, they are timed and tested on their scouting knowledge, teamwork, problem solving skills and team spirit. Based on their skills and knowledge demonstrated at each station, the scouts will receive "points" as a means to keep score and earn prizes at the Saturday evening campfire. **Separate Boy's and Girl's categories**

### **When is LumberJack 2026?**

LumberJack 2026 will be held March 20-22, 2026. In case of foul weather Scouts/Ventures/Mates will have to make do in the rain and mud. So, check the weather and be prepared!

### **Who can attend LumberJack ?**

All Colonial Virginia Council Scout Troops, Crews and Ships. Out of Council units well are welcome too!!

### **Where is LumberJack ?**

LumberJack 2026 is being held at Endview, 362 Yorktown Rd, Newport News, VA 23603.

### **What are the LumberJack Activities?**

All the activities for LumberJack are based on activities and skills of (you guessed it) lumberjacks. Many of the skills of lumberjacks are similar to the skills we teach and learn in Scouts. We are referring to these activities as "**LumberJack Challenges**." The LumberJack activities have been designed to test the scout's skill and knowledge and to be great fun. Plus, the scouts will be able to earn prizes based on their ability to perform the various lumberjack challenges.

**Separate Boy's and Girl's Categories**

Here is a sampling of the activities: (subject to change)

- 1) Ax Yard Knowledge
- 2) Log Roll Race
- 3) Log Lift
- 4) Log Toss
- 5) Tomahawk Throw
- 6) Log Sawing
- 7) Log Chopping
- 8) Log Haul
- 9) Fire Starting
- 10) Log Splitting
- 11) Land Navigation
- 12) Animal Tracking
- 13) Pancake Cooking
- 14) Flagpole Build
- 15) Knots
- 16) First Aid
- 17) Lashings

### **Patrol Gear List**

- ✓ Compass
- ✓ (4) Spars/Walking Sticks per patrol for log roll
- ✓ Work Gloves
- ✓ Pen/paper
- ✓ Scout Handbook and/or Fieldbook
- ✓ Field level 1st Aid kit
- ✓ NO axes or hatchets needed-these will be provided at the stations.
- ✓ Water Bottle/Camelback
- ✓ Sun Block
- ✓ Pocketknife

# **Rules and Regulations**

The following rules were made to ensure a fun and safe camping experience. It is the responsibility of the adults in charge to see that their Scouts and Scouters know and understand these rules. Anyone caught violating them may be asked to leave the camp.

## **CHECK-IN/REGISTRATION**

Troops and Crews may arrive at 5pm on Friday, March 20, to set up campsites. **If you plan to arrive before 5pm you MUST contact Bob Efid to make arrangements (or you may end up waiting until our staff is ready to receive you).** Upon entering camp, proceed to the registration area to sign in (located at HQ Tent on road leading into Endview). You will receive your campsite assignment number at that time.

**THE ONLY VEHICLE ALLOWED INTO THE CAMPSITE IS THE VEHICLE USED TO HAUL TROOP GEAR—IF A UNIT HAS MORE THAN ONE VEHICLE ONLY ONE WILL BE ALLOWED IN AT A TIME!!!! PLEASE FOLLOW THESE INTRUCTIONS!!** No vehicles are allowed to stay in the campsite areas or activity field.

**All Vehicles must be in the parking area by 9:00 Friday night!!!!**

## **HANDICAPPED PARKING**

Requests for special parking passes for medical conditions will be made on a case-by-case basis. **Special passes must be requested in advance** and will be issued on the day of the event. We prefer to discuss the request prior to event to allow for the greatest degree of accommodation. Every reasonable effort will be made to accommodate those with physical disabilities or special needs.

## **REGISTRATION & FEES**

There is a registration fee for Scouts and Scouters of \$20.00 per person to cover awards, patches, toilets, insurance and park fees. All

participants must be listed on the registration form and turned into the Scout Shop by March 1 or register online with *Black Pug* on the council website at:

<https://scoutingevent.com/595-108050>

The Senior Patrol Leader will submit an updated roster of all Scouts and Leaders attending LumberJack at the 9:00 PM Friday night briefing. The total fee paid at the Scout Office must equal participants; additional personnel may be paid for upon arrival however they will not be guaranteed an event patch.

### **OA Call Out**

Please provide the names of all Scouts and Scouters who will be called out at the Saturday evening campfire when you check in on Friday. Be sure to bring OA sashes to identify Scouts during Call Out.

### **Camping at Endview**

The city of Newport News has graciously allowed us to use Endview for this event and we want to make sure that we take good care of the property while we are there. Remember to follow Leave No Trace principles. Here are some Endview specific regulations:

1. We will be using port-a-johns so please plan accordingly. There will not be running water or flush toilets.
2. There will be spigot water on site (marked with Traffic Cones) or bring your own water.
3. We will be camping in the battle fields behind the plantation. There are historic earthworks that we must stay off. Please keep the Scouts to the designated camping areas only.
4. Vehicles will be able to park close to the campsite area, and one vehicle per site will be allowed back at setup. If your troop brings a trailer, you will be able to leave it in your site.
5. The sites are marked out squares in the middle of a large field. Please make sure you and your Scouts stay within your campsite's boundaries.

## **MORE CAMPING STUFF**

Campers are responsible for the following:

- All meals
- Personal or Troop Tents
- Trash removal from campsite. Bring plenty of trash bags. The onsite dumpster cannot handle all our trash so please plan on packing trash out.
- Campsite cleanup to include firewood removal from fire stands and campsites
- We will be utilizing a Gray Water dump container that will be located near Port-a-Johns ***ALL GRAY WATER MUST BE DISPOSED IN THE CONTAINER AND NOT ON THE GROUNDS OR IN THE WOODED AREAS***
- Observe the Outdoor Code & follow the rules of Leave No Trace
- Please adhere to BSA policies found in "Guide to Safe Scouting"

## **CAMPFIRES**

- ***ALL CAMPFIRES WILL USE RAISED FIRE STANDS.***
- Bonfires are not permitted, but campfires contained within raised fire stands or in the fire drums located at camp are permitted.
- Depending on local fire conditions, additional restrictions may be imposed.
- Firewood brought in from an outside source is recommended; however, on site deadfall may be used.
- Campfire should be managed by Scouts who have their Firem'n Chit
- A campfire should be monitored at all times by adults.
- Campfires are allowed in burn barrels lifted off the ground or a leave no trace fire must be used. This means that when your site is inspected on Sunday morning there is **ZERO** evidence of a ground fire!!!!

## **FIRST AID**

Each troop is expected to have a first aid kit for minor injuries. Emergency medical care will be available for severe injuries at the HQ Tent.

## **GENERAL CONCERNS**

- Vehicle Speed – Drivers must exercise **EXTREME** caution when operating motor vehicles on camp property. Speed limit is 10 MPH.
- Passengers are not allowed to ride in back of pickup trucks or on trailers.
- Pets are not permitted on any camp property during the duration of this camp event. **Service animals will be permitted but must be discussed in advance.**
- Tent trenching is not allowed.
- Open flames in tents are prohibited.
- Gasoline and “white gas” are not permitted in camp, nor is propane allowed in tents. However, liquid fuels, such as charcoal starter and Coleman individual propane type cook stove fuel is allowed---use with caution.
- Firearms and fireworks are not allowed in camp.
- Radios and electronic devices are strongly discouraged. The staff uses the same type of radios that you have and if we can’t communicate when there is an issue, safety may be jeopardized. Remember the life you save might be your own.
- Alcoholic beverages and illegal substances are never permitted on camp property. Offenders will be asked to leave the property.
- Secure and store foods to prevent attracting our little furry friends.
- All campers are to stay within the boundaries of the camp. We do not want scouts wandering away from camp.
- Please enforce the Buddy System with your scouts
- Each unit must have two-deep adult leadership
- Please respect others during Lights Out. Scouts are not allowed out of their site after lights out with the exception of to and from the latrine
- Due to the nature of certain skills all Scouts must have earned their Totin’ Chip to participate in stations that utilize cutting tools.



## **LumberJack Spirit Award**

The **LumberJack Spirit Award** will be presented at the Awards Ceremony Saturday Night and will go to the Patrol who shows the BEST team spirit during competition on Saturday. The **LumberJack Spirit Award** will be judged on the following:

- ✓ Patrol identification (banner, flag, etc.)
- ✓ Patrol Yell, Chant or Cheer
- ✓ Themed Attire/Costumes
- ✓ Interaction with each other as well as other Patrols.
- ✓ Sportsmanship
- ✓ Enthusiasm
- ✓ Creativity
- ✓ Overall Scout Spirit!!

# **LumberJack 2026 Schedule**

## **Friday, March 20**

|                       |  |
|-----------------------|--|
| 5:00 p.m. - 9:00 p.m. | Check-in at Registration Area and set up campsites |
| 9:00 p.m. - 9:30 p.m. | Scoutmaster and SPL Meeting                        |
| 10:00 p.m.            | Taps – Lights Out                                  |

## **Saturday, March 21**

|                        |   |
|------------------------|---|
| 7:00 a.m.              | Reveille                                    |
| 7:01 a.m. - 8:15 a.m.  | Breakfast with troop                        |
| 8:30 a.m. - 8:45 a.m.  | Opening Ceremony                            |
| 9:00 a.m. - 12:00 p.m. | Activities                                  |
| 12:00 p.m.- 1:20 p.m.  | Lunch/Rest time                             |
| 1:30 p.m. - 4:30 p.m.  | Activities resume                           |
| 4:45 p.m.              | Retire Colors (Optional-Staff will conduct) |
| 4:30 p.m. - 7:30 p.m.  | Dinner with troop                           |
| 7:45 p.m. - 9:00 p.m.  | Campfire, Awards and OA Call Out            |
| 9:00 p.m. - 10:00 p.m. | Troop cracker barrel at troop campsite      |
| 10:00 p.m.             | Taps – Lights Out                           |

## **Sunday March 22**

|                       |  |
|-----------------------|--|
| 7:00 a.m. - 8:00 a.m. | Breakfast and Clean-up with troop          |
| 8:00 a.m. - 8:30 a.m. | Chapel Service                             |
| 8:30 a.m. - 9:45 p.m. | Check-out at staff area and pick up packet |

**Be sure to check Lost and Found prior to departure**

**Have a safe journey back home!**

# **LUMBERJACK 2026**

**March 20-22, 2026**

Registration can be made at the Colonial Virginia Council office.

*Or register online with Black Pug on the council website at:*

<https://scoutingevent.com/595-108050>

## **LumberJack Roster and Registration**

***(Due by February 28, 2026; late fee if paid after March 1, 2026)***

**Troop/Crew/Ship Number** \_\_\_\_\_ **District** \_\_\_\_\_

**Unit POC** \_\_\_\_\_

**Phone#** \_\_\_\_\_

**Email** \_\_\_\_\_

**Patrol Name** \_\_\_\_\_

☐ Boy Scout ☐ Venture ☐ Ship

Patrol Leader \_\_\_\_\_

**Patrol Name** \_\_\_\_\_

☐ Boy Scout ☐ Venture ☐ Ship

Patrol Leader \_\_\_\_\_

**Patrol Name** \_\_\_\_\_

☐ Boy Scout ☐ Venture ☐ Ship

Patrol Leader \_\_\_\_\_

**Patrol Name** \_\_\_\_\_

☐ Boy Scout ☐ Venture ☐ Ship

Patrol Leader \_\_\_\_\_

***\*\* Please enter additional Patrols on back.***

**Adult Leaders** \_\_\_\_\_

***List additional names on separate page or back***

Date Submitted \_\_\_\_\_ Total Attendance \_\_\_\_\_

\_\_\_\_\_ Scouts x \$20.00\* = \$ \_\_\_\_\_ Total Fee Paid \$ \_\_\_\_\_

\_\_\_\_\_ Adults x \$20.00\* = \$ \_\_\_\_\_ Check No. \_\_\_\_ Receipt No. \_\_\_\_\_

Questions? E-mail or call Bob Efird, 757-784-1440 (befird28@aol.com)

**\*Fee for LumberJack will be \$25.00 per Scout and Adult if paid after March 1, 2026**

SM/Leader \_\_\_\_\_ Ph. \_\_\_\_\_

Email \_\_\_\_\_

Scoutmaster/Leader Signature \_\_\_\_\_ Date \_\_\_\_\_

***Verification: All Scouts and Scouters Listed above are registered in The Boy Scouts of America and that all Scouts have earned their Totin' Chip.***

**EVENT CODE: 903**