

Arrohattoc/Crater

2026 Fall Camporee



October 16-18th
Leader's Guide

"Sleeping Scoutmasters Tell No Lies!"

Welcome

Ahoy to the brave troops of the Arrohattoc and Crater District!

Cast yer eyes upon the horizon, for this voyage be unlike any we've sailed before. This year, we have charted the course, rigged the sails, and planned every skirmish ye'll face this weekend. We be sailin' into a weekend of high adventure, testin' yer mettle with the finest skills, buildin' bonds stronger than a kraken's grip, and unitin' every troop through the true spirit of the Patrol Method. It be our deepest hope that by lettin' our young buccaneers take the helm, we'll keep our seasoned salts and older scouts engaged in the fleet for many years to come! So, enjoy the salt air, sharpen yer wits for the trials ahead, and let the Scouting Spirit fly high from yer mast!

Fees and Registration

The Black Pug registration deadline is 11:59 PM on October 12, 2026

Registration is available at <https://scoutingevent.com/602-PiratesOfTheAppomattoxCamporee>

In Council (first 2 district camporees)

Free (as part of your 2026 council registration fee)

Out of Council (and in-council troops after 2 district camporees)

\$15 per Scout (youth and adult)

Walk-In unit registrations will not be accepted.

A health officer will be available and on duty the whole weekend. Any medical emergencies should be reported to a staff member immediately.

Contact

Smitty (Arrohattoc Camporee Chair) at smitty@netbelieve.com 804-221-3769

Robert Johnson (Event Registrar) at communications@craterbsa.org

Arrohattoc and Crater's Camporee Log Book

Arrival

- ❖ Medical forms (less than one year old, part A and B, minimum)
- ❖ Copy of Troop Roster (Attached below)
- ❖ Proof of payment on Black Pug

Troop Gear

Every troop be responsible for their own sea chests and plunder! Keep your Troop Gear shipshape and under heavy guard, or prepare to walk the plank!

Uniform:

Keep your finest silks stowed away, for the day's trials be rough and tumble! Scouting T-shirts or Class "B" rags be the best garb for the rigors of the Camporee. But when the sun dips below the horizon on Saturday night and we gather 'round the Campfire, don your Full Field Uniforms (Class "A") to show your colors and honor the code

Troop Meals

Every crew must provide their own hardtack and grog!

AOL Meals

Meals for AOLs and their adults will be provided except for Saturday sack lunch.

Lost and Found

Cast yer eyes here if ye've misplaced yer treasures! Any gear or booty found adrift shall be hauled to the staff area.

If ye find items washed up on the trail, bring 'em straight to that port so they may find their rightful owners. Don't let another pirate's plunder go to Davy Jones' Locker!

The Crews

Each Crew is responsible for having everything they will need to complete the challenges with them on their Ship. If last minute activity changes occur, the necessary materials will be available at each Island. All required materials are listed under Ship Required Cargo and on the Ship Inspection Sheet.

- Crews consist of a minimum of four (4) and a maximum of eight (8) Scouts.
- Crews must attempt all challenges.
- Crews must follow the designated course.
- All equipment must be secured on or in the Ship.
- Crews are encouraged to wear matching Activity Uniforms to demonstrate Scout Spirit. It is encouraged for each Crew to add on matching attire like hats, bandanas, or parrots (stuffed)!
- All Ships will be inspected prior to the start of the race for safety.
- All Ships must be propelled only by Scouts; wheels are permitted.
- No electrically powered Ships are allowed.
- Crews should be prepared to have Ships travel over rough terrain and up slight inclines.
- No Scout cell phones are permitted on the course.

- Starting positions will be determined by random drawing. Each Crew will start at a different Island with a Bugle Call start.

The Ship

Every competing Crew needs a Ship!

The Ships can be fashioned to look like any ship that you want. Some materials that could be used include plywood, pine boards, PVC, or old fiberglass with used skis for the runners or old wagon wheels.

There is no absolute requirement for what a Ship must look like. Be creative! Make sure the Ship is strong enough to bear the weight of your equipment and will hold together for the duration of the course. Ships can be held together entirely with lashings. If permanent construction is the goal, it is best to use screws rather than nails as nails can come loose under the stress, strain, and banging of the course. Drill first to avoid splitting the wood. Paracord lashings, netting, or a canvas cover may be added to prevent items from falling off the Ship during the competition. Remember that the Crew must be able to move the Ship from Island to Island!

The Ship's Cargo

Each Crew must provide the following equipment for their Ship. Ships and Cargo will be inspected at the Captain's Meeting on Saturday morning. Gold doubloons are awarded based on preparation.

Required Cargo:

- ❖ Scouting Essentials
- ❖ Cargo Inspection Sheet – With the Crew portion filled out
- ❖ Crew Campfire Skit – Sign up at the Captain's Meeting or at Check-In Pavilion before 2PM on Saturday
- ❖ Ship Flag – Must be attached to the Ship and visible (Pirate-themed encouraged!).
- ❖ Scouts BSA Handbook
- ❖ Pencil/Pen and Paper
- ❖ Secure container to hold gold doubloons
- ❖ First Aid Kit
- ❖ One 8-ounce cup (reusable preferred) per Scout
- ❖ Two (2) gallons of potable water
- ❖ One 3-foot-long piece of rope (the thicker the better)
- ❖ One blindfold per Scout
- ❖ Pair of Signal Flags
- ❖ Three 2x4s (no more than 8 feet long)
- ❖ Biscuit dough (enough for entire Crew plus Island Governor)
- ❖ Fire starting tools (bonus points for creativity)
- ❖ Two brooms
- ❖ Orienteering Compass (at least one)
- ❖ Water and the supplies to cook a hot lunch for each Ship member to eat on the trail

- ❖ Trash Bag
- ❖ Binoculars

The Rescue Dingy

You may build the dingy and bring it with you; we will not have the materials there to build the dingy.

1. Construction Materials (The "Legal" Plunder)

- ❖ Cardboard: Use only corrugated cardboard. It can be layered or folded, but it cannot be pre-treated with chemicals or wax.
- ❖ Duct Tape: You may use duct tape to reinforce seams and joints. You may not wrap the entire hull in duct tape to waterproof it (the cardboard must be visible).
- ❖ Adhesives: Only water-based glue or contact cement is allowed between layers of cardboard. No "Flex Seal," epoxy, or fiberglass resin.
- ❖ Paint: You may paint your boat with water-based latex paint for decoration and minor water resistance, but the paint must be dry before the boat hits the water.

2. Prohibited Materials (The "Contraband")

- ❖ No wood, metal, plastic, or Styrofoam may be used in the structure of the boat (this includes masts and frames).
- ❖ No mechanical propulsion (motors, propellers or pedals).
- ❖ No wheels
- ❖ No caulking, spray foams, or shrink wrap.

3. Design and Crew

- ❖ Size: The boat must be large enough to hold your Scoutmaster or designated adult (21+) safely.
- ❖ Propulsion: The boat must be moved using scouts only, must be on the ground and no wheels allowed. Bottom of the boat must be on the ground

Naming: Every ship must have a pirate-themed name clearly written on the hull.

Gold Doubloon Auction

Each participating Ship must bring at least one item to donate to the gold doubloon auction. Examples of items include bundles of rope, compasses, flashlights, fire starters, boxes of snacks, outdoor games, gently used pre-owned items such as tents, sleeping bags, backpacks, axes, etc. This is what the Ships have worked for all day so your generosity is much appreciated. Auction items should be dropped off at check-in or at the SPL/SM Friday night meeting at the latest.

Event Schedule

Friday, October 16th: Drop the Anchor		
Pirate Time	Land Time	To Be Done
1700-2030 Hours	5:00 PM - 8:30 PM	All hands on deck! Drop anchor and sign the ship's articles at Check-in
2230 Hours	10:30 PM	The Council of Captains (SPL and SM) shall convene in the captain's quarters (TBD) to plot our course through treacherous waters

Saturday, October 17th: The Day of Trials		
Pirate Time	Land Time	To Be Done
0600 Hours	6:00 AM	Rise and shine stoke the galley fires, gorge on grub, scrub the pots, and lash together a gateway grand enough to make the Admiral weep with pride!
0815 Hours	8:15 AM	Raise the Colors! All hands on deck for the Morning Briefing. Immediately after Morning Briefing
0830 Hours	8:30 AM	Morning Skirmishes! Test your mettle in the first round of competitions.
1200 Hours	12:00 PM	The Mid-day Feast (on the ship - be it cookless)
1230 Hours	12:30 PM	Afternoon Skirmishes! More trials for the brave of heart.
1600 Hours	4:00 PM	Scoutmaster Rescue Race
1730 Hours	5:30 PM	The Evening Repast. Fill your bellies for the night ahead.
2000 Hours	8:00 PM	Camporee Crackerbarrel and Auction
2045 Hours	8:45 PM	Gather 'round the Council Ring for the Great Campfire!
The Witching Hour	After the fire dies	The Night-O begins for those who can navigate by the stars.
2300 Hours	11:00 PM	Douse the lanterns! All hands to their hammocks for total silence.

Sunday, October 18th: Weighing Anchor		
Pirate Time	Land Time	To Be Done
0700 Hours	7:00 AM	Morning Rations and final orders from the Admiralty.
0830 Hours	8:30 AM	Scour the camp so no trace remains! (Clean up, break camp and go home)
1000 Hours	10:00 AM	All ships must weigh anchor and head for the horizon. No stragglers left behind!

Camporee Guidelines

Aye, the Code grows long as a kraken's tentacle! Add these articles to the ship's log to ensure every deckhand knows the Law of the Sea:

The Articles of the Fleet

1. The Admiral's Rules: We sail by the Guide to Safe Scouting. If a crew member steps out of line, the Captain (Unit Leader) shall deal with 'em. If ye be confused by the law, seek out the Camporee Commodore (Chairman).
2. The Pirate's Honor: Every Captain and First Mate must show respect to all souls on deck. We be a fleet of honor, not a band of cutthroats!
3. Clean Tongues: Your parley must be fit for the finest ears. Follow the 11th and 12th points of the Code—keep your speech Clean and Reverent, or be silenced!
4. No Boarding Without Permission: Never set foot in another crew's camp unless ye be invited aboard. A pirate's tent is his castle!
5. Night Watch: Once the "In Camp" bell rings, stay in your quarters! Only a trip to the head (restroom) is permitted. Any scallywag caught roamin' the dunes in "ninja" rags or dark garb after hours will be marooned (sent home) by the Commodore!
6. The Silent Dawn: No stirrin' from your hammocks before 0600 hours! If ye must rise with the sun, speak only in whispers and stay in your own port so as not to wake the rest of the fleet.
7. True Spirit: All skirmishes and trials must be fought with Scout Spirit. Win or lose, we be brothers and sisters of the sea.
8. Proper Chants: Keep your battle cries and patrol yells honorable. If your chant be foul, the Commodore will be havin' a word with your Captain.
9. Keep the Stones on the Shore: No tossin' rocks, sticks, or fir cones! Unless it be part of an official trial, keep your hands to yourself or prepare for the brig.
10. Proper Garb: Leave your baggy breeches and non-Scout bandanas in your sea chests. We be a fleet of uniformity—look like a Scout, or don't board the ship!
11. The Sacred Fire: When we enter the campfire bowl, keep your traps shut until the Master of Ceremonies speaks! Douse all lanterns and laser pointers—if a scout shines a light, the Captain shall confiscate it! Watch for the silent signal (the hand raised high) and obey it instantly.
12. Master Your Own Time: We be here to test your mettle, not to entertain ye like pampered royalty! Keep your free time productive and contribute to the glory of the Camporee.

The Trials

Listen close, ye scallywags and sea dogs! The entire voyage shall be one massive skirmish between patrols. Sharpen yer steel and hone yer skills in these amazing challenges using the Patrol Method. Only the strongest, most unified patrol shall pass.

Patrol of the Games!

Study this here scroll from stem to stern! Share the secrets within with every lad and lass in yer unit so they board the ship prepared for glory. While the full list of trials is locked in the Captain's sea chest until the Friday Night Captains (Leaders meeting), here be a glimpse at the challenges that await:

Trials of the Arrohattoc and Crater Fleet

Island #1: Bucket Brigade

Items needed: One 8-ounce cup (reusable preferred) per Scout and two (2) gallons of potable water.

Scenario: Fires on board a ship can be deadly. It is imperative that a good crew be able to respond quickly while getting enough water to the fire to put it out!

Island 2: Blind Man's Knot

Items needed: 3-foot piece of rope; blindfold (one per Scout)

Scenario: Knot-tying is a critical skill on every ship. While "running dark", a sailor still has to know what they're doing and get the job done quick!

Island 3: Ahoy Mateys!

Items needed: Signal Flags; Pen/Pencil

Scenario: Communicating at sea requires quick wits and clear messaging. Sending a message with flags was a common method.

Island 4: Walk the Plank

Items needed: Blindfolds; Three 2 x 4s

Scenario: Unfortunately, sometimes things go awry and someone has to walk the plank. Practicing this can avoid an unfortunate trip to Davy Jones' Locker!

Island 5: Son of Biscuit Eater

Items needed: Biscuit dough; fire starting tools

Scenario: Pirates have to eat, right?

Island 6: Peg Leg Relay

Items needed: Scouts

Scenario: Sometimes on the ship, you're going to lose a leg. This a great opportunity to practice and pick which one you can do without!

Island 7: Swabbing the Decks

Items needed: Two brooms

Scenario: A clean ship is a prosperous ship. Show the Governor how quickly your crew can swab a deck by using the old stand-in: a beach ball and some brooms!

Island 8: Plotting the Course

Items needed: Compass, paper, pen/pencil

Scenario: Plotting a safe course is critical to earning gold! Show the Governor your skills at plotting a safe course through the obstacles!

Island 9: Yo Ho Ho!

Items needed: Knot and Lashing Knowledge!

Scenario: There's a lot of down-time on the Ship while you're waiting for a Spanish Galleon to pass by. Pass the time with a skit or song!

Island 10: Fixing the Mast!

Items needed: Scout spirit!

Scenario: What can break on a ship - almost everything; but nothing a few lashings can't fix!

The Ports

Hark! The Admiralty wants to see your colors flying high and your decks scrubbed clean. On Saturday afternoon, a band of seasoned judges shall roam the shoreline to inspect your ports.

The Admiral's Inspection

The Great Gateway Challenge: Build a grand entrance to your camp! Show us your troop's spirit and make your mark so every pirate knows whose territory they be entering. Use your finest lashings and tallest spars to impress the judges!

The Shipshape Campsite:

While the judges are at your gates, they'll be peering into your port to see if you're a disciplined crew or a pack of bilge rats. They'll be lookin' for:

- ❖ Campsite Well Defined 10 Pts
- ❖ UNITED STATES FLAG (Properly Displayed) 10 Pts
- ❖ Unit/Troop Flag 5 Pts
- ❖ Campsite Gateway 15 Pts
- ❖ First Aid Kit 5 Pts
- ❖ Designated Cleaning Area 5 Pts
- ❖ Kitchen Area 10 Pts
 - Dishes clean
 - Pots and Pans Clean
 - Kitchen Area Clean
 - Hand Washing Area
- ❖ Duty Roster Posted 5 Pts
- ❖ Campfire Area Clean (Above ground campfires only) 5 Pts
 - Wood Neatly Stacked
 - Wood Yard Marked
 - Wood Tools Stored Properly
- ❖ Trash Disposal 10 Pts
 - Trash Bags Available
 - Campsite Clear of Litter
 - Recyclable Bags Available

- ❖ Tents (Safely Arranged and Organized Per Patrol) 5 Pts
- ❖ Leave No Trace Policies in Practice 5 Pts

The Bard's Requirement

- ❖ Each patrol is commanded to have a skit or a sea shanty ready to perform at the camp fire. Whether it be a tale of a giant kraken or a song to lift the spirits of a weary crew, make it legendary!
- ❖ Take Heed: Ye must bring your performance before the Captains for approval before the Saturday Evening Repast (Dinner). We'll have no mutinous jests or scurvy behavior at the sacred Council Ring!

The Commodore's Final Word

By the authority of the Arrohattoc and Crater District Admiralty, let it be known across the Seven Seas: Should there be a parley or dispute over the tally of scores, keep yer cutlasses sheathed! All disagreements shall be settled by the Arrohattoc and Crater Camporee Committee. Their word is law, and their judgment is final.

Scoutmaster Rescue Race: Official Rules

The Race

The Course: Dingy's will start at the designated place, paddle around a designated buoy while picking up the stranded Scoutmaster and return to the start.

The Finish: The time stops when the boat touches the shore or the finish line.

Judgement

Teams will be judged based on:

- ❖ Dingy Design
- ❖ Pirate Theme
- ❖ Teamwork
- ❖ Spirit (Scouting appropriate chants and sea songs be welcome)
- ❖ Travel Style
- ❖ Minimum time requirement (speed only matters to get there under a certain time)

AOL Scouts

Arrow of Light Scouts (5th graders) are the ONLY Cub Scouts allowed to attend this event. They may attend one of two ways:

- ❖ **AOL Den**

Arrow of Light dens should register as such. Each Den will register individually with appropriate trained Pack Leadership.

- ❖ **AOL (single)**

If an AOL Scout wishes to attend individually, they must register (with at least one parent/guardian).

Meals for AOLs and their adults will be provided except for Saturday sack lunch.

Female AOLs require female adult leaders.

Arrow of Light Scouts may attend Camporee as a day visitor or for overnight camping. Please note for which you are registering. Arrow of Light Scouts will compete as an AOL patrol and should not be mixed in with Scouts BSA patrols.

If your Arrow of Light den/patrol is not the minimum 4 Scouts please let us know and we will buddy that patrol with another smaller patrol. Arrow of Light parents should plan to attend with their Scouts, and packs should provide appropriate leadership.

Camporee Roster Form

A copy of this roster is required to accompany your Check-In form and is required to be posted in your camp. Please ensure your roster count equals your Check-In registration totals.

	Ship 1 Member Names	Ship 2 Member Names	Ship 3 Member Names
1			
2			
3			
4			
5			
6			
7			
8			

Adult Names		

Phoy, Mateys! Semaphore Signal Station

Read-Ahead and REHEARSE

What is Semaphore?

It is the use of an apparatus to send a visual signal over distance. A semaphore can be performed with devices including: fire, lights, flags, sunlight, and moving arms.

Humans have used various types of Semaphore for centuries.

The famous Revolutionary War message “One if by land, two if by sea!” was a simple semaphore!



HOW TO EARN MAXIMUM POINTS at this STATION:

PRACTICE, PRACTICE, PRACTICE using semaphore. Be Prepared.

Each Patrol will split up into TWO TEAMS. Once both teams are in position, one team will send a message to the other team, across a field. The “far” team will WRITE DOWN the message and hand it to the Stationmaster. Must be LEGIBLE.

Bring YOUR OWN FLAGS--AND--send/receive a 7-word message CORRECTLY, get MAXIMUM BULLION.

Using the “Cancel” (also called the “Error”) sign will *not* count against the Patrol.

Practice sentences:

1. Send more snacks or the parrot wins
2. Tell the cook the beans are moving
3. The peg leg is stuck in mud
4. Help, a seagull stole my glass eye
5. Stop the ship, my hat blew off

Good Luck, Mateys!

