

BLUE MOUNTAIN COUNCIL

**When Pigs Fly**

SPRING CAMPOREE 2026

Randall and Marie Martin Scout Ranch

April 17 – 19, 2026

Camporee begins Friday night with check-in, camp setup, welcoming campfire, OA Call Out, and a cracker barrel for Scoutmasters and SPLs. See the schedule of events later in this guide.

Register by April 15, 2026: \$20.00 per Scout / \$10.00 per adult

All fees must be paid in advance. There will be **NO REFUNDS**. There will be no money collected at camp.

ACTIVITIES WILL INCLUDE: CAMPFIRE ~ OA CALL OUT ~ ROCK CLIMBING ~ RIFLE SHOOTING, ARCHERY, TOMAHAWK THROWING ~ FIREBUILDING ~ FLYING PIGS ~ PIGGYBACK RESCUE ~ THREE LITTLE PIGS SHELTER ~ PIG TRACKING ~ PIG HERDING ~ HAMBULANCE ~ PIG PEN ~ PIGLET'S PARACHUTE ~ HOG TYING ~ PIGS ON A BLANKET ~ PIG PILE ~ BACON WRAPPED PRETZEL ~ EXPLORE SPACE ~ ROCKETS AND SATELLITES ~ ROBOTIC MISSION ~ EXTRATERRESTRIAL BASE DESIGN ~ BUILD A ROCKET ~ LAUNCH THE ROCKET ~ RECOGNITIONS ~ SCOUTS OWN INTERFAITH SERVICE ~ SKITS.

All units attending the camporee are asked to have at least one of their adult leaders help run an event. Please have at least one leader from each unit choose a spot on Signup Genius. Instructions for each station will be available at Signup Genius. Please have your unit's volunteer meet with Camp staff at the cabin at 8:00am for final briefing.

You can register online by visiting our page: <https://scoutingevent.com/604-whenpigsflycamporee>

QUESTIONS:

Dick Steen, Camp Director, 509-528-4921, [climbersteen@gmail.com](mailto:climbersteen@gmail.com)

Kris Tuura, Program Director, 509-392-2686, [kristuura@gmail.com](mailto:kristuura@gmail.com)

**THE SAFETY OF OUR SCOUTS IS OUR HIGHEST PRIORITY!**

A Scout Camporee is a weekend of fun, adventure, and learning that brings Scouts together through camping, campfires, shared meals, and the sounds and sights of the outdoors. At its heart, the Camporee builds teamwork within the patrol by reinforcing cooperation, leadership, and strong camping skills while sharing experiences with others. The event is designed to give new Scouts a memorable and practical introduction to camping, provide experienced Scouts with opportunities to test and improve their skills, promote fellowship and Scouting values through wholesome activities, and support advancement by offering challenges that help Scouts progress toward their goals.

**ADULT REGISTRATION:** All adults are welcome; however, all adults must be registered as a leader in Scouts with a completed background check. **EVERYONE INCLUDING ADULTS IN ATTENDANCE MUST HAVE BOTH PARTS A & B OF THE MOST RECENT BSA HEALTH FORM.** Please use the following link: <https://www.scouting.org/health-and-safety/ahmr/> and click on the link for "All Scouting Events".

**ARRIVAL:** Troops should check in on Friday afternoon between 3:00 pm and 8:00 pm. Units are responsible for their own medical and permission forms. Medical forms are required for ALL adults AND Scouts attending. Forms must be kept with quick access to unit leaders and appropriate camp staff in case they are needed. Troops must have a troop roster with the names of all adults and youth attending.

**AWARDS:** Each patrol member that participates will receive a commemorative patch. Patrols participating in scored events are also eligible for awards. Awards given for top patrol in individual stations. Top three patrols receive awards for overall score.

**CAMPSITES:** Units must check in before setting up camp. Please camp by Patrols. Please note: Upon breaking camp, the campsite needs to be cleaned up and left cleaner than it was found. Gray water must be disposed of properly. Do not break camp until your camp has been inspected.

**CAMPFIRES/STOVES/LANTERNS:** There are no fire rings. Plan to use camp stoves for your cooking needs. **Troops will be responsible for all their meals except for dinner on Saturday.** All Cooking must be done under the strict supervision of an adult Scouter or parent. Propane stoves and propane fire rings are allowed. *You are expected to plan your meals, purchase all your items, and cook your meals.* Use this opportunity to help your Scouts complete advancement requirements or to earn the Cooking Merit Badge. Bring your own ice as there is no kitchen. All chemical fuel lanterns must be kept away from tents.

**WATER:** Potable water is available in the camping area.

**RESTROOMS:** There will be KYBOs and handwashing stations onsite at multiple locations.

**CAMP DISMANTLING:** Campsites may be dismantled after the dinner on Saturday. All trash, garbage, etc. shall be removed from the campsites. All campsites shall be left cleaner and better than they were found. All Units must check out with camporee staff prior to departing camp.

**DRESS:** Official Scout Uniform. Uniforms shall be worn at all ceremonies. A Scouting shirt may be worn during other events and competitions.

**FLAGS:** The American Flag, Troop/Crew Flag, and Patrol Flags shall be displayed at the campsite. NO FLAGS shall be taken to the opening ceremony or campfire.

**HEADQUARTERS:** The leader's Friday meeting in the cabin's sunroom at 9:00pm is only for Scoutmasters and Senior Patrol Leaders. All Scoutmasters and SPLs need to attend the Leaders' meeting. During this meeting, schedule changes or special requirements will be mentioned.

**KNIVES:** All Scouts carrying knives **MUST** have the Totin' Chip card with them. Any knives being used in a careless manner by a Scout will be confiscated until the end of the activities.

**REGISTRATION:** The Registration fee will be **\$20.00** per Scout and **\$10.00** per Adult by April 15, 2026. This fee includes entrance to the ranch, insurance, camping fee, and camporee supplies. You must pre-register to attend. No new registrations or payments will be accepted at Camp. You may invite friends interested in joining Scouts. The same fee applies, and they must have a signed A & B medical form with them.

**SAFETY:** The safety of our Scouts is a top priority for the Camporee staff. Troop leaders are responsible for using safe camping practices and safety within the Troop environment. Traffic, cooking safety and tent set-ups are just a few areas that should be reviewed. All Extracurricular activities should occur on the weekend in the open field areas and under supervision. FUN is the #1 goal for the weekend. Preventing unwanted accidents will play a huge role in meeting this goal. The unit leader shall be responsible for the knives, axes, and saws used by units. Any youth using an ax, saw or knife **MUST** have a valid Totin' Chip card. **All Scouts are expected to stay away from the creek.**

**FIRST AID:** St. Anthony's Hospital in Pendleton is the nearest medical facility. We will have a first aid station located at the cabin for all medical needs. **All attending the Camporee must have a hard copy of parts A & B of the BSA Health Form at the Camporee.** **All injuries regardless of severity must be reported to the camp medic at the First Aid Station!**

**SPECIAL INFORMATION:** Scoutmasters, we need your help to ensure that none of these items (listed below) are brought to the Camporee. Please review this list carefully: Fireworks, Pets of any kind, Air Horns, Generators, Electronic games of any kind, Bicycles, rockets (only those supplied by the camp staff are approved).

**SKIT:** The definition of skit is "sketch comedy consisting of a series of short comedy scenes." Your unit should be prepared with a skit for the campfire. Skits are expected to be in good taste. The Camporee director will disqualify any skit seen as in bad taste or offensive. Each skit should not exceed 3 minutes in length. Skits include Scout songs, stories, stunts, and skits. A sign-up sheet will be available on Saturday until approximately an hour before the campfire. Please report your choice of skit to Program Director Kris Tuura prior to the campfire to avoid duplicates.

**\*\*\* SHOOTING RANGE:** There will be shooting and archery ranges operated under the direct supervision of the Rangemasters. Everyone must always obey all range rules and commands. Rifles, Ammunition, and Archery equipment donated by generous donors including NRA Grants, and other private donors\*\*\*

**TRASH:** Trash disposal is the responsibility of each Troop. Pack it in, Pack it out!

**VEHICLES:** Upon the unit's arrival at camp, one vehicle per unit can back up no closer than the gate to unload supplies. If you are bringing a trailer that is part of your campsite (i.e., kitchen trailers), please let camp leadership know so they can assign you to an appropriate spot outside the corral. As soon as all equipment or pioneering wood has been unloaded, the vehicle must then be moved to a designated parking area. Vehicles must be backed into the parking space. No vehicle may be parked in or in front of a campsite. No vehicles may approach the campsite area, except at the conclusion of the Camporee on Sunday and for the sole purpose of breaking camp. No vehicles at all are allowed on the septic field or on the new bridge. Please see the final page of the leader's guide for allowed parking areas.

**REPORTS:** If Scouts or Leadership observe inappropriate or bullying behavior during the Camporee please report to the Camp staff immediately.

**FEMALE SCOUTER INFORMATION:** BSA guidelines allow female leaders and parents to camp with their units, in separate tents. If any female camper wants to camp separately from their unit, arrangements can be made with Camporee staff in advance. Contact the Camp Director at the email/phone number indicated at the beginning of this guide if you want to make these arrangements. There will be a portable toilet near the corral that will be designated for females only.

# ***When Pigs Fly - Spring Camporee 2026***

## **SCHEDULE OF EVENTS**

### **Friday Night, April 19**

3:00-8:00pm                      Arrival and Registration/ Camp Set-up.

**\*\*All meals will be the individual Troops' responsibility, except for Dinner on Saturday.**

8:00-9:00pm                      Welcoming campfire, OA Call Out, and flag retirement.

9:00-10:00pm                    Leader meeting for Scoutmasters & Senior Patrol Leaders.

### **Saturday, April 20**

7:00am                              Reveille

**\*\*Troops take care of breakfast and camp clean up prior to attending the morning flag ceremony.**

8:00am                              Station Leaders (adults) gather for assignments and locations

9:00am                              Morning Flags

9:30am-12:30pm                **Patrol Activities**

**\*\*Campsite inspection:** Units will have their campsites inspected by staff during the morning activities using BSA camp guidelines.

12:30-1:30pm                    Lunch at Sites

1:30-5:30pm                    **Patrol Activities**

6:00pm                              Flags and awards, plus a special space exploration feature.

6:30pm                              Camp Wide BBQ Dinner. Patrols are asked to bring their own drinks, flatware and plates.

7:30pm                              Campfire

**\*\*All units should have a skit or song prepared (1 Presentation per unit) and approved by their Scoutmaster and submitted to the camp program director by the start of dinner.\*\***

### **Sunday, April 20**

7:00am                              Reveille

9:00am                              Multi-Troop Scouts Own Interfaith service at the fire bowl.

10:00am                            Units Depart: ***All Units must check out with Camporee Staff prior to departure!***

## CAMPOREE ACTIVITIES

*There will be an OA Call-Out Friday night. Units should have held elections far enough in advance of this event to be sure that no one is missed at this activity. (Elections can be coordinated with the OA. Call the Council office for info.)*

*There will be a campfire program on Saturday night where each troop should come ready with a skit or song.*

**The following events are included:**

*\*Events with an asterisk will be scored and awards will be given for top patrol in each activity, as well as the top 3 patrols overall.*

**Rifle Shooting:** Whether an expert or a first timer, practice shooting .22 rifles at targets. This activity is in high demand and will have assigned time slots to make sure everyone has the opportunity to shoot.

**Archery:** Let the shooting experience continue with arrows. This activity will also have assigned time slots to make sure everyone has the opportunity to shoot.

**Tomahawks Throwing:** On your way back from the shooting ranges, stop by to throw Tomahawks at a wood target. Instruction will be provided on how to improve your throwing experience.

**Rock Climbing:** This is an optional activity. Please note it may be limited to older scouts due to time restraints. The BSA Health Forms A & B that are required to attend Scouting Activities include the permission signature for this activity. Please make sure your troop has the most current health forms.

**\*Pig Cookin':** Build a fire using kindling, tinder, fuel, and only two provided matches. An ax and hatchet will be provided in a designated ax yard. Patrols may use their own fire starter, char cloth, or flint and steel (in case they can't get it started with the 2 matches). Once the fire is going, the patrol will cook a piece of bacon (or turkey bacon). A member of the patrol can eat the bacon for full points.

**\*Flying Pigs:** Think of Angry Birds, but backwards! Build a ballista using proper lashings and launch a pig toward a target. A picture of what will be built is available in the sign-up genius and will also be provided during the competition. Each patrol will get three attempts to land the pig on the target.

**\*Piggyback Rescue:** Splint the broken leg of an injured pig ("Scout") and build a travois to transport the pig 50 feet to the BBQ.

**\*Three Little Pigs:** Put together a tent to protect your pig from the big bad wolf. Oh wait, you'll be blindfolded except for the Patrol Leader.

**\*Pig Tracking:** Navigate the provided orienteering course to find the name of your new pig.

**\*Pig Herding:** The patrol leader will guide his blindfolded herd of pigs through an obstacle course to gather them all up into the corral.

**\*Hambulance:** Your prize pig has fallen off a nearby stump and needs bandaging. Practice your first aid skills at this station.

**\*Pig Pen:** One of Martin Scouts Rang's finest attractions – The Ga Ga Ball Pit. Patrols will get the opportunity to compete in three rounds.

**\*Piglet's Parachute:** Like the radioactive can move, the patrol will work to lift an angry pig full of water and transport it to a safe location without touching the pig.

**\*Hog Tyin':** Tie four different knots correctly to the pig's legs and pick up the pig to transport it to a new location.

**\*Pigs on a Blanket:** Flip a tarp over while all pigs (scouts) in the patrol are standing on it.

**\*Pig Pile:** Get all members of the patrol to stand on the box without falling off for 10 seconds.

**\* Bacon Wrapped Pretzel:** Pigs (Scouts) will link hands and have to flip the patrol so that everyone is facing outwards.

***\*\*The following activities will be scored and included in the overall scores, but a top patrol will not be given out for these activities. Also, the Scoutmaster of any patrol that completes all of these following activities will receive a letter from the Program Director/Merit Badge Counselor approving them to earn the Space Exploration Merit Badge.***

**\*\*Explore Space:** Completing requirements 1, 2, and 8, the patrol will learn about space exploration, discuss possible careers, and design collector cards about space pioneers.

**\*\* Rockets and Satellites:** Completing requirements 4 and 6, the patrol will learn about space shuttles, the International Space Station, satellites, rockets, and the law of action and reaction.

**\*\*Robotic Mission:** Completing requirement 5, the patrol will discuss exploration missions and design their own robotic mission to space.

**\*\*Extraterrestrial Base Design:** Completing requirement 7, the patrol will design an inhabited base within our solar system.

**\*\*Build a Rocket:** Completing the first part of requirement 3, the patrol will identify the parts of a rocket and build a water rocket for launch.

**\*\* Launch the Rocket:** Completing the last part of requirement 3, the patrol will complete 2 launches of their rocket.

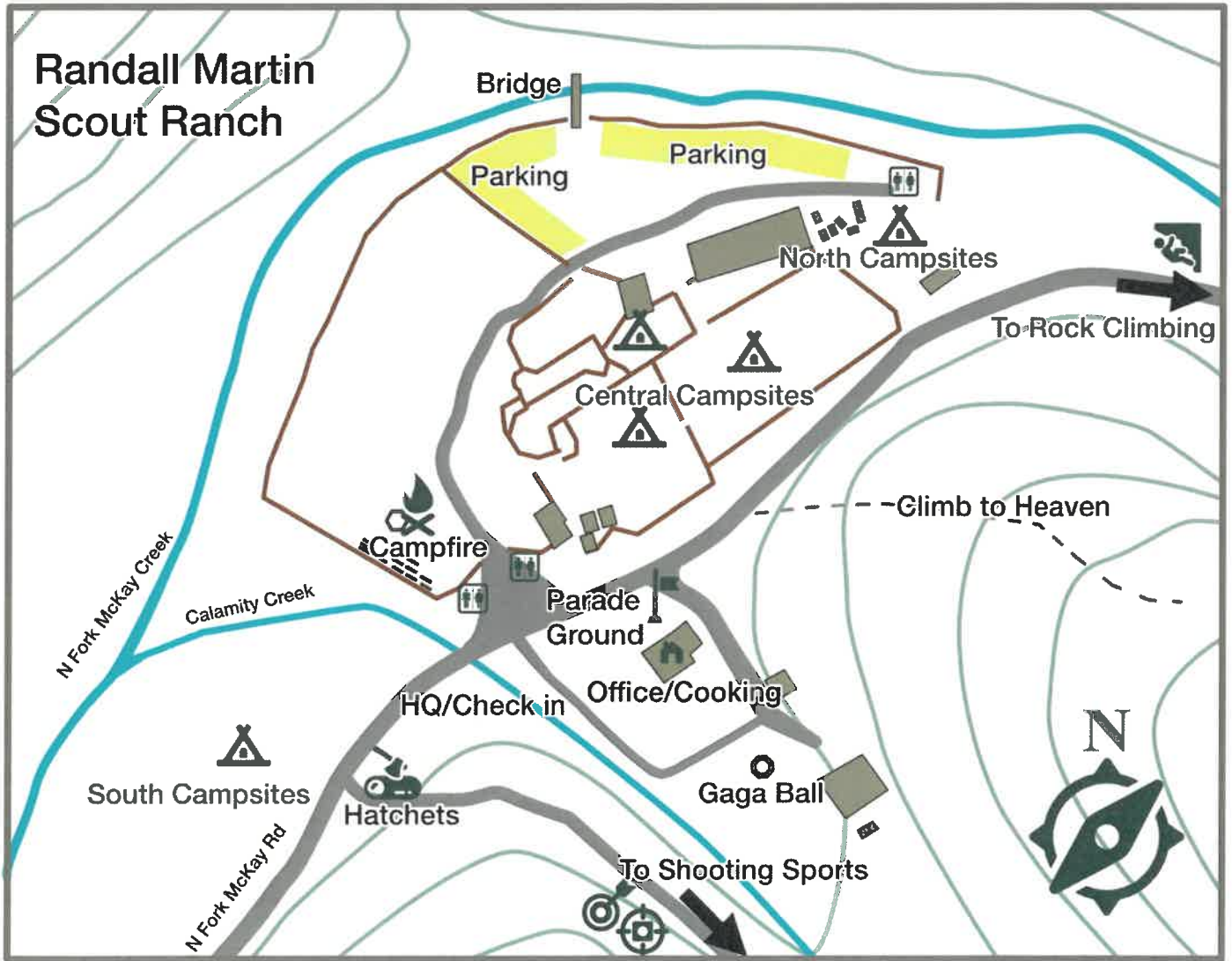
***\*Events that are timed and scored for competition purposes.***

## **ADVANCEMENT & MERIT BADGE OPPORTUNITIES**

Camping:	1-2 nights
Cooking:	3-5 meals
Communication:	Scout's Own Interfaith Service.
Hiking:	Check out the trails.
Bird Watching:	Many varieties come here.

What advancement and merit badges are your Scouts working on? This is a great opportunity to put their Scout skills to the test, and for them to learn new ones!





# CAMP INCIDENT CHECKLIST

IQL #: \_\_\_\_\_

MSR Scout Unit Safety Incident Report: Incident Quick Log (IQL) April 2026						
Date	Time	Ldr_ID	Incident Type	Severity	Action Taken	Follow-up Needed
			<div><input type="checkbox"/> Cut/Scrape</div> <div><input type="checkbox"/> Burn</div> <div><input type="checkbox"/> Fall</div> <div><input type="checkbox"/> Twisted Ankle</div> <div><input type="checkbox"/> Frostbite/Cold</div> <div><input type="checkbox"/> Heat</div> <div><input type="checkbox"/> Allergy</div> <div><input type="checkbox"/> Insect/Sting</div> <div><input type="checkbox"/> GI illness</div> <div><input type="checkbox"/> Asthma</div> <div><input type="checkbox"/> _____</div> <div><input type="checkbox"/> Other</div>			

☐ Minor

☐ Moderate

☐ Serious

☐ Scout First Aid

☐ Ice/Rest

☐ Medication

☐ Referred to MSR Health Station

☐ No

☐ Yes

**Brief Notes (what happened):**

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\_\_\_\_\_

\_\_\_\_\_