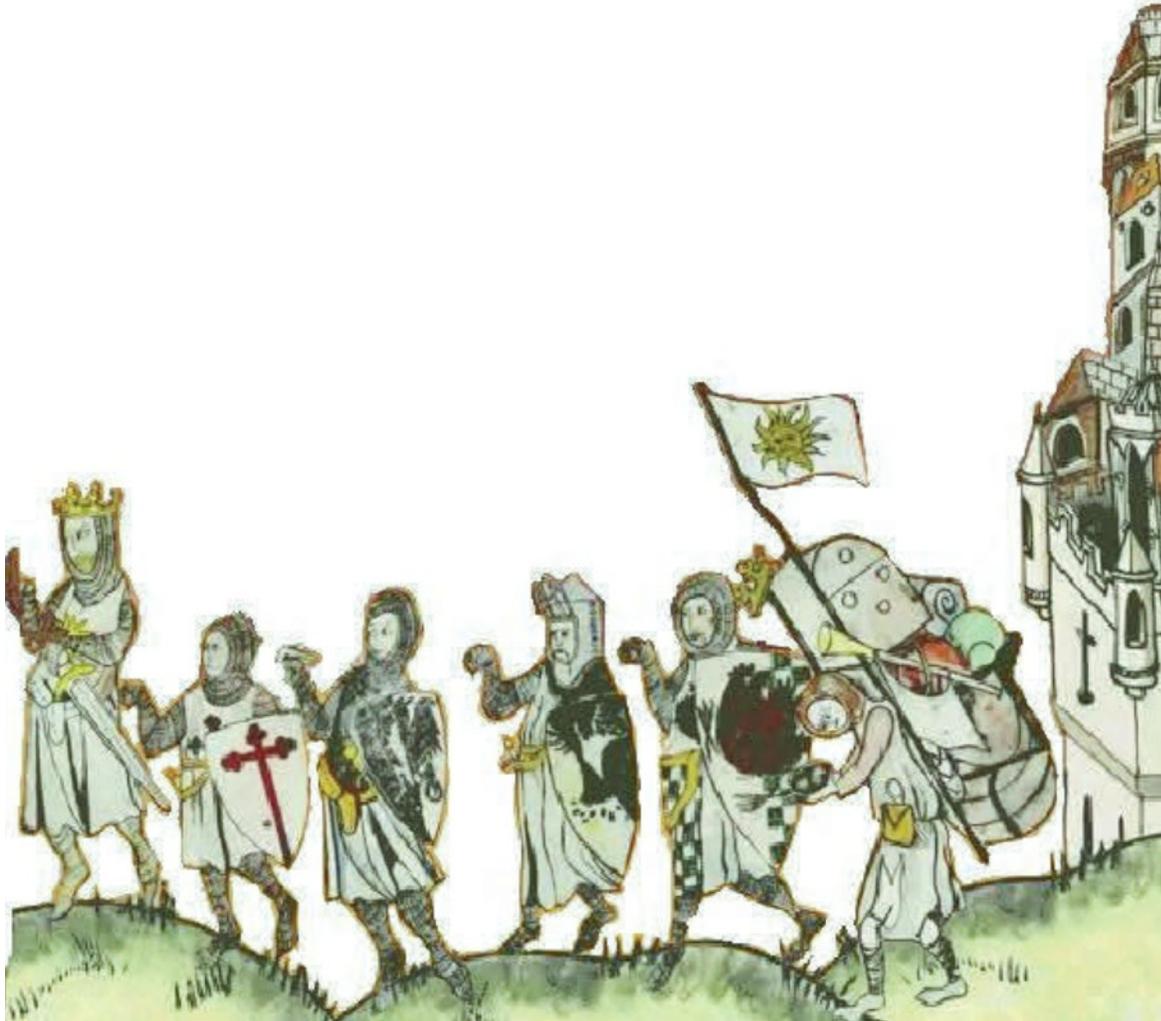


**CAMPOR-NI!**  
**“What is your Quest?”**  
**April 24 – 26 2026**  
**The Uplands**  
**Port Gamble, Washington**



Display your scout spirit with:  
“Clothing and accessories”  
“Camp set up and Camp Gadget”

For Registration Information or to Volunteer contact  
Don Parson ([d2parson@wavecable.com](mailto:d2parson@wavecable.com)) 360 535-3964

# ***LEADER'S GUIDE***

## **Welcome to the Camporee**

The 2026 Spring Campor-NI, a themed event based on “Monty Python and the Holy Grail.” We have a big weekend planned for you and you’re Scouts. All Scout Troops, Ventures are invited. This year’s theme is “What is your Quest.” The theme will be represented in the Games & Activities, as well as the skits and songs that each unit will perform at the Saturday evening campfire. Camporee will be held at the Uplands of Port Gamble. This is a great opportunity for unit camping, Patrol Competition, and Inter-unit Fellowship. Units will camp in the traditional jamboree style. This event will strengthen the Patrols and Troops as they participate in this great event.

## **Registration**

All participants must be registered to attend the Camporee. This includes Scouts, Ventures, adult leaders and other adults attending with them, and the volunteer staffers.

If anyone arrives on Saturday make sure that they get registered on the way in before participating in any of the activities planned for them.

## **Forms**

Are located in the back of this Guide

## **QUESTIONS? WANT TO HELP OUT?**

For questions prior to the event, please contact the event coordinator: Don Parson ([d2parson@wavecable.com](mailto:d2parson@wavecable.com)) 360 535-3964. If you would like to assist in running a station or in another capacity.

## **Camp Address**

The Uplands is located one-fourth mile south of Port Gamble, Washington @ 31001 Highway-104 Poulsbo.

## **Check-In on Friday**

Please pay attention to the signs posted as to where to go and check in at HQ.

## In Camp

We will be camping Jamboree style, not existing campsites. No ground fires. Units are required to bring their own food, **water**, tents & camping equipment. Each unit will be responsible for packing out their garbage and recyclables. We encourage all Scouts to wear your activity uniform during event activities. Scouts are required to wear their Field uniform for all flag ceremonies.

## HEALTH AND SAFETY

Medical forms for each attendee will be kept by the unit. Unit leaders will be responsible for the administration of all medications for their unit. A Health Officer will be in attendance located at the headquarters.

## UNIT/ PATROL COMPETITIONS

### CATAPULTS

Test your catapult-building skills!

### THEME COSTUME CONTEST

Dress like your favorite! Patrols are invited to dress in costume while they visit the stations and attend the campfire. The best costumed patrol will be judged the winner! Bonus points will be awarded to those dressed as characters from the "Theme."

### COOKING CONTEST

Patrols are invited to try their hand at cooking a true old school camping dish!

- Use at least 5 ingredients (salt, pepper, cooking oil, water, and garnishes do NOT count towards the ingredient total).
- Any method of cooking is acceptable—grilling, frying, foil-broil, Dutch oven, and you-name-it
- Each entry must have a name; for example, "????-On-a-Spit"

Contest entries will be judged based on the following criteria:

- Taste (visual and savory presence)
- Originality (creativity and ingredient combination)
- Presentation (appearance, incorporation of event theme, title of entry)

Entries must be submitted for judging at 6:30 PM on Saturday; judging location will be at the headquarters.

### PATROL Flag

Patrols should carry their flag with them throughout the day on Saturday.

The design on the flag must include the patrol name and unit number. Flags will be judged on the following criteria: Incorporation of the camporee theme.

Entries must be submitted for judging at 5:00 PM on Saturday; judging location will be at the headquarters.

## PATROL ACTIVITIES

Many camporee stations, games, and presentations will be located throughout camp. Units will have the opportunity to visit all of the activities during the day. You should plan to move through the various stations as a patrol. You will receive further instructions at the Scoutmaster/SPL meeting and Cracker Barrel on Friday night.

## SATURDAY CAMPFIRE

Awards for the cooking contest, patrol flag, patrol costume, and catapult competitions will be awarded during the campfire. Troops that wish to present a skit or song for the campfire will need to have them pre-approved by noon on Saturday. Use the form provided.



## **The Schedule**

### FRIDAY

5:00 PM Unit arrival, registration, camp setup, and gateway erected

8:30 PM Movie based on the Camporee theme

9:00 PM Scout leader Meeting & Cracker Barrel @ HQ

10:00 PM Taps

### SATURDAY

6:00 AM Reveille

7:00 AM Breakfast Unit Campsites

8:00 AM Station Keeper's Meeting HQ

8:30 AM Opening Flag Ceremony

9:00 AM to 11:40 AM Stations, Demonstrations, and Presentations

10:00 AM Gateway and Campsite Inspection Judging

11:40 to 1:20 Lunch

1:20 PM to 3:00 PM Stations and Presentations Resume

3:00 PM Patrol Tug of War

4:00 PM Catapult Contest

5:00 PM Evening Flag Ceremony

5:15 PM Submit your Patrol flag for judging @ HQ

6:00 PM Dinner Unit Campsites

6:30 PM Submit your Cooking Contest Entry @ HQ

8:00 PM Closing Campfire & Awards

10:00 Taps

### SUNDAY

7:00 AM Reveille

7:00 AM Breakfast Unit Campsites

8:45 AM Scouts Own Service in camp sites

9:00 AM Campsite Inspections, Unit Evaluations, Patch Distribution, and Depart

NOTE: SCHEDULE IS SUBJECT TO CHANGE; FINAL SCHEDULE WILL BE DISTRIBUTED AT Check-In.

## **ACTIVITY STATIONS**

This notification is to give your patrol time to practice the event before-hand so as to guarantee a successful competition! Is your Unit Prepared!! Be Prepared – Practice!

1. Sling Shots (paint ball)
2. Crossing the Ravine ... Team building - using a team to move a log over a ravine and cross.
3. Expanding Island ... Team building to unfold tarp while standing on it. Don't drown.
4. Skit auditions
5. The Keeper of the Bridge will quiz you on your Scout knowledge; answer his questions and you may pass!
6. BARONY of DRAGON's LAIRE - Representatives demonstrate medieval fighters, combat archers, a target archer and the ballista. :). A presentation on medieval jobs and basic clothing.
7. THE BRIDGE OF DEATH - The Keeper of the Bridge will quiz you on your Scout knowledge; answer his questions and you may pass!
8. 'TIS BUT A SCRATCH! - The Black Knight is in pieces; he needs your skills in first aid!
9. WE DESIRE...A SHRUBBERY! - Test your knowledge of plant identification with the Knights Who Say Ni!
10. BRING OUT YOUR DEAD - A relay race.
11. THERE ARE THOSE WHO CALL ME...TIM - Tim the Enchanter will be pitting his pyrotechnic wizardry against your own fire-building skills
12. TO YOUR HORSES! - Patrols will race inflatable "horses"
13. PRINCE HERBERT'S SHOOTING SPORTS CHALLENGE - Test your skills with the spear at Swamp Castle
14. HOLY HAND GRENADE TOSS - You are the keeper of the Holy Hand Grenade of Antioch. After Consulting the Book of Armaments, prepare to lob the grenade at the target. Remember: Three shalt be the number thou shalt count, and the number of the counting shalt be three.
15. TUG-OF-WAR - The classic test of strength
16. FLYING ARMAMENTS - How's your throwing accuracy? Test yourself at the stave throw and tomahawk toss stations
17. RUNAWAY RELAY RACE - And now for something completely different...a relay race that conforms to the international standards as adopted by the Ministry of Silly Walks.

NOTE: The activities station list is subject to change. A final list of stations, as well as their locations, will be available during the SPL/Scoutmaster meeting on Friday night.

## **Check-Out**

Camporee is officially over after campfire on Saturday night but units may stay until Sunday with the understating that there will be no program on Sunday. Those Units that are checking out on Saturday are asked to make sure that they check out with the Camporee Staff prior to leaving.

All units are asked to follow the "Leave No Trace" camping guidelines. Campsites must be clean.

Please fill out the Camporee Evaluation form contained in this guide before you leave. We would like to have your feedback on the Camporee and how we can make it better for you and your Scouts. Your feedback is important to us, so we can evaluate and make improvements. Please check out with a Camporee Staff member leaving camp.

## **THE RULES**

This Camporee will be great fun and a memorable adventure for all who attend. Your Camporee Staff wants this to be a SAFE activity without injury or mishap. To plan for that goal, we have established a few Common Sense Rules that will make the Camporee more enjoyable for all.

**Leadership:** At least two registered adult leaders must accompany and remain with each unit at the Camporee. The Camporee Committee wants to remind all adults that this Camporee is for the scouts to enjoy. Please use the Patrol Method at all times.

**Scout Oath & Law:** The Scout Oath and Law are expected to be practiced by all attending the Camporee.

**Campsites:** Campsites are assigned on a first come first served basis.

**Food:** All units will be responsible for their own meals.

**Water:** Water is not available at the Camporee site. Plan on bringing water.

**Fires:** No ground fires will be allowed in the campsite. Fuel stoves and lanterns are allowed.

**Fireworks:** Fireworks are not allowed.

**Restroom Facilities:** There will be portable restroom facilities located at the Camporee site. Scouts should help keep them clean. (Bring extra toilet paper)

**Lantern & Stoves:** BSA Policy on fuels will apply. Only adults will refill all lanterns and stoves. Fuel must be stored away from fires and cooking area and absolutely NO LANTERNS OR FLAMES IN TENTS.

**Visitors:** ALL are Welcome...especially at the Saturday campfire.

**Patrol Size:** Patrols should have no more than 8 Scouts. It's recommended that if the patrol is larger than 8 scouts that you split them up into a 2nd patrol. Any participant that leaves early must notify their Unit Leader.

**Parking:** All vehicles will be expected to park in the designated parking lot. NO VEHICLES WILL BE PERMITTED IN THE CAMPING AREA DURING CAMPOREE. Special Needs will be taken care of on an individual basis. All personal equipment must be carried in by all Scouts.

**Clean Up:** Each unit's adult leaders will be responsible for ensuring that their campsite is clean prior to leaving. All trash must leave with your Unit. Leave No Trace! A Camporee Staff member must inspect each campsite before the unit departs. Please notify registrar if your unit will be leaving Saturday evening.

## **Saturday Campfire**

The Camporee campfire features, live songs, skits, and stories. In your guide book is a form for your patrols to select a song or skit to perform at the Campfire. We ask you to talk with your Senior Patrol Leader and come up with some ideas. Please use the theme of the Camporee in developing ideas for skits. We look forward to your Patrol's great skits and songs. It should be a great campfire. We are asking adult leaders to make this happen in a fun and enjoyable manner. Awards will be given out to patrols after all of the activities of the day.

## **Event Information**

A Scoutmaster & Senior Patrol Leader will meet at 9:00pm, Friday night at HQ. At that time, Saturday Information will be distributed. Each Patrol should gather at the Camporee Flag Pole by 8:30am, Saturday morning for the Opening Ceremony. Activities & events will begin at 9:00am. There will be a Lunch Break from 12:00pm until 1:00pm. Afternoon events will begin at 1:20pm and conclude at 4:00pm. Flag Retreat Ceremony will be at 5:30pm.

## **Troop Gateways**

Troops are encouraged to construct a gateway that identifies their unit. Each troop must bring their own supplies to construct the gateway. The American Flag and the unit flag should be displayed. Judging will be on Saturday. Winners will be announced at the Saturday evening Campfire. Points will be awarded for set up, workmanship, display, safety, and scouting theme. No adult "assistance" in construction! The use of the Camporee theme will receive bonus points.

## **Patrol Site Inspection**

We will be conducting Unit Campsite Inspections during the Camporee. Two teams of judges will inspect each campsite. Judges will be viewing campsites beginning at 10:00am. Please review the Campsite Inspection form with your Senior Patrol Leader to see what the judges will be looking for.

### **Judging criteria will include:**

- Camp Layout
- Camp Cleanliness
- Posting of Menus
- Posting of Schedules
- Posting of Duty Rosters
- Camp Safety Patrol Identity
- Troop First Aid Kits

# PATROL CAMPSITE INSPECTION SHEET

TROOP # \_\_\_\_\_

PATROL NAME: \_\_\_\_\_

## UNIT PATROL SITE

- \_\_\_\_ 1 Evidence of campsite planning
- \_\_\_\_ 2 Separate patrol area
- \_\_\_\_ 3 Dining flies pitched
- \_\_\_\_ 4 Tents properly pitched
- \_\_\_\_ 5 Proper display of American & Troop Flags
- \_\_\_\_ 6 Tents zipped or flaps rolled

## HEALTH & SAFETY

- \_\_\_\_ 7 Tools & equipment safely stored
- \_\_\_\_ 8 Liquid fuels properly stored
- \_\_\_\_ 9 Tent lines flagged for safety
- \_\_\_\_ 10 First Aid Kit Visible & identified
- \_\_\_\_ 11 Campsite clean of litter & trash

## CAMP KITCHENS

- \_\_\_\_ 12 Cook stoves cleaned and stored properly
- \_\_\_\_ 13 Kitchen clean & orderly
- \_\_\_\_ 14 Duty roster & menus posted
- \_\_\_\_ 15 Food properly & safely stored

Score each item from 0 to 5 points. Do Not Deduct Points. Possible 75 points

Total Points: \_\_\_\_\_

Judges: \_\_\_\_\_

## **Gateway Competition**

Troop Gateway competitions are full of color & excitement and a great way to show scouts from other troops what is unique or interesting about your unit. It has been an honored National Jamboree tradition. We are asking all troops and crews that participate design their gateways to reflect the theme. We encourage you to do this in a very creative and novel way. It is an excellent opportunity to show your Scout skills, create a one-of-a-kind gateway at your campsite, and enter it in the Saturday competition. Judging will be based on the following guidelines:

1. There will be no height or width limitations, but gateways must be erected within the boundaries of your unit's campsite. Campsite frontage will be approximately 40 feet.
2. Gateways must be erected at the unit's campsite. Pre-cutting is OK before arrival.
3. Gateways must include a sign displaying the unit number.
4. No adults may work on the gateways. Adults must be present during gateway set-up and removal to supervise and make sure that Scouts and Ventures follow safety precautions.
5. No chain saws or power saws of any type are allowed on the Camporee site.
6. American and Unit flags may be incorporated into the gateway but will be judged with the campsite inspection.
7. The gateway should incorporate the theme of the Camporee.
8. Gateway judging will include, but not limited to, sturdiness of construction, a working gate, or bridge, quality of knots/lashing, skill in building, creativity, safety, and overall appearance.
9. Climbing on gateways during construction is NOT ALLOWED. Please use step ladders if needed for assembly.
10. Gateway judging will begin at 10:00am Saturday morning.

## **Campfire Song, Skit or Story Submission Form**

Please use this form to let us know that you wish to perform at the Saturday evening campfire. If possible, base the skit, or songs on the theme, but feel free to use your imagination. Each patrol in your troop may participate. A selected number of skits will be presented at the campfire.

Unit #: \_\_\_\_\_ Patrol Name: \_\_\_\_\_

Check One: Song: \_\_\_\_\_ Skit: \_\_\_\_\_ Story: \_\_\_\_\_

Song, Skit or Story Name: \_\_\_\_\_

Description of Song, Skit or Story: (It must be Scout appropriate and must be approved to be performed).