

THE BIG ONE Camporee 2026 Leader’s Guide

Welcome to THE BIG ONE Camporee 2026!

This year’s Camporee will take place May 15–17, 2026, at Camp Pigott in Snohomish County. This immersive, scenario-based experience places Scouts in the aftermath of a Cascadia Subduction Zone earthquake, challenging them to think, lead, and work together using their scouting skills.

Saturday (0745-1800) is the primary activity day, with all times in 24-hour format, commonly used in disaster scenarios.

For the purposes of this exercise (Camporee) all personnel from a Troop will be referred to as a “Rescue Crew”, an integral self-contained unit. The Rescue Crew contains Rescue Patrols (youth) and Rescue Mentors (Adults). Please see the Terms and Definitions section for additional language.

This is not a typical Camporee – it is an exciting, hands-on opportunity to build confidence, teamwork, and preparedness. Aspects of this event may be unfamiliar to scouts. Scouts should be reminded that scouting is challenge-by-choice and should be empowered to participate as much as they feel comfortable. This is a great opportunity to try something new and challenging! Show yourself how prepared you really are!

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Appendix 1- 5 are available on the BlackPug Registration Page.

The Experience

Scouts will participate in a realistic, immersive disaster simulation featuring:

- Scenario-driven missions and problem-solving stations
- Moulage (simulated injuries) and realistic medical and rescue scenarios
- Simulated victims with reactive behaviors
- Time pressure and evolving, often unclear, conditions
- Requirement for cooperation with other Troops/Patrols

Purpose and Vision

THE BIG ONE Camporee is designed to:

- Build preparedness through realistic, engaging scenarios
- Reinforce Scout skills through hands-on application
- Strengthen leadership, teamwork, and decision-making
- Encourage Scouts to learn by doing in a safe environment
- Impress the importance of preparation.

Preparation enhances success – but all participants will learn, grow, and have fun.

Event Objectives

Scouts will:

- Have Fun while building Patrol and Troop readiness and confidence
- Enjoy a safe, exciting, and unique Camporee experience
- Challenge Scouts physically and emotionally in a controlled environment
- Prepare Scouts and units to respond effectively to real-world emergencies
- Promote the integration of readiness into regular Troop programs
- Reinforce Scout skills, merit badges, and continuous training

Leader Expectations

Leader's (Rescue Mentors) support a youth-led experience and are expected to :

- Prepare Scouts using this guide, emphasize that preparation matters – study, practice, and review skills beforehand
- Encourage Patrols to function independently using the Patrol Method
- Reinforce safety and teamwork
- Observe and guide rather than direct

Adult Leaders should resist the urge to intervene unless safety is at risk. Growth comes from challenge.

Leaders in excess of the required two per unit will be assigned to help with various parts of the camporee. It will take all hands on deck to have a successful camporee experience! A Scout is Helpful!

As a part of cracker barrell on Friday night, we will be viewing [San Andreas 2015 PG-13](#), (114 minutes) with popcorn and drinks. Adult leaders are recommended to discuss appropriateness of this movie with parents and may opt out of the viewing and return to Base Camp.

Pre-Event Preparation

- Watch: [Cascadia Subduction Zone earthquake scenario](#) (video)
- Review Appendix 1: Troop Pre-Training Plan (suggested for your consideration)

Training and Skills Focus

Success at the camporee will require Scouts to draw from many knowledge and skill areas:

Core Skill Areas

- Emergency response and situational awareness
- First aid and lifesaving techniques
- Navigation and orienteering
- Fire safety and hazard mitigation
- Search and rescue principles
- Communication and signaling (radio, morse code, semaphore)
- Improvisation and problem-solving under pressure
- Leadership and teamwork
- Cooperation with others

Relevant Merit Badges

Scouts should review and practice key skills and all first aid skills from:

- Climbing
- Crime Prevention
- Emergency Preparedness
- Fire Safety
- First Aid
- Lifesaving
- Orienteering
- Pioneering
- Rifle Shooting
- Search and Rescue
- Signs, Signals, and Codes
- Weather
- Wilderness Survival

Additional Resources

- Education [HINT: information on these links will be seen again at Knowledge Check Stations]



- [1700 Cascadia Subduction Zone Earthquake](#) (History)
- [Earthquake Early Warning](#) (ShakeAlert)
- [Earthquake Hazards](#) (5 Steps of Disaster Management)
- Digital merit badge pamphlets [Merit Badges A to Z](#).
- SCO_800 Hazardous Weather (29 minute video on My Scouting.org) Recommended for all to watch.
- American Red Cross, ECSI and others (First Aid/CPR/AED, Wilderness First Aid, Lifeguard)

Administration

Registration

Registration is required for all units via the Black Pug website. Units will be assigned Rescue Patrol Base Camps (campsites) and notified of the assignment prior to arrival.

- The cost for each registered Rescue Team Member (Scout) is \$40
- The cost for each registered Rescue Team Mentor (adults) is \$40

Medical

AHMR Form AB and copy of **medical insurance card** is required at In Processing (check-in) for all participants and staff. Medications will be managed per Scouting America and unit policy. Refrigeration is available for medications if needed.

The image shows a portion of a form with the following text:
 YES NO Non-prescription medication administration is authorized with these exceptions: _____
 Administration of the above medications is approved for youth by: _____ / _____
 Below the signature lines are the labels: "Parent/guardian signature" and "MD/DO, NP, or PA signature (if your state requires signature)".

The nearest hospital to Camp Pigott (Snohomish County, WA) is **Snoqualmie Valley Hospital**, located at 9801 Frontier Ave SE, Snoqualmie, WA 98065, which serves the Snoqualmie Valley and surrounding areas. Another location may be **Providence Regional Medical Center Everett**, located at 1700 13th St, Everett, WA 98201. Next level of care is determined by EMS Responders.

THE BIG ONE Camporee on-site medical staff will at least be an EMT or higher, (Nurse, Physician, etc.) in compliance with Council and Scouting America policies.

Emergency Procedures

If at any time an actual medical emergency requiring EMS support, any individual with a cell phone should immediately call 9-1-1 and provide appropriate information and follow all directions from the Operator. A different person should call the Exercise Coordinator (Jon Newton, 206-660-5902) and the Camp Director (Don Baeder, 360-568-6295) immediately and inform them of the situation, location, actions being taken and follow any instructions given

Loading Operations (arrival and departure)

Rescue Patrols and Mentors assemble in the Parking Lot, hold accountability and equipment checks, then move as a unit to the Mobilization Center (Check In).

Vehicles remain in the parking lot unless permission granted by the Camp Director, The Rescue Chief of Operations or his designee.

Rescuers with mobility issues will be accommodated. Please notify us in advance of the needs so those individuals may move by vehicle ahead of their Rescue Crew. Further contact will be made by phone.

In Processing (Check-In)

Friday, 15 May. Open at 1500. All units will report to the Mobilization Center (Dining Hall). Two representatives will complete In Processing by providing a Rescuer (Scout) Roster and a Mentor (Adult) Roster and required Medical Documents. Highlight any personnel in YELLOW on the roster who have an Epi-pen or Rescue Inhaler or other medical accommodation for further discussion with medical staff.

Wrist bands will be issued to all mobilized Rescue Personnel and will be worn for the duration of this Exercise (Camporee).

Rescue Patrol ID assignment: Troop Number – Patrol. For example, three patrols from Rescue Crew 375 would be designated: 375-A (Alpha), 375-B (Bravo), and 375-C (Charlie). Use of the alphanumeric will be used in all radio communications (“*This is 3-7-5-Alpha, over*”).

A reflective vest with the Rescue Patrol ID will be issued to each Rescue Patrol Leader. Should leadership change, the vest is given to the new designated leader. Return during Out Processing (Check out).

Anyone redeploying early from the Exercise (any time before 1130 Sunday) should be identified during check in to the Mobilization Center staff.

Exercise Patches will be issued at Out Processing.

Out Processing (Check-Out)

Sunday, 17 May Breakfast in Rescue Base Camps, Rescue Patrols prepare for redeployment and clean Base Camp for inspection. A Scout is Clean. Notify the Mobilization Center when ready for Base Camps clearance. A Scout is Reverent. There will be a short All Faith Service offered followed by Flags. Check out after Flags. Upon Base Camp clearance, AHMRs returned, Rescue Patrols depart for their Home Base.

Facilities

We will be using the entire Camp Pigott including the dining hall, climbing tower, the low COPE course, the BB range, and all the roads and camping sites. Selected “found”

equipment may be used in accomplishing the mission. These will be defined in Appendix 4: Found Resources.

Electricity is not available in Base Camps. Needs for CPAP must be addressed in advance with Staff and noted on registration.

Conduct

- Two-deep Leadership with all youth Rescue Patrol members.
- Youth Buddy System in effect always.
- Personal firearms are prohibited, including firearms being left in vehicles.
- Drugs and alcohol are not permitted on Camp Pigott property at any time. The presence of illegal drugs and alcohol may necessitate law enforcement involvement.
- The Guide to Safe Scouting always applies.
- Rescue Crews should have Personal and Crew First Aid kits to handle Scout level injuries, or injuries within the trained capacity of Adult Mentors.
- The Rescue Operations Base Medic is always available via phone or radio
- Stewardship of the facilities is expected.
- Outdoor Code, Leave No Trace, Scout Oath and Scout Law always apply

Equipment & Rations

Ultimately, Rescue Crews are responsible for ensuring that their unit is properly prepared for this event. Below are recommendations for packing. Crews should pack in accordance to the scenario, what they have evaluated as expected hazards and weather. They should have equipment for safety, shelter, and a one-day (12-hour) response. Potable water will be available at campsites.

- Shelter
- Personal Hygiene Items
- Uniform
 - o Friday: Field or Activity Uniform for Movie Night.
 - o Saturday: Rescue Crew have the option for Field or Activity Uniform.
 - o Sunday: Field Uniform (Class A) for Closing Flags.
- Personal Protection Equipment (PPE)
 - o Durable, water-resistant footwear
 - o Leather gloves
 - o Six pairs of Non-Latex gloves per Rescuer (recommend nitrile)
 - o Eye protection (prescription glasses are adequate)
 - o Optional: tactical knee pads, bump helmets
- Meals
 - o Cooking equipment
 - o Sunday dinner (optional, depending on arrival time)
 - o Saturday Breakfast (in your Base Camp)
 - o Saturday Lunch (non-refrigerated, to be collected at check-in, cached, recovered, and cooked in the field for ALL crew members – adults and youth. Please bring enough to feed two extra people)
 - o Saturday Dinner (in your Base Camp)
 - o Sunday Breakfast (in your Base Camp)
 - o Snacks and field sustainment rations as desired.
- Rescue Day Pack
 - o 10 essentials
 - o Capacity to carry two liters of water
 - o Note-taking supplies
 - o Personal first aid kit (may be inspected during the exercise)
- Rescue Response Kit (Patrol First Aid Kit)
 - o Prepare for splinting, improvised carries, bleeding control, and other skills addressed in the relevant merit badges (Appendix 3)

- Ground to Aid signaling equipment for daytime use (mirrors, panels, etc.)
[HINT: expect questions of what and how to use for land-based night-time signaling]
- Semaphore flags (2). Pre-built or materials to field improvise. Attach a high visibility material at least 16 in² to a handle at least 32 inches long.
- Morse Code and Semaphore Reference Cards (See Signs, Signaling, and Codes Merit Badge pamphlet. [HINT: messages sent and received will use up to three groups of 3-letters codes which will translate to the Rescue Short Code Abbreviations Table you will be provided with. Send/receive the 3 character groups, look it up on the Table, respond accordingly. Accuracy will determine your next actions. Example: ADH PMY KWQ might equal: “*Proceed to Grid Reference Location(GRL) 286*”. Each Camp Pigott campsite or known locations will be designated a specific GRL. An annotated map will be provided.]
- Bright flashlight visible at up to 100 yards for Morse Code signaling
- Cell Phones
 - Before arrival, please download two apps: “[First Aid: American Red Cross](#)” and “[My Shake](#)”

Terms and Definitions (understanding, preparation, and practice are keys to success)

24-hour times will be used for the duration simulating an actual response

Alphanumeric Alphabet codes will be used in all radio transmissions

Base Camp – A Rescue Crew’s assigned campsite, designated by a three-digit alphanumeric code. (“ATC” = Alpha-Tango-Charlie) Must be located on the map. All sites on Camp Pigott will have these codes and will be used in the scenario as destinations for the Action Stations, movement and during all communications.

Camp Director – Don Baeder, **360-348-9553** (cell) Must be notified of any Incident or near miss Incident reportable event at Camp. He is our host and only responsible for the facilities, not the events. Issues or recommendations (welcomed!) with facilities are directed to Don.

CCP – Casualty collection point, a designated location for patient collection for transfer to EMS or ground-air evacuation

Cell Phone – All Rescue Patrols are permitted cell phones and should have the American Red Cross First Aid App loaded. This may be used for reference, if desired, however time is always of the essence. This App is recommended as a resource in the First Aid Merit badge, and by extension, every application of First Aid in Scouting.

Controller – Support personnel at Action Stations and Knowledge Check Stations who will interact with the Rescue Patrol providing scenario, control, and safety of the stations. Rescue Mentors accompanying each Rescue Patrol ensure safety during movement between stations.

Exercise – Saturday events of the Camporee, a simulated emergency response

Exercise Coordinator – Jon M Newton, Camporee Chair, Troop 375, **206-660-5902**. (cell) Program contact in phone as an emergency contact during this event or write in a piece of tape on your phone.

Radio – All Rescue Patrols must have **at least one cell phone** (radio). Actual radios may be available and will be used if available. Redundancy might be a key to preparedness.

Rescue Crew – a Troop consisting of youth and adults.

Rescue Patrol – a patrol within a troop consisting of 6-8 youth. They will act as an independent unit during this exercise. At some Stations they will be required to combine forces with another Rescue Patrol to complete the assignment.

Rescue Patrol Number – each will be designated with the number of the Troop followed by a letter for each additional Rescue Patrol. This will be used for identification at Stations and is their callsign for communications. Example: Troop 375 has two Rescue Patrols, designated 375-A and 375-B. When using the identifier as a callsign it is “375-Aplha” and “375-Bravo”.

Rescuer – a youth participant.

Rescue Mentor – an adult participant. At least one Rescue Crew Mentor should accompany each Rescue Patrol.

Rescuer Day Pack – Carried by each Rescuer containing their Personal First Aid Kit (inspectable item), 2 liters of water, appropriate weather gear, additional safety equipment, snacks and anything else the Rescue Patrol decides is an Individual Load. Often heavier Rescue Patrol Equipment is distributed and added to the Day Packs for use on demand. All Rescuers should know who has what of the Patrol equipment.

Rescue Log – A written record of Station progressions and any critical information for the Rescue Patrol’s patient or actions. A Composition Notebook and writing materials in a Ziplock bag is a good example. Part of the Rescue Patrol’s Rescue Response Kit

Rescue Response Kit – The Rescue Patrol’s “Troop First Aid Kit” they built prior to the Exercise during planning based on their evaluation of the scenario, hazards, and projected needs to provide sufficient care to keep the patient alive until delivered to the CCP. It is up to the Rescue Crew to define what will be needed. Everything is carried by the Rescue Patrol. This is like a beefed-up Troop First Aid Kit but designed specifically for the scenario hazards and essential response materials and equipment. Don’t forget duct tape and braided rope!

Roles – Rescue Patrol has assigned positions that may change as needed or the scenario directs:

- Patrol Leader – primary leader for the Rescue Patrol, identified by the reflective vest and the Rescue Patrol Number.
- Medic – primary director of medical care, usually most knowledgeable on the Patrol. Does not do all the skills but participates and direct other in accomplishment of what is needed. Often multiple actions will occur simultaneously requiring multiple hands. Everyone engages.

- Communications – primary communication member, uses radio (or cell) to communicate Rescue Patrol’s location, movement and intentions responds to Controller’s simulated Radio calls at all stations. Knowledge of callsign use and radio procedures essential for effective communication, Knows the alphanumeric alphabet and uses in all comms. Maintains the record of movement and Stations in the Rescue Log.

Station, Action – a site where Rescue Patrol coordinated actions will occur. All equipment will be carried by the Rescue Patrol based on their Preparedness planning. “Found material” may be available at the Station for improvisation. Skills:

- First Aid and Emergency Preparedness skills
- Communications (Semaphore, Morse Code, Radio)
- Navigation and Search and Rescue
- Eye-Hand Coordination, breathing control under time pressure
 - 10 shots in 10 minutes on .22 Rifle Range at a standard target, each Rescuer, seated in a supported position. (Dime Club recognition available)
 - 1 Tomahawk throw for each Rescuer in 5 minutes, (stick or no stick)
 - Retrieval of a message along a low climbing wall (determines success on next Station)
- Strength and Endurance, distance carry of 60-80# “patient” (a sand bag) on improvised litter over obstacles and challenging terrain up to a quarter mile
- CPR Endurance challenge. Two Rescuers perform quality CPR (uninterrupted for no longer than 10 seconds) for as long as possible (up to 20 minutes) Face are shields provided. Initial cycle will include AED use, then continuous CPR. EMS in this area is > 10 minutes response time.
- Coordination with others. Application of pioneering skills to solve a problem lifting or moving heavy objects (simulated debris) in a time constrained scenario.
- And more.....

Station, Knowledge Check – Sites between Action Stations where the Rescue Patrol’s knowledge and preparedness will be checked or inspected.

Final Thought for Leaders

This Camporee is more than an event—it is an opportunity to prepare young people for real-world responsibility.

By the end of THE BIG ONE Camporee, Scouts should leave with:

- Memories of a challenging and fun experience
- Increased confidence
- Strengthened leadership skills
- A deeper understanding of preparedness
- A commitment to helping their communities in times of need

Prepared Scouts don't just react—they lead.

Train them, trust them, let them lead.

Hope is NOT a plan.

We do not plan to fail – we fail to plan.

A plan without back-up plans is destined to fail.

Expect chaos, plan to pivot.

Semper Gumby (Always Flexible)