

# Bay-Lakes Council

## BEAR PAW SPRING CAMPOREE 2026

(Sponsored by GW, VY, & TL Districts)

### 5/1/26-5/3/26

Register by 4/26/26 at this link: <https://scoutingevent.com/635-bearpawspringcamporee2026>

Volunteer sign-up for areas needing help link: [signupgenius.com/go/5080B4AAEAD22A5FA7-62768514-spring#](https://signupgenius.com/go/5080B4AAEAD22A5FA7-62768514-spring#/)





**Working hard is important. But there is something that matters even more: believing in yourself.** – Harry Potter (*Order of the Phoenix*)

**Dear Scoutmasters,**

The 2026 Bear Paw Scout Camp Spring Camporee is designed for Scouts BSA youth, and we hope it will be one of the most fun-filled and rewarding highlights of the Scouting year. We invite you and your troop to join us for a weekend of learning, fellowship, and adventure as Scouts from three districts come together to connect, share ideas, celebrate program successes, and enjoy new experiences.

The Spring Camporee will take place May 1-3, 2026, at Bear Paw Scout Camp, just east of Mountain, Wisconsin. The cost is \$25 per person, which includes two nights at camp, a themed camporee patch (featured on the front cover), Saturday lunch, merit badge supplies, and instruction. If you haven't registered yet, please visit the Bay-Lakes Council webpage, find the event on the calendar, or simply click the link below:

**The registration deadline is 4/26/26 at 11:00am**, in order to get our count in to order food for the dining hall lunch on Saturday. <https://scoutingevent.com/635-bearpawspringcamporee2026>

This three-day, two-night camporee is unlike any other, bringing multiple districts together for a truly unique experience. With a Harry Potter theme, the fun and excitement will extend into the merit badges we've selected, offering more than 25 scheduled activities—including merit badges, Scout and leader training, and even high-adventure ATVs! And that's just the beginning—there will be plenty of other fun and surprises throughout the weekend. We encourage you to thank our counselors for sharing their time, talents, and expertise to make these opportunities possible.

We can't wait to see the excitement your troop brings to camp. Be sure to bring along your Harry Potter gear and spirit! Together, let's make this a camporee to remember and one of the true highlights of the Scouting year.

Thank you for your ongoing support of Scouting and the difference you make in the lives of youth every day.

Yours in Scouting,  
Paul Rasmussen  
2026 Spring Camporee Event Chair  
Cell #: (920) 205-1401 - [PaulRas23@gmail.com](mailto:PaulRas23@gmail.com)



# GENERAL INFORMATION

## In Memoriam:

- ★ We will be honoring **Dan Connolly**, along with **Greg Breaker**, at our Saturday evening campfire program. Both of them were an integral part of the planning and success of last year's Bear Paw Camporee! Greg had guided the OA to run an amazing campfire program, which I know we will never forget.
- ★ Thank you, Dan and Greg, for all that you gave to the Scouts in the Bay-Lakes Council!
- ★ Dan Connolly was an inspiration to this combined district BLC camporee event. We will be missing him during this weekend in many different ways. If you'd like to donate to the Dan Connolly Memorial Fund that he had set up before he passed, please see the link below. Money that goes into this fund will be used to supplement Bay-Lakes Council Camp Program Directors' salaries, to help attract the best talent to our BLC Summer Camps! <https://donations.scouting.org/council/635/appeal/8755> or scan the QR code.



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## There Are True Magistrates Within Our Camporee Staff

Our Camporee staff is a dedicated and highly skilled group of Professors and Prefects, trained in the ways of Scouting magic. Should you have any questions during your adventure throughout the weekend, seek out one of our staff members, and they will be glad to assist you in your quest.

## A Wizard's Focus on Excellence

We've designed the merit badge sessions to be of a manageable size, allowing for more personal attention and plenty of chances to ask questions. If you find yourself with extra time and the desire to lend a hand, simply reach out to the Check-In team or join a merit badge session. There, you can ask the counselor how you can help complete the lesson at hand. Together, we'll ensure the success of the next generation of wizards and witches.

## Check-In at the Great Hall

Check-in will begin on **Friday, 5/1/26, from 4:30–8:00 pm** and again on **Saturday morning from 7:30–8:00 am** at the Bear Den Registration station, located just off the parking lot near the camp entrance. Upon arrival, you will be assigned your "House" campsite and meal session number. Troop trailers and one vehicle per unit will be allowed in campsites, while all other vehicles must be parked in the designated carriage lot (main parking area). Scouts are encouraged to hand-carry their gear from the check-in area to their campsite. Trailers may transport supplies, but remember—troops must check in first with the registration team before beginning their magical weekend.

## Stay Within the Castle Grounds

Scouts are expected to remain within the camp's boundaries throughout the weekend until the conclusion of the Camporee. Should any Scout or leader need to depart early, they must check out with the Camporee Chair or Health Officer. This is a vital safety measure—much like the Marauder's Map—ensuring all members of the camp can be accounted for in an emergency.

## **The Final Spell: Check-Out**

Troops are scheduled to check out between **8:30–10:30 am on Sunday, May 3rd**, inside the Trading Post. Before leaving the campgrounds of Hogwarts, ensure your campsite is spotless: clean and secure the area, tidy the pit toilets, return all borrowed tools, extinguish fires completely, and pack up all your belongings. Dispose of trash in the dumpsters behind the Dining Hall and take collected recycling to off-site centers. Leave no trace—just as a skilled wizard leaves no evidence of magic behind.

Vehicle traffic should proceed carefully—be mindful of fellow Scouts walking along the camp roads. If early check-out is necessary, please coordinate with the Camporee Chair. Before departing, troops must check out with the Check-Out team at the Trading Post, where your Camporee patch and troop items will be distributed. May your final spellwork be as smooth as a broomstick ride on the Quidditch pitch!

## **BSA Health Forms: The Potion of Safety**

BSA Health Forms A & B are required for every witch, wizard, and Muggle attending the Camporee. These forms must be submitted upon arrival at check-in and will be kept on file with the Council in accordance with Wisconsin law. Please note: health forms will not be returned at departure, so bring a copy and not your original.

## **Vehicle Parking: The Forbidden Forest Rule**

All motorized vehicles must remain in designated parking areas. Ample space is available in the main lot, where your “enchanted carriages” may be safely stored. Please note that enchanted scooters, broomsticks with engines, or magical contraptions are not permitted within the camp. Trust your own two feet—or a reliable Firebolt—for getting around.

## **Campsite Assignments: The Sorting Hat’s Choice**

Campsites will be assigned upon arrival based on troop size. Some troops may be asked to share, so be ready to work together like a true Hogwarts House. If your troop has special needs, please notify Camporee staff immediately.

Bear Paw does not provide batteries for CPAP machines, and most campsites do not have power outlets. Please bring your own power sources—because, unlike Hogwarts, we don’t have enchanted walls with endless electricity. Always come prepared, like a wise wizard.

## **Fires of the Forbidden Forest**

All fires must be built within established fire rings or designated areas in campsites. Firewood from the surrounding woods may be gathered, but any wood brought into camp must be sourced within 20 miles, in order to protect the magical balance of the forest.

## **The Alchemy of Meal Planning**

Each troop is responsible for its own meal planning and food, except for Saturday’s lunch, which will be served in the Dining Hall in two different lunch sessions; Session 1 (Noon-12:45pm) or Session 2 (1:00-1:45pm), units will be assigned a lunch session at check-in (think of it as a Hogwarts-style feast). All other cooking will take place in your campsites—fueling your weekend like a cauldron bubbling with potions.

## Water: The Elixir of Life

Water should be available at all campsites and buildings—flowing as steadily as magic itself. Keep your canteens full and your energy strong. Plan to bring your own water jugs to fill up, just in case.

## Trash and Recycling: The House-Elf's Rule

Each troop should bring garbage and recycling bags or containers. Trash goes in the dumpsters behind the Dining Hall, while recycling should be taken off-site. At check-in, troops will also sign up for a **Good Turn cleanup duty**—because, like good house-elves, we keep our grounds tidy for all.

## The Restrooms of Requirement

Toilets are available in the campsite area, but each troop should bring extra toilet paper—just in case. Shower houses and flush toilets may be available depending on the weather, but flush toilets are located in the main camp buildings. Stay prepared—because even wizards need practical magic!

## The Hospital Wing

The Health Officer will be stationed in the Torinus building, ready to assist with any medical needs throughout the weekend. All injuries must be reported to the Health Officer. Minor scrapes and cuts may be treated by troop leaders but should be monitored closely. Remember—even a small cut can turn into a bigger problem if ignored.

## The Gathering at the Great Fire

A grand campfire will be held on Saturday evening, where troops are encouraged to prepare skits, songs, or magical performances to share. Sign-up sheets will be available at check-in and during Saturday lunch. Scouts working on the Communication Merit Badge may assist as MCs—please let the Camporee Chair know if you'd like to participate.

The evening will conclude with an **Order of the Arrow Call-Out Ceremony**, conducted by the Kon Wapos OA Lodge, honoring Scouts who have been selected for this distinction. Scoutmasters with eligible Scouts should provide a list of names at check-in. Scouts from other Lodges must present proper authorization to participate.

## MERIT BADGES & TRAININGS:

<u>Badge/Training</u>	<u>Location</u>	<u>Badge/Training</u>	<u>Location</u>
American Indian Culture	Dining Hall	Scouting Heritage	Dining Hall
Archery	Shooting Sports	IOLS Training	Van Sistine Ed Center
Architecture	Commissioners Building	Orienteering	Oneida Campsite
Art	Handicraft	Painting	Handicraft
ATV	High Adventure	Public Health	Dining Hall
Bird Study	Rangers Complex	Reading	Trading Post
Dog Care	Field of Dreams	Radio	STEM Center Back
Fish & Wildlife	Torinus Building Basement	Rifle Shooting	Shooting Sports
Fishing	Swimming Area	Shotgun Shooting	Shooting Sports
Fly Fishing	Boat House Basement	Signs, Signals & Codes	Basement of Saffran
Geocaching	Field of Dreams	Veterinary Medicine	STEM Center Front
ILST Training	Chapel	Weather	Parade Field (Commissioner Bowl)
Eagle Coach Training	Nature Lodge	Life to Eagle Training	Nature Lodge

## Uniforms: The Mark of a True Wizard

Youth and registered adult leaders are required to wear their official field uniforms during the Camporee campfire, flag-lowering ceremonies, and the Saturday evening Campfire. Class B t-shirts or casual clothing are perfect for the rest of the weekend's adventures, as you prepare for all the spells and surprises the wizarding world may throw your way. Scouts should come prepared for the ever-changing "charms" of Wisconsin weather—and may a warming spell (or a good cloak) keep you comfortable, rain or shine.

## The Headmaster's Office

Headquarters for the Camporee is located in the **Torinus building**, just adjacent to the Trading Post—your base of operations for all magical matters and supplies. It's where you can find the information you need to complete your tasks, much like a visit to the Headmaster's Office when guidance is required.

## The Cost of Your Magical Adventure

The cost for your enchanted journey is **\$25 per person**, which includes two nights' stay, a Harry Potter-themed patch to commemorate your weekend at camp, Saturday's lunch in the Great Hall, merit badge supplies, and expert instruction from our very own "professors." Prepare for a weekend of learning, friendship, and fun—and may magic be with you every step of the way.

## A Time for Reflection at Hogwarts

There will be no official non-denominational worship service. Still, all troops are encouraged to take a moment of personal, non-denominational reflection and worship in their camps during Saturday's dinner. Whether you feel at home in Gryffindor, Hufflepuff, Ravenclaw, or Slytherin, this is a time to reflect, recharge, and find your own connection to the magic around you.

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*\*Please note: the locations of merit badges and trainings are subject to change, as the magical world is always in motion. A final schedule will be provided at check-in if adjustments are necessary, ensuring you have the most up-to-date information for your quest.*

**\*\*Show that you have completed all requirements to your Counselor by Saturday evening to complete your magical journey.**



[www.beascout.org](http://www.beascout.org)



# SPRING CAMPOREE 2026

## SCHEDULE OF ACTIVITIES

### FRIDAY

4:30-8:00 pm: Arrive, check in at the Registration Booth, hand in Health Forms A&B, and set up camp

**-NOTE:** Have your troops eat before coming to camp, or be prepared to cook a quick meal in camp upon setting up camp.

7:00-10:00 pm: DJ and Scout fun at and around the Dining Hall, come request your favorite tunes!

-Trading Post will be open; a cracker barrel will be planned in the dining hall, more details to come.

9:15 pm: Senior Patrol Leader and Adult Leader Meeting (one adult leader) Location: Commissioner's building

11:00 pm: Lights Out & Quiet Time (feel free to turn in earlier if desired)

### SATURDAY

7:00-8:30 am: Breakfast and Clean-up in campsites

8:30-8:50 am: Opening Ceremony and Flag Ceremony. Location: Flagpole at Parade Field

9:00-Noon (Morning Session):

-Merit Badge and Training Session Block & Open Shoot at ranges

-Trading Post will be open during this time

11:00-11:30 am: Golden Fork Dutch Oven Judging at the Commissioners Building

Lunch Session 1: 12:00-12:45 pm: Dining Hall (session assignments will be given at check-in)

Lunch Session 2: 1:00-1:45 pm: Dining Hall

2:00-4:00 pm (Afternoon Session):

-Merit Badge and Training Session Block & Open Shoot at ranges

-ILST and ATV may go until 5 pm in this session

-Trading Post will be open during this time

5:00 pm: Dinner and Clean-up at campsites

-On your own Non-Denominational Worship Service with your Troop

7:15 pm: Final "Camporee Wide Event" judging. Location: Flagpole at Parade Field

7:30 pm: Closing Flag Ceremony (wear Class A's) Location: Flagpole at Parade Field

8:00 pm: Campfire Program (skits & songs) and OA Call-Out Ceremony. Location: Council Firebowl

11:00 pm: Lights Out & Quiet Time (feel free to turn in earlier if desired)

### SUNDAY

7:00-8:30 am: Breakfast and Clean-up in campsites

8:30-10:30 am: Break Camp, Good Turn Cleanup, and Check Out – Please check out at the Trading Post. Your Good Turn Cleanup must be completed before you check out.

# Saturday Camporee-Wide Events

## The Golden Cauldron: A Wizarding Cooking Challenge (Great Hall at Hogwarts)

Have you been told your Dutch oven recipe belongs in the Hogwarts kitchens? Was it passed down through generations like a well-guarded wizarding secret? Is there a campout your Troop circles on the calendar just for *that* legendary meal you prepare? Then the Golden Cauldron challenge awaits!

- Bring your supplies—your trusty Dutch oven, charcoal, secret ingredients, that special serving spoon, and anything else you need—to craft a magical culinary masterpiece. You may begin cooking whenever you wish, but your dish must be completed and delivered to the judging station by 11:00 am sharp (no Time-Turners allowed!).
- We'll provide forks, plates, and bowls for the judges to sample your creations. The winning chef will be crowned and awarded a special prize during the Saturday campfire, where house pride will run high, and the most talented wizard-chef will earn bragging rights worthy of the Great Hall!
- **Location:** Commissioners Building Front Deck
- **Time:** 11:00-11:30 am

## Wand Making: (Ollivanders Wand Shop – Field Edition)

Every witch or wizard needs a wand—and today, you'll craft your own! Scouts will use natural materials and simple supplies to create a one-of-a-kind wand that reflects their creativity, craftsmanship, and Scout skills.

- Create a personalized wand using provided materials while following safety guidelines and Leave No Trace principles.
- **Location:** Front of Dining Hall (outside)
- **Time:** 12:30 - 1:30 pm

## Quidditch Field Games: (Hogwarts Quidditch Pitch)

Grab your brooms (no flying required!) and head to the Quidditch Pitch for a fast-paced field game full of teamwork, strategy, and wizarding fun. Patrols will compete as Hogwarts Houses in a series of Quidditch-inspired challenges designed to test agility, coordination, and cooperation—Scout-style!

- **Location:** Flagpole at the Parade Field
- **Time:** 4:00 - 5:00 pm

## The Wizarding Gadget Challenge: Mischief & Magic: (Room of Requirement)

Are you a clever witch or wizard with a knack for magical mischief? Can you whip up something brilliant using nothing but sticks, twine, and a spark of imagination? Have you ever wondered what *you'd* build if the Room of Requirement appeared just when you needed it? Well... this is your moment!

- Bring your own twine, scout out the *most magical* sticks you can find, and get to creating! Whether it's a handy tool, a cozy shelter, or a wildly inventive contraption that would make even Fred and George proud, we want to see it. Snap a picture of your magical masterpiece to earn points for creativity and clever wizarding problem-solving.
- **Location:** Flagpole at the Parade Field
- **Time:** 7:15 - 7:30 pm (Make sure to bring your photos)

## The Magical Awareness Challenge: Secrets of Hogwarts: (Hogwarts Grounds & Hidden Passages)

Are you as observant as a Ravenclaw studying ancient runes or as alert as a prefect on night patrol? Do you notice enchanted details others walk right past—hidden symbols, magical markings, or curious oddities tucked away in plain sight? Think you've got the sharp eyes and quick wits of a true witch or wizard? This is your chance to prove it!

- Pick up a Marauder's Map card at check-in and begin your magical search. This challenge can be completed by your Troop, Patrol, or as an individual. Search high and low—some secrets of Hogwarts are well hidden, and you may not find them all. After all, even the Marauder's Map doesn't reveal *everything* at once!
- **Location:** Flagpole at the Parade Field
- **Time:** 7:15 - 7:30 pm

