

MUSTANG DISTRICT CAMPOREE



SEPTEMBER 25 – 27, 2026
AT SID RICHARDSON SCOUT RANCH

2026 Mustang District Camporee

Sid Richardson Scout Ranch

Camp 9 (Main Camp)

Runaway Bay, TX

September 25 – 27, 2026



For additional information, please contact:

Camporee Director Andrew Valentine andrew.h.valentine@gmail.com 817-437-1484

Program Director Samantha Church samantha.church777@yahoo.com 817-944-2367

**COST: \$30 per Scout, & \$19 per Adult,
\$25 per AOL Scout & \$15 per AOL Adult**

Includes Camporee Patch, Saturday Lunch, Cobbler and Ice Cream Social

PARTICIPANTS MUST BE REGISTERED BY SEPTEMBER 18.

INFORMATION PACKET V3, 9-7-2026

WHAT IS CAMPOREE?

Camporee is a yearly event in which scouts in the Mustang District of Longhorn Council attend a themed campout for fun activities and competitions. Your unit will prepare a station that fits the theme and your scouts (while in patrols) will travel through all the stations. Saturday evening, your scouts are encouraged to present an approved skit or song at the Campfire followed by a Cobbler & Ice Cream Social and the Order of the Arrow presentation. Chapel Service is Sunday followed by awards and campsite clean-up.

Troops Adult Leaders are expected to staff their event areas. **The Camporee goal is to allow all youth to have the opportunity to participate in the program activities.** However, older youth are welcome to staff their units' station if they choose. Events will run rain or shine.

WATER

EACH UNIT SHOULD BE PREPARED TO BRING SELF-SUFFICIENT AMOUNTS OF WATER for cooking, clean-up, and consumption. Attendees should carry water during all Saturday events. Water stations will be available at program sites on Saturday from 9:00 am to 5:00 pm to refill water bottles.

ARROW OF LIGHT PARTICIPANTS

AOL scouts may camp at Camporee, either with a Troop or with their Den. AOLs cannot shoot rifles or shotguns, but can participate in all other activities (unless prohibited by the GTSS).

COSTUMES AND PROPS

Renaissance costumes and props are welcome! Please ensure all props/weapons are non-functional with no sharp edges, and that costumes follow Scouting America's Activity Clothing Guidelines.

BRANDING

Branding Station will be open during Camporee Programs times (9:00 am – 12:00 pm, and 1:00pm – 5:00 pm). We will have round leather patches available for free while supplies last (courtesy of Tandy Leather), but feel free to bring something else to brand, like your hat, mug, belt, boots, hiking staff, etc. Branding will be located by the Dining Hall.

STATION IDEAS

Please submit your unit's station idea with basic instructions to Samantha Church at samantha.church777@yahoo.com. Please bring one award to give to the "best" patrol for completing your station. At least two SA-registered, SGY-trained adults should run your unit's station to allow all youth to have the opportunity to participate in the program activities. Station suggestions that fit this year's theme:

- Alchemy of the Kitchen (Cooking)
- Trial of Steel and Timber (Tomahawks)
- Angler's Contest (Fishing)
- Proving Ground of the Wilds (Wilderness Survival)
- Light the Beacon (Fire Building)
- Passage over the Abyss
- (Monkey Bridge)
- Quest Navigation (Orienteering)
- Heater's Apprentice Training (First Aid)
- Building the Drawbridge (Pioneering)
- Dragon Lasso
- Jester's Art (juggling or jokes)
- Tourney of the Floating Lance (while holding a pool noodle run towards rings hanging from trees and catch the rings with the noodle)
- Save the Princess (or Prince or Dragon) Obstacle Course

MEAL PLANNING

SATURDAY LUNCH IS INCLUDED IN THE COST OF REGISTRATION AND WILL BE SERVED AT THE DINING HALL. We encourage units to sit with other units to get to know the district.

REGISTRATION AND FEES

To ensure proper leadership for the youth, registration must be done as a unit. Register only those who are firmly committed to attend because the event will be held “rain or shine” and no refunds will be issued. Camporee registration must be completed, and all fees paid online at: <https://scoutingevent.com/662-2026MUCamporee>

ARRIVAL AND CHECK-IN

Please provide a list of your unit's attendees (clearly labeling adults vs youth) upon arrival at the Check-in Station. Your unit will receive campsite assignments and parking instructions at check-in.

Parking is available in designated areas only. *Only vehicle pulling trailer and 1 additional emergency vehicle may remain at your campsite location.* All vehicles may drive to your campsite, unload, then will need to park in designated parking lot. Trailers may remain in camp. Vehicular traffic should be minimized in camp. The Ranger will not allow us to block any roads.

Each unit should send attendees to the 9:00 pm Friday Camporee planning meeting. The following from each unit should attend the meeting: Scoutmaster, Senior Patrol Leader, Campfire Representative, Chaplain Aid, and Order of the Arrow Representative.

LATRINES AND CAMP RESTROOMS

Camp Restrooms are available for use. Camp Restrooms will be marked accordingly and dedicated to male (youth and adults), female (youth and adults), and handicap accessible. Camp latrines are available in campsite areas.

FIRST AID

Each troop is responsible for providing their own troop-level first aid needs. A first aid station will be located near Camporee headquarters and staffed with trained medical personnel. All injuries must be reported to the first aid station. If the injury involves a youth, they must be accompanied to and from the first aid station. Scouting America medical forms are mandatory for all participants and should be retained by each unit.

UNIFORMS

Field Uniforms should be worn at Opening and Closing Flag Ceremonies, Campfire, and Chapel. Activity Uniform should be worn during Camporee Program Events.

DUTCH OVEN DESSERT COOKOFF

Desserts must be prepared from scratch, cooked at Camporee, and presented on Saturday for judging. See Appendix for guidelines.

CHAPEL SERVICE

A Scout is Reverent. There will be a Unit Chaplain Aide meeting Friday evening at 9:00 pm at the Dining Hall in preparation for the inter-faith worship service on Sunday morning. Each Unit is asked to provide the help of their Chaplain Aide for the Sunday service.

DEPARTURE

Following final assembly, Troops should clean and pack for departure. Leave your campsite better than you found it. Transport all your trash back home for recycling or disposal. There is no waste disposal available on site. Check out before departing for event patches!

CAMPOREE SCHEDULE

Friday

6:30 pm Check-in, Campsite Setup & Gateway Setup

9:00 pm Unit Coordination Meetings at Dining Hall (Cracker Barrel provided)

- Unit SPL & Scoutmaster
- Unit Order of the Arrow Representative
- Unit Chaplain Aide
- Camporee Program & Logistics Team
- Commissioner Inspection Team

10:30 pm Taps - *Please observe lights out and quiet time.*

Saturday

6:00 am Reveille

6:30 am Breakfast and Clean-up

8:00 am Opening Flag Ceremony at Flagpole/ Parade Grounds

9:00 am Camporee Program Begins on the Parade Grounds
Campsite Inspections

9 - 12 pm Gateway Construction during non-activity time

12:00 pm Lunch Break – All Camporee Picnic at the Dining Hall

Lunch is included in camporee cost

12 - 2:00 pm Sign-up for campfire skit or song in Dining hall

1:00 pm Camporee Program Resumes
Gateway Inspections

2:00 pm Campfire skit or song submission deadline
at Dining Hall

5:00 pm Camporee Program Activities End

5:00 pm Patrol Autograph Book Entries Due at Dining Hall

5:00 pm Dinner Break

7:00 pm Dutch Oven Desserts Due – At Dining Hall

7:15 pm Closing Flag Ceremony at Dining Hall Parade Grounds
Campfire immediately following at the Campfire Ring

8:15 pm Order of the Arrow Recognizing Newly Elected Members

8:45 pm Cobbler & Ice Cream Social – At Dining Hall

11:30 pm Taps - *Please observe lights out and quiet time.*

Sunday

6:45 am Reveille

7:00 am Breakfast and Clean-up

9:00 am Chapel Service at Campfire Ring

Closing Ceremony / Camporee Awards / Dismissal
Campsite Clean-up and Departure

APPENDIX

Campsite Inspection Criteria

- Unit campsite is clearly marked and identified.
- US and Unit flags are clearly displayed.
- Campsite and patrol areas are clean, orderly and well planned.
- Patrol areas are clearly marked and visible.
- Patrol areas are organized, clean, well planned and organized.
- Equipment is set up properly.
- Tents are secured and closed.

Gateway Criteria:

- Gateway must be youth constructed.
- Unit numbers integrated into gateway.
- Sponsor organization is integrated into gateway.
- US and Unit flags are displayed.
- Must have elements of pioneering skills (natural materials, knots, lashings, etc.).
- Correct use of gateway construction (knots, lashings, etc.).
- Gateway entrance must be at least 6 feet and 6 inches of ground clearance.
- No platforms higher than 4 feet.
- No structure taller than 10 feet (except flag poles; not to exceed 18 feet tall).
- No sharp objects. Nothing to step over.
- Must be sturdy and can withstand heavy winds.
- Design should be interesting, appealing and/or creative.

Dutch Oven Dessert Criteria:

Guidelines:

- Teams can be a mixture of both youth and adults.
- For safety and safe food-handling guidance, each team must have at least one responsible, registered adult scout member at least 21 years of age to oversee cooking procedures.
- All teams will compete with all other teams. There are no separate divisions.
- All desserts must be prepared from scratch and cooked at Camporee.
- Recipe must be submitted with entry (format suitable for reproduction).
- Dessert will be returned to each cook-off team at the Cobbler & Ice Cream Social.

Judging:

- Cleanliness.
- Overall appearance.
- Aroma, taste and texture.
- Submission of recipe.
- Cooked at camporee