

Mission Peak District Golden Gate Area Council



Fall Camporee 2026 Leaders' Guide

September 25-27, 2026
Rancho Los Mochos

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Welcome

Welcome to the Mission Peak District Fall Camporee 2026. Immerse yourself in a weekend brimming with Scout spirit & competition.

This guide is meant to provide information needed for your Troop to have a successful experience at Camporee. Please share this document with all Scout & adult leaders in your troop who will attend Camporee.

Adult Leaders are encouraged to join the Mission Peak District Adult Scouter Slack server, for the latest information and announcements in the #o-announcements channel. Visit www.missionpeakscouts.com and scroll down the page and find information on the right side of your screen.

Safety Reminders

- Scouting America policy prohibits passengers in the beds of pickup trucks.
- Drivers, please maintain a safe speed and drive cautiously on camp property, watching out for adults and youth. It may be dark when you arrive, so take extra care.
- Follow the manufacturer's safe storage instructions when using liquid or propane fuel for cooking or illumination.
- Keep an appropriate fire extinguisher rated for flammable liquids accessible in your campsite.
- NO FLAMES IN TENTS!
- Units should take care of minor injuries.

Site Rules

- Do not cut live trees.
- Do not dig any holes or trenches.
- No open fires in campsites. Propane stoves are allowed. Charcoal can be used for the dutch oven cooking in established fire rings in Manzanita campsites.
- Follow Scouting America "Leave No Trace" camping guidelines.
- Store food properly in patrol boxes and ice chests using a bungee cord or other method to secure the lid.
- No washing dishes or utensils at camp water spigots. Use the three pot method and use the sumps to dispose of wastewater.
- Rancho Los Mochos is a GREEN facility, please use mess kits, not disposable plates or silverware.

***** IMPORTANT *****

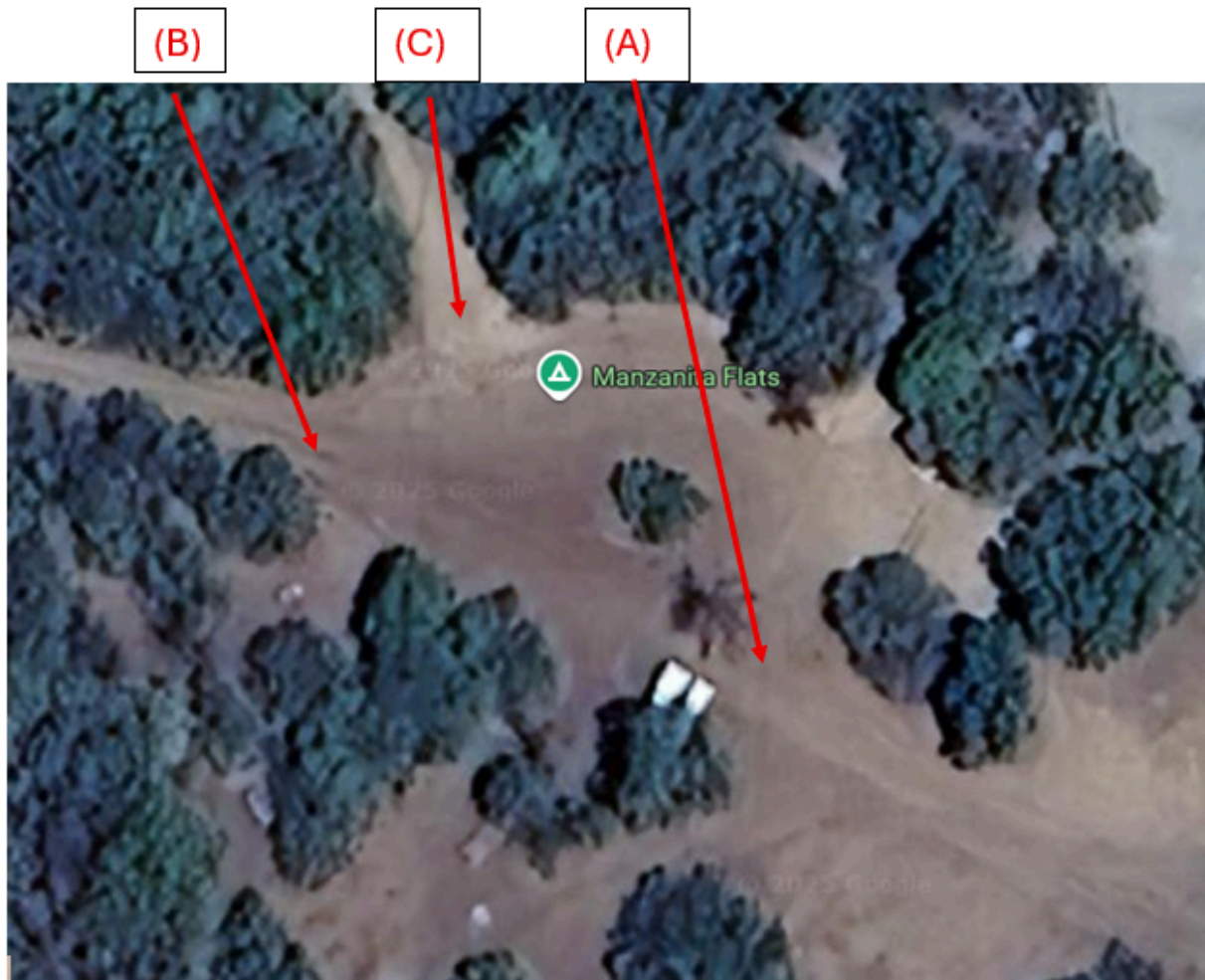
Trash that your Troop generates must be taken with you. Please do not put Troop trash in the bins around camp. Please take Troop trash when you leave on Sunday.

Maps of Camp

RLM Map



Manzanita Map



- (A) No vehicles go past the turnaround.
- Unload vehicles completely before taking gear to the campsite.
- Follow staff instructions for return to main parking lot
- (B) Road Into and Out of Manzanita Turnaround
- (C) Entrance from walking trail

What to Bring

- Completed Troop Check-In Form (page 13 of this Guide)
- Parts A, B1 & B2 of medical form and copy of medical insurance card for each camper (Youth & Adult)
- All adult campers (those staying overnight) must be registered adults with Scouting America.
- Parental Firearms Permission Form - LG-2021 (Firearms Permission Slip) - Release must be valid for 2026 and signed by parents/guardian. One copy needed.
- Troop flags
- Troop first aid kit
- Standard troop camping equipment (tents, cooking equipment, etc.)
- Troops are not allowed to use the staves that are on RLM grounds for the construction of troop gateway to campsite and/or other campsite improvements (staves, rope, wood, etc.). They are needed for the camporee events.
- Troops must provide their own items required for Cooking Competition (Dutch Oven, charcoal, metal pan or other apparatus to prevent ground under Dutch oven from scorching the earth, etc..) Camporee will **not** provide any materials for the Cooking Competition.

Uniforms of the Day

- Scouting America Field uniform (Class “A”) is required for Arrival to camp and Sunday Morning Flags & Awards Ceremony.
- Troop activity uniforms (Class “B”/Scout appropriate clothing) should be worn during all other Camporee events and Saturday morning Flags.
- Be prepared for ANY weather conditions.

Arrow of Light Scouts

We are pleased to welcome AOL Scouts to Camporee this Fall. AOL Scouts will attend beginning Saturday morning, and can stay for the day or camp overnight (Saturday night) with their host Troop, provided certain conditions are met as explained below.

Any AOLs attending should be included in the host Troop's registration. Cost for AOLs and their parent/guardian to attend is \$8 each. AOL and their parent/guardian will eat lunch with Camporee staff. Please note, lunch is the only meal covered by the registration cost for Camporee and is separate from any expense Troops may incur in relation to attending Camporee.

AOLs should arrive by 9am, and check in with Camporee staff in the Administrative area (at Picnic Tables or Teel Lodge). AOL Scouts will be guided through activities until 3pm by Camporee youth staff. At 3pm, adult representatives from host Troops will welcome those AOLs who were invited by them; in preparation for this, Troops are asked to send representatives by 2:50pm to the Administrative area (Teel Lodge).

AOL parents/guardians are strongly encouraged to attend the Troop Committee Challenge. There is no cost, but advance registration is requested. This 2.5 hour course will teach you about the Scouts BSA program, how troops are organized, and the changing role of adults when transitioning from Cubs to Scouts BSA. The interactive course will be facilitated by an experienced Scouter, who will be available to answer questions.

This course satisfies training requirements for all members of the troop committee.

Troop leadership should share this information with AOL parents/leaders.

Tentative Schedule

Friday, September 25th	
5:30 PM	Troop Check-In and Set-Up
9:00 PM	SM/SPL/ASPL/Staff Meeting at Administration
10:30 PM	Lights Out
Saturday, September 26th	
7:00 AM	Reveille
7:00 AM – 8:10 AM	Breakfast with Troop/Clean-Up
8:10 AM – 08:19 AM	Troops muster at the parade field in Manzanita. Activity (Class B) Uniform
8:20 AM – 08:35 AM	Opening Flag Ceremony/Announcements
8:30 AM – 8:50 AM	Review Firearms Permissions Slips & Issue Wrist Bands (Manzanita Fire Ring)
8:50 AM – 9:00 AM	Troops Travel to First Event
9:00 AM – 12:30 PM	Field Activities; Troops will receive time slots for Rifle and Archery Friday Night at SPL Meeting or by email ahead of Camporee
12:30 PM - 1:45 PM	Lunch
1:45 PM -1:59 PM	Troops Muster @ Soccer Field for “Scavenger Hunt”
2:00 PM - 3:30 PM	”Scavenger Hunt”
3:30PM	Troops can start preparation & cooking for Cooking Competition
3:30 PM - 5:30 PM	Pioneering [construct on Soccer Field]
3:30 PM - 5:30 PM	First Aid Showcase [BB Range]
3:30PM - 5:30PM	Campfire Skit Audition [Campfire Ring]
6:00 PM - 6:15 PM	Flag Lowering - Camporee Staff ONLY

6:15 PM - 8:00 PM	Dinner and Cleanup with Troop
6:30 PM - 7:45 PM	Dutch Oven Dessert and Main Meal Cook-Off presentation (Manzanita Turn Around)
8:15 PM - 8:29 PM	Troops muster @ Campfire Ring
8:30 PM - 9:30 PM	Campfire Program (Class B)
9:30 PM - 9:45 PM	SPL Meeting at Campfire Ring
10:30 PM	Taps and Lights out

Sunday, Sunday 27st	
7:00 AM	Reveille
7:00 AM – 8:10 AM	Breakfast with Troop
8:11 AM – 8:19 AM	Troops muster at the Manzanita parade field (Class A)
8:20 AM – 9:45 AM	Flag Raising & Ribbons Ceremony @ Manzanita Campfire
9:45 AM – 10:00 AM	Flag Lowering & Final Announcements @ Manzanita Campfire
10:00 AM	Road between Soccer Field & Manzanita Turn Around Opens
10:00 AM – 11:00 AM	Camp Clean-Up (Service Patrols & Camp Sweep)
12:00 PM	All Campers Must Have Departed RLM

Arrival at Camp and Check-In

Arrival

- Our aim is to have check-in and two-way traffic control both for the main road and the road to Manzanita established by 5:00 PM
- Please listen to & follow directions provided by Camporee Staff (adult & youth staffers).
- **Do not** drive into the administration parking lot; proceed directly to the main parking lot, as directed by staff.
- Participants arriving before two-way traffic control is established will be asked to follow specific directions from staff and wait in designated areas.

Troop Check-In

Upon arrival, the Scoutmaster and SPL of each Troop should proceed to the check-in desk near the main parking lot.

- Scoutmaster and SPL should turn in the check-in form, found later in this Guide.
- If there are more attendees than those originally registered, please be prepared with a check (made out to GGAC) to make payment for the additional attendees' cost to attend Camporee. If there are fewer attendees than those originally registered, it is in the Council's discretion whether the payment for those not attending will be refunded and at what amount.
- **On the form, the Troop should list:**
 - The total number of Scouts and adults camping
 - The number of patrols competing
 - Each patrol's name
- If you have more Scouts and Scouters attending than you have paid for, please bring a check. We will calculate the amount owed.
- A Scorecard for each competing patrol will be given to the SPL, at the SPL meeting on Friday night.
- The Scoutmaster should have medical forms, Parts A, B1 & B2 for all participants. **Camporee will not collect medical forms.** Instead, we ask that Scoutmasters have the forms easily accessible at all times, as needed.
- Parental Firearm Permission Form LG- 2021 (Firearms Permission Slip) - Any Scout who wishes to participate in any range & target activity must have the above mentioned form with them, that is valid for the 2026 calendar year and is signed by a parent/guardian. Only 1 copy of the form is needed.

SPL & SM Meeting - Friday at 9:00 pm

- All Troops must be represented at the SPL meeting on Friday Night. Important information will be shared during this meeting and Troops will be required to sign-up for clean-up/service duties throughout Camporee weekend, including Sunday morning.
- Each Troop will receive their scorecards for each competing patrol.
- SPL, one ASPL, and the Scoutmaster from each Troop are welcome.

Troop Check In Form

Total Troop Count (Youth Campers, Adults, Youth Staff & AOLs)

Troop Number: _____

Youth Campers: _____ Adult Campers: _____

Youth Staff: _____

AOLs: _____ AOL Accompanying Adults: _____

Number of Patrols: _____

1. Patrol Name: _____

2. Patrol Name: _____

3. Patrol Name: _____

4. Patrol Name: _____

5. Patrol Name: _____

6. Patrol Name: _____

7. Patrol Name: _____

Program and Competitions

Camp Wide Events

General scoring:

Each patrol can earn spirit & participation points at each at event, scored on a scale of 1-4 points. The Spirit score will also be utilized in a separate Troop Event of Spirit, so it has double benefit.

Bag Packing Relay

Scouts from a patrol participate in a relay style race where the patrol demonstrates basic backpacking knowledge by properly organizing and packing camping gear into a backpack.

Six Scouts from a patrol participate in this event. All materials for the event will be provided by Camporee. The event consists of 2 areas: first, the starting line where items to be used in the relay will be laid on a tarp, and the second, a tarp with an empty backpack.

Participating Scouts will line up at the starting line. Time starts when the Event Lead says “Go.” The first Scout grabs one item, runs to the tarp with the backpack and packs the item inside the backpack. The Scout then runs back to the starting line, high-fives the next Scout, who then repeats the process. The whole process continues until all items have been packed properly and the backpack is zipped up (by the Scout who packs the last item). After the last item is packed, the patrol has the **option** to send one Scout to check that all items have been packed correctly and are in the proper place. Once finished, all participating Scouts must sit down at the starting line and raise their Scout sign to signal completion. Time will then be stopped.

Each Scout may carry only one item per trip to the backpack. Items must be fully placed inside or properly attached to the backpack before returning to the starting line. No throwing or dropping items into the backpack. Scouts at the starting line **must** wait for a high-five before they run to the backpack. If a Scout runs before the high-five, the event lead will call them back to the starting line to restart the run. Time will not be stopped.

Event Leads will assess the backpack. Once this is complete, patrol members should help to unpack all items and place them back at the starting line.

For each instance of unsafe behavior (running into others, throwing gear, etc.), a penalty of 10 seconds will be added to a patrol’s time. If an item is missing or unplaced at the end of the

event, 10 seconds per item will be added to the patrol's final time. If the sleeping bag and sleeping pad are not placed appropriately in or outside of the pack (bottom area), a 10 seconds penalty will be added to the patrol's final time. If the tent is not packed securely and/or improperly balanced in backpack, a 5 second penalty will be added to the patrol's final time. If frequently used/emergency items (rain jacket, sunscreen, first aid kit, compass, headlamp) are not accessible, a 5 second per item penalty will be added to the patrol's final time. If the backpack is not fully closed, secured, and/or ready for travel, a 10 second penalty will be added to the patrol's final time.

This is a timed event.

Chariot Race

Scouts in a patrol will use Shear or Square lashings to join wooden staves into an "A" shaped frame. Then 3 Scouts from the patrol will transport a Scout sitting on the "A" frame through a course. All materials needed will be provided by Camporee.

Time starts when the event leads finish providing instructions and the Event Lead says "Go." All scouts from a patrol may participate in constructing the "A" frame, using shear or square lashings. After the "A" frame is built, scouts will position the "A" frame at the starting line. One scout will sit on the "A" frame while 3 other Scouts carry the "A" frame along with the Scout through the course to the finish line. Time stops when the "A" frame with the Scout on it crosses the finish line, AND the patrol takes the "A" frame apart and returns the materials used to the starting line.

If the "A" frame falls apart at any point or if the Scout falls off of the "A" frame, all participating Scouts must return to the starting line and start again. Time will not stop running. If a lashing is not shear or square, a 30 second penalty for each incorrect lashing will be added to the patrol's final time.

This is a timed event.

Fire Starting

Scouts in a patrol will work together to demonstrate their fire-building skills by constructing and lighting a fire within a structure at the event station using materials provided and burning a string of twine tied to the structure.

Some or all members of the patrol may participate in the event. Those participating must have earned the Fireman's Chit. One member of the patrol must serve as the Fire Marshall, to monitor

the fire and ensure that patrol members are being safe. The patrol's Fire Marshall may not participate in the event in any other way.

Time starts when the Event Lead finishes providing instructions and says "Go." Each patrol will be given 6 pieces of wood, 3 matches and 1 piece of twine. The patrol will create a fire structure of their choice with the materials given. There will be a string across the structure. The top of the fire structure including anything sticking out from the top of the structure **must be 3 inches below the string**. Patrols may use anything found in the area of the event as "kindling" material.

The maximum time allotted for the event is 15 minutes; if a patrol is not able to burn the string at the top within 15 minutes, the patrol must stop and their time recorded will be 15 minutes.

If a patrol requires extra matchsticks, 30 seconds per match will be added to the patrol's final time. A maximum of 3 additional matchsticks will be given.

If a patrol requires additional pieces of wood, 30 seconds will be added to the patrol's final time. A maximum of 3 pieces of wood will be given.

If a patrol is unsafe and/or does not extinguish the fire at the completion of the event, a 30 second penalty for each instance will be added to the patrol's final time.

This is a timed event.

First Aid Carry Relay

Scouts of a patrol transport an "injured" Scout to and from the starting line, in a relay fashion, using 1 of 3 specific "two person carry" methods. The methods that can be used will be provided at the event.

All Scouts in a patrol may participate in the event. One Scout may be the "injured" Scout for all 3 carry methods. However, those Scouts who are transporting the "injured" Scout must be different for each carry method. If a patrol does not have enough Scouts for a different set of Scouts for each of the 3 carry methods, a Scout may participate a maximum of 2 times (i.e., perform 2 carries).

Time will start when participating Scouts line up at the starting line and Event Lead says "Go." First set of Scouts will choose 1 of the 3 carry methods and transport the "injured" Scout from the starting line to a turnaround point and back to the starting line. Once the first set of Scouts returns to the starting line, the next set of Scouts will proceed in the same fashion using a different carry method until all 3 carry methods have been completed. Time will be stopped when all 3 carry methods have been successfully completed.

Scouts must go around the turnaround point for each carry method. Carry methods cannot be repeated. If the “injured” Scout is dropped or touches the ground during a carry, the Scouts must return to the starting line and restart the carry. Time will continue running. If a carry method is repeated or not properly executed, the set of Scouts must return to the starting line and restart that carry. Time will continue running.

The maximum time allotted for this event is 10 minutes per patrol. If a patrol is unable to complete the event within 10 minutes, the patrol must stop and their time will be recorded as 10 minutes. This is a timed event.

Helium Stick

Five members of a patrol will work together to lower a bamboo stick in the fastest time while maintaining contact between the bamboo stick and the participant's index fingers at all times until the bamboo stick is lowered to the ground.

A minimum of 4 Scouts and a maximum of 5 Scouts from a patrol may participate in this event. Participating Scouts make 2 lines with Scouts facing each other. Participating Scouts will extend their index fingers from both hands out towards the center, fingernail side facing up. No other fingers can touch the bamboo stick. Event Lead will place a bamboo stick on the index fingers and participating Scouts will get a few moments to adjust their fingers such that the stick is parallel to the ground.

Time starts when the Event Lead says “Go.” Participating Scouts will then lower the bamboo stick to the ground while all participating Scouts’ index fingers are constantly touching the stick.

If the bamboo stick falls before it reaches the ground, it must be returned to the starting position and the lowering begins again. Time will continue running. The bamboo stick may not be grabbed, pinched, hooked or otherwise held with fingers other than the index finger, hands or other parts of the body. If this occurs and for each instance, a 10 second penalty will be added to the patrol’s final time. **For each instance** where the bamboo stick and index finger lose contact, a 15 second penalty will be added to the patrol’s final time.

The maximum time allotted for this event is 8 minutes per patrol. If a patrol is unable to complete the event within 8 minutes, the patrol must stop and their time will be recorded as 8 minutes. This is a timed event.

Human Knot

Scouts in a patrol will work to untangle “knots” created using their hands while standing in a circle.

Five Scouts from a patrol will participate in this event. If the patrol has fewer than 5 scouts they will need to get other Scouts to join them so that there are 5 Scouts. Scouts will stand in a circle, facing inward. All Scouts will then cross their arms in front of their body. Each Scout will use their right hand to hold the left hand of the Scout immediately to their left, and use their left hand to hold the right hand of the Scout immediately to their right. Event Leads will verify that the Scouts hands are appropriately connected. Upon verification, Event Lead will say “Go” and time will start. Scouts must work to untangle themselves while continuously holding hands. Scouts may spin, turn, duck under arms, or step around each other but they cannot let go of any hands.

If any hands are let go AFTER the Event Lead says “Go” the whole process restarts from the beginning. Time continues to run.

The maximum time allotted for this event is 5 minutes per patrol. If a patrol is unable to complete the event within 5 minutes, the patrol must stop and their time will be recorded as 10 minutes. This is a timed event.

Infinite Ladder

Scouts of a patrol work together to move one Scout from the starting line to the finish line while the “traveler” Scout balances on a stave. All materials needed will be provided by Camporee.

Patrol must select one Scout from the patrol to be the “traveler” Scout. The “traveler” Scout must be the same from the beginning of the event to the end.

Scouts position themselves at the starting line. Time starts when the Event Lead says “Go.” Patrols have the option to spin the “traveler” Scout 3 times prior to stepping on the stave. If selected, this will allow a patrol to receive a 15 second deduction from the patrol’s overall final time.

There are 2 staves on the ground, laid parallel to each other, with space between the staves. The “traveler” Scout will step onto the first stave. Once the “traveler” Scout is balanced on the first stave, they will step forward onto the second stave. After the “traveler” Scout moves to the second stave, the other Scouts move the stave in front of the second stave. The “traveler” Scout will then step forward. The “traveler” Scout continues stepping forward, alternating between the staves, while the other Scouts move the staves to the front as needed to keep the process going

until the “traveler” Scout crosses the finish line. Time stops when the “traveler” Scout reaches the finish line approximately 15 feet from the starting line.

The “traveler” Scout cannot touch a patrol member or the ground to stabilize/balance themselves. The “traveler” Scout’s body must always be on the stave at all times from the starting line to the finish line.

If the “traveler” Scout’s body touches the ground, a 15 second penalty for each instance will be added to the patrol’s final time. If the “traveler” Scout touches a patrol member to stabilize/balance themselves, a 15 second penalty for each instance will be added to the patrol’s final time.

The maximum time allotted for this event is 5 minutes per patrol. If a patrol is unable to complete the event within 5 minutes, the patrol must stop and their time will be recorded as 5 minutes. This is a timed event.

Magic Carpet

Scouts from a patrol must flip the “Magic Carpet” from one side to the other without any participating Scout touching the ground under or around the “Magic Carpet.” All materials needed for the event will be provided by Camporee.

Five Scouts from a patrol will participate in this event. If the patrol has less than five scouts they will have to find other Scouts to join them so that they have 5 Scouts. If the patrol has more than 5 Scouts, the additional Scouts that are not able to participate in the event cannot tamper with or touch the “Magic Carpet” or physically touch/assist either the “Magic Carpet” or the participating Scouts.

Scouts will be provided with a “Magic Carpet” - a tarp. Participating Scouts will be given 1 minute to brainstorm. Time starts when the participating Scouts get on the “Magic Carpet” and the Event Lead says “Go.” Participating Scouts must flip the “Magic Carpet” to the other side. Participating Scouts must remain on the “Magic Carpet” at all times while attempting to flip it and cannot touch the ground. Time stops when the Participating Scouts have successfully flipped the “Magic Carpet” over to the other side while remaining on the “Magic Carpet.”

If a participating Scout steps off the “Magic Carpet” or touches the ground, a 20 second penalty per instance will be added to the patrol’s final time.

This is a timed event.

Minefield

Scouts in a patrol navigate one blindfolded Scout through an obstacle course without touching the obstacles and using verbal, non directional commands in the fastest time possible.

All Scouts in the patrol can participate in this event, but only one Scout from the patrol can be the blindfolded Scout (for the entirety of the event).

Time starts when the blindfolded Scout is at the starting line and the Event Lead says “Go.” The remaining Scouts in the patrol must stand outside of the course and guide the blindfolded Scout using only verbal commands. Verbal commands **cannot** include “directional” terms (forward, back, left, right, etc.) or “navigational” terms [or their abbreviations] (north, south, etc.). Scouts may not use keyboard controls i.e., W, A, S, Z. Scouts may create code words to assist in “guiding” the blindfolded Scouts through the course. Only English language commands may be used.

Every patrol will have to navigate their blindfolded Scout around the same number of obstacles. The blindfolded Scout must go around an obstacle; they may not go over an obstacle. The blindfolded Scout cannot run, step outside of the course, or touch/make contact with anything in the course. One Event Lead will be walking ahead of the blindfolded Scout to show the rest of the patrol which obstacle to navigate the blindfolded Scout around.

Time stops when the blindfolded Scout crosses the finish line.

For each obstacle touched by the blindfolded Scout, a 30 second penalty will be added to the patrol’s final time. For each instance of the blindfolded Scout going over (as opposed to around) an obstacle, a 30 second penalty will be added to the patrol’s final time. For each “directional”/“navigational”/keyboard control term used, a 15 second penalty will be added to the patrol’s final time

This is a timed event.

Orienteering

Scouts in a patrol will use one compass and their pace to navigate to several bearings in an assigned order/route. This is a timed event.

Patrols cannot use anything other than a compass for this event. Scouts must provide a compass; Camporee will not provide compasses. A digital compass such as a Compass application on a phone may be used.

Time starts when the Event Leads finish providing instructions and says “Go.” Patrols will be given an assigned route on a piece of paper consisting of 4 bearings in a certain order with a distance to the flag. In some cases you may need to know your pace. Each patrol will get the same number of bearings but they will be in a different order. Using their compass and pace (number of steps in 100 feet), each patrol must navigate from one bearing to the next, and record the 3 letters on each bearing (marked by a flag) they encounter.

When the patrol obtains all 4 sets of bearings, they must create a word using 1 letter from each set of letters. Time stops when the patrol returns to the Event Lead with their patrol’s responses for the letters on each flag as well as the unscrambled word.

Patrols must locate all 4 flags and record the letters before submitting the four letter word. Guessing the word without first completing the course is not allowed. For each incorrectly identified letter on a flag, a 30 second penalty will be added to the patrol’s final time. If a patrol correctly unscrambles and submits the correct, intended four letter word, a **30 second deduction** will be made to the patrol’s final time. Only the intended four letter word formed from the correct letters will be accepted. Other valid English language words made from the same letters will not receive the bonus.

The maximum time allotted for this event is 12 minutes per patrol. If a patrol is unable to complete the event within 12 minutes, the patrol must stop and their time will be recorded as 12 minutes. This is a timed event.

Tent Relay

Scouts in a patrol work together to assemble a tent correctly and then disassemble it.

A minimum of 3 Scouts and a maximum of 5 Scouts from a patrol may participate in this event. All materials needed for this event will be provided by Camporee.

The tent will be laid on a tarp. Time starts when the Event Lead says “Go.” The participating Scouts will work together to assemble the tent. While assembling the tent, if any part of the tent is not being assembled correctly, the Event Lead will let the participating Scouts know. The participating Scouts can correct the mistake but time will continue to run. Patrols must drape the rain fly over the tent, but the guy lines do not have to be attached. Once the tent is assembled, the time is paused and the tent is examined again for any mistakes.

If there are no mistakes, time is started again and the participating Scouts must disassemble the tent and pack it in the case. The Scouts who disassemble the tent must be the same Scouts who assembled the tent. Time will be stopped when the tent is packed into the case.

If there are mistakes, the participating Scouts will be told of the mistakes and the time will be started to allow the participating Scouts to fix any mistakes. Time will again be paused to review that the mistakes are fixed. Once it is confirmed that there are no mistakes, time will start again and the participating Scouts must disassemble the tent and pack it in the case. Time will stop when the tent is packed into the case.

If all participating Scouts do not participate in some way, 10 seconds will be added to the patrol's final time, per Scout who did not participate. If any part of the tent is purposefully misplaced or broken, the patrol will be disqualified. For each mistake in setting up the tent, a 10 second penalty per mistake will be added to the patrol's final time.

The maximum time allotted for this event is 15 minutes per patrol. If a patrol is unable to complete the event within 15 minutes, the patrol must stop and their time will be recorded as 15 minutes. This is a timed event.

Toxic Waste

Scouts from a patrol will work together to transport "toxic waste" (water) from one bucket to another bucket, 15 feet away, using a container with strings attached to it.

Five Scouts from each patrol will participate in this event. If a patrol has more than 5 Scouts, the non-participating Scouts can coach/communicate with the participating Scouts. If the patrol has less than 5 Scouts, a minimum of 3 Scouts is required to participate in the event, then a Scout may hold one additional string or they may ask another scout(s) to join them.

The "toxic waste" (water) will be in a bucket. Using a container with 5 strings attached to it, each Scout must hold 1 string and "scoop" out as much water as possible and transport the "toxic waste" to an empty bucket 15 feet away. Participating Scouts will repeat this process until 4 minutes have elapsed. Event Leads will then measure and record the amount of "toxic waste" that was transferred to the empty bucket.

Before the event starts, patrols will recite their troop/patrol yell. They will have 1 minute to practice "scooping" the toxic waste before the event starts. Time for the event starts when the Event Lead says "Go."

Participating Scouts cannot hold the string beyond the marker on the string. If a string is held beyond the marker, the participating Scouts must return to the bucket with the "toxic waste" and empty any "toxic waste" they were carrying and start again. Time will continue running. If a participating Scout touches the container used for scooping other than with the strings attached to the container, a 20 ml deduction will be made to the patrol's final transferred amount recorded. If a participating Scout touches the "toxic waste" in either of the buckets or the container with the strings, a 20 ml deduction will be made to the patrol's final transferred amount recorded. If a participating Scout lets go of the string, a 20 ml deduction will be made

from the patrol's final transferred amount recorded. There is no penalty for spilled "toxic waste." If the timer goes off while the "toxic waste" is being transported, the amount in the container will not be counted in the patrol's total.

Range & Target Sports

Please note, the number of Scouts who can participate in archery and rifle will be predetermined based on the total number of Scouts registered by the Troop. Each Troop will be assigned a time slot when they can participate in archery and rifle. This information will be released shortly prior to Camporee weekend.

Archery (Troop Level Event)

Each Troop will be assigned a time to arrive at the archery range with a preassigned number of scouts. The number of shooters will depend on the number of scouts registered. If a Troop does not arrive by the time assigned, they may not be allowed to shoot. **BE ON TIME!** Shooting schedule will be provided just prior to the Camporee.

Scouts will be given a safety briefing before being allowed to enter the range. Using a bow and arrows, Scouts from a troop will shoot 10 arrows at a target. Scouts will shoot five arrows for practice. Once the practice arrows are retrieved, Scouts will then shoot 5 arrows for score.

Scoring is based on the average points of all shooters in a troop.

Rifle Event (Troop Level Event)

1. Each Troop will be assigned a time to arrive at the rifle range. If a Troop does not arrive by the time assigned, they will **NOT** be allowed to shoot. **BE ON TIME!** Shooting times will be provided just before the Camporee.
2. Wrist bands will be distributed to those Scouts with a properly completed Parental Firearms Form (signed & dated by parent/guardian) at the Manazanita Campfire ring after Saturday morning flags.
3. Upon arrival at the rifle range, the Troop will be given a safety briefing by an NRA certified adult. No talking is allowed during the briefing except for questions. When the safety briefing is completed, the Troop will be allowed to proceed onto the range. All shooters at the range **MUST** be wearing & show the wrist band issued after flags.
4. Any Troop that breaks the rules will be directed to leave the range immediately and will be disqualified. No exceptions.
5. Each Troop will have 4 shooting positions regardless of Troop size. **Troops are advised to choose these Scouts before arriving at Camporee.**

6. The object for each Troop is to get the highest number of groupings per scout. Each scout will have 10 bullets to shoot. One bullet is practice to shoot at a specified bullseye (Target 4). The target will have 3 more bullseyes for score (Targets 1-3). They will aim and shoot three shots at the first bullseye with the objective of putting exactly 3 bullet holes in a grouping. If the bullet holes in a group fit within the size of a quarter, they will get 1 point. They will repeat this process on the second and third bullseyes. Therefore, the maximum score of any Troop is 12 (4 shooters times 3 groupings per shooter). The “tightness” of the grouping (how close together the 3 bullet holes are) will be measured and used to break ties.
7. If a grouping has 4 bullet holes in it, that grouping is disqualified (not counted). If a Troop shows up with less than 4 Scouts, the score for the absentee Scouts is zero. Scores will NOT be averaged based on the number of Scouts that attend. (Consider ensuring that multiple Scouts have a completed Parental Firearm Permission Form, but only send 4 Scouts to the range.
8. The Rifle Team will staple all the targets from a Troop together and provide them to the Scoring Team in Teel Lodge at the end of the day. These can be collected by Troops if they desire them, once scoring is completed.

Troops and their participating Scouts in the Rifle event are strongly encouraged to review the Range Safety Rules, which can be found at the end of this Guide.

Tomahawk Throw (Patrol Level Event)

Up to 5 Scouts per patrol will throw tomahawks at a target (wood stump). Scouts will get 1 practice throw, and then Scouts will throw 4 tomahawks for score.

The scores of each Scout in the patrol will be tallied together to determine the patrol’s score. Scouts can earn points for the following:

- Tomahawk “sticks” & does not fall: 3 points
- Tomahawk “sticks” but then falls off: 2 points
- Tomahawk hits the target but does not “stick”: 1 point
- Tomahawk makes no contact with the target: 0 points

Scavenger Hunt

This is a troop level event. The event will take place across all areas on and immediately surrounding the soccer field.

Troops will be given instructions and an answer sheet. **Time starts when the event lead says “Go.”** The objective of the event is to find all “clues” and provide the correct response in the fastest time. The Troop that has the most correct answers in the fastest time will be the winner of the Scavenger Hunt.

Responses must be marked on the answer sheet provided by Camporee. Responses to the “clues” must be marked on the corresponding blank, i.e., the answer to question 1 must be marked on the blank for “1.”.

There are 20 “clues” in total. “Clues” will be scattered all around the soccer field and areas immediately surrounding the soccer field. A map of the area where the Scavenger Hunt will take place will be provided at a later time. “Clues” will be contained in ziploc bags and can be identified by looking for an orange flag that is nearby.

Do not move or relocate “clues” from their established location. Do not remove “clues” or otherwise hide or destroy them. If such activity is discovered, the Troop will be disqualified from the Scavenger Hunt (i.e., no further participation and out of competition regardless of how many questions answered).

Troops may share answers with other Troops. However, cheating is not allowed.

Upon completion, the Troop must turn in their answer sheet to designated Camporee staff. This information will be provided at Camporee.

Troop Level Events

In addition to Rifle and Archery, there are several other events that will take place at the troop level, i.e., troops send one group of Scouts to participate in the event.

Ribbons will be awarded for 1st - 3rd place in each of the games. These games are not factored into a Troop's overall score for Camporee.

“Infinity Stick” Popsicle Challenge

This is a Troop level event even though all of the Troop's patrols participate as a separate unit. At the completion of the event, the scores of all patrols in a Troop are aggregated and that score is the Troop's score.

Each patrol in a Troop will receive 3 “Infinity Sticks” i.e., popsicle sticks. For example, if a Troop has 5 patrols, each patrol will receive 3 “Infinity Sticks” for a total of 15 “Infinity Sticks” for the Troop. “Infinity Sticks” will be handed out during Friday evening at the SPL meeting.

The “Infinity Stick” popsicle challenge will be in effect **ONLY** during the Morning Field Events, i.e. events that take place on or near the soccer field **EXCEPT** range activities.

How does the challenge work? One patrol challenges a patrol from another troop to compete in a field event. Upon completion of the event, the patrol that loses the event will forfeit one “Infinity Stick” to the winning patrol. Any patrol that loses all of their “Infinity Sticks” before the completion of the challenge is out of the event. The objective of the event is for a patrol to win as many “Infinity Sticks” as possible.

Patrols from the same Troop cannot combine their “Infinity Sticks” to form a single patrol. Patrols from the same troop cannot challenge each other.

Patrols may only participate in the challenge if both patrols agree. If a patrol backs out of the challenge, it will be disqualified from continued participation in the challenge.

Patrols, whether from the same Troop or a different Troop, cannot collude with each other. If collusion is discovered, it will result in the disqualification of all patrols that participated in the collusion.

Patrols may only participate in the challenge at an event if both patrols have **not yet** participated in/completed the event. Stealing another patrol's “Infinity Sticks” will result in disqualification.

The “Infinity Sticks” will be collected at the start of the Scavenger Hunt. They will be tallied at a later time at Camporee. Scoring is based on the total number of “Infinity Sticks” a troop finishes

with divided by the number of patrols in the Troop. In the event of a tie, the Troop with the greater number of patrols is placed higher. Time is not an element factored into the scoring of this event.

Please play fair. Scouting ideals apply. This event is meant to be fun and encourage sportsmanship!

Pioneering

Troops will create a catapult as this Camporee's pioneering project. Camporee will provide spars, ropes and water balloons to launch at a target.

All other materials that a Troop needs/wants to use must be provided by the Troop itself. Troops are encouraged to incorporate the Camporee theme (Spiderman and the Avengers) into their project. The catapult should be labeled in some way with the Troop number.

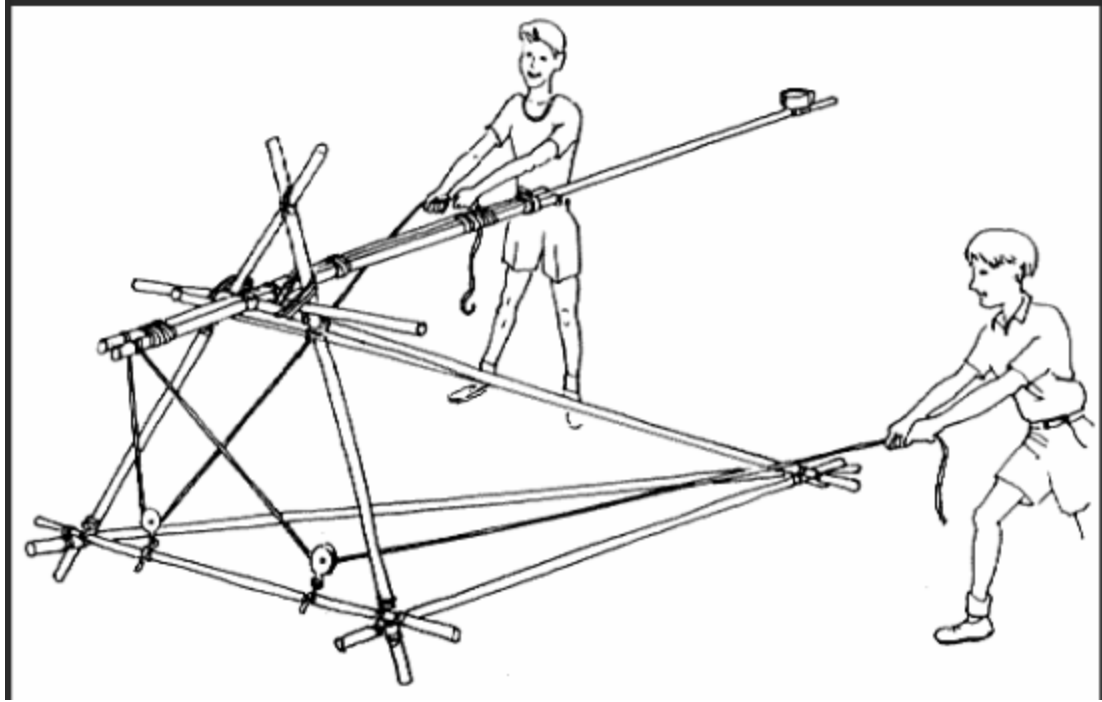
Catapults will be built on the Soccer Field surrounding a "square" shaped target. Once the catapult is built, each Troop will get five chances to launch and successfully land a water balloon at a "square" shaped target in the middle of the Soccer Field.

1st - 3rd place Ribbons will be given for the event. Results are not included in the overall camporee score. Catapults are assessed on creativity, quality of lashings, capability of the project built, and success of launching water balloons into the target area.

Here is a video of a successful catapult at Troop Showcase.

https://drive.google.com/file/d/1mkDedSeMMIQBzecSIBB5hvE_JuXQ03FT/view?usp=sharing

Below is a diagram of a Viking Catapult **but any design can be used**. It uses 2 pulleys that the troop would need to bring (Camporee will NOT provide any pulleys), could be done with one, or none. Also needed is a cup / can to hold the water balloon about the size of a softball.



[pioneering catapults - viking catapults pioneer - Search Images \(bing.com\)](#)

Other designs

<https://www.instructables.com/Lashed-Trebuchet-15-scale/>

<https://www.instructables.com/Viking-Catapult/>

Realistic First Aid

This event will take place at the same time as the Pioneering event & Skit auditions. Three to six Scouts from each troop will be allowed to participate in the realistic first aid event. Camporee will provide materials to create the injury.

Event staff will give each troop's Scouts a list of injuries to choose from. Each troop's Scouts must recreate an injury from the list. Materials will be provided. Creativity is highly encouraged. Scouts will also develop a story as to how the injury happened and explain how the injury should be treated.

Injuries will be derived from the First Aid chapter of the Scout Handbook.

Scoring is based on the creativity in recreating the wound and the story behind the wound, and the accuracy of how the injury should be treated.

Camporee Cooking Competition

The Cooking Competition will consist of a Main Dish and a Dutch Oven dessert. **Troops can start preparing their dishes any time after 3:30pm.**

The Main Dish can be cooked using any method (not limited to using Dutch ovens). A sample of the Main Dish, enough for a bite each, for 4 people, should be brought to the Manzanita Turn Around for judging.

The Dutch Oven dessert must be cooked in a Dutch oven. A sample of the dessert, enough for a bite each, for 4 people, should be brought to the Manzanita Turn Around for judging.

Troops are responsible for providing all materials and tools needed to participate in the Cooking Competition including any materials or tools needed for Dutch oven cooking. Please remember “Leave No Trace” principles when using and cooking with a Dutch oven; please ensure that your methods do not burn the ground under or near your Dutch oven.

Scoring is based on presentation, taste and texture of the main dish and the desert. Troops are encouraged to incorporate the Camporee theme (Spiderman and the Avengers) into their dishes.

Skit Auditions for Camp Fire

Troops will send a group of Scouts to present their skit idea to a group of youth staff judges. **Skits may not exceed 5 minutes, and must be Scout-appropriate. No foul language or excessively harmful threats are allowed. Only one skit per troop.**

Auditions will be held from 3:30 to 5:00, location TBD. The best skits will be chosen for the campfire.

The campfire program director(s) will be assigned by the Camporee Directors at the SPL Meeting Friday night. Troops wishing to participate in the Campfire Program, should see the campfire director for campfire program questions or skit ideas.

Best Campsite

Ribbons will be awarded to the troop with the best campsite. Campsite judging will take place on Saturday morning during the Field Events. Criteria for judging the best campsite is based on the Campsite Inspection Sheet which is found at the end of this Leaders' Guide.

This event WILL be considered in a Troop's overall Camporee Score. Troops are encouraged to incorporate the Camporee theme (Spiderman and the Avengers) into their campsites.

Mission Peak District Fall Camporee Campsite Inspection Sheet

Troop #: _____

No.	Inspection Item/Category	Possible Points	Points Earned
1.	Gateway (Innovation, made with natural materials, etc..)	5	
2.	Gateway (Correct Lashings)	5	
3.	Troop Flag Displayed Properly	3	
4.	U.S. Flag Displayed & Properly	3	
5.	Duty Rosters Posted	2	
6.	Menus Posted	2	
7.	Camporee Schedule Posted	2	
9.	Chemical Fuels Properly Stored/Labelled	4	
10.	Food Properly Secured/Stored	4	
11.	Tables/Cooking Area Clean/Organized	5	
12.	Cooking Utensils Clean & Stored	4	
13.	First Aid Kit Visible in Central Location	5	
15.	Tents Properly Pitched	5	
16.	Equipment Neatly Stored	5	
17.	Garbage Bag Available & In Use	5	
18.	No Litter in Campsite	7	
19.	Wood Tools Properly Stored in Marked Axe Yard	7	
20.	Useful & Creative Camp Gadgets Present	7	
21.	Theme Incorporation (Props etc.)	10	
22.	Bonus Points - Overall Impression of Campsite	10	

Total Points:

Possible: 100 Earned: _____

Inspectors' Initials: _____

RANGE SAFETY RULES

(Safety Briefing)

A. Who is authorized to shout “**CEASE FIRE**”:

ANYONE WHO SEES SOMETHING UNSAFE.

B. What do you do when you hear Cease Fire?

Immediately set your firearm down on the bench: The range staff will come by and make sure your firearm is safe. **LISTEN TO THE RANGE STAFF!!! AND FOLLOW THEIR INSTRUCTIONS.**

C. THINGS TO REMEMBER:

1. **MUZZLE CONTROL:** (Always point firearms in a safe direction. Which means downrange).

2. **TRIGGER CONTROL:** (Keep your finger off the trigger until you are given the command to shoot).

3. **AMMUNITION CONTROL:** Use only Ammunition that is made for the firearm you are shooting).

D. Eye and Ear Protection must be worn anytime you are on the range.

E. For Safety Reasons:

The Range staff might need to touch you and/or reposition you or your firearm.

F. Never enter the range without first getting permission, by asking, “**May I enter the range.**”

G. If for any reason you have problems with the firearm, Place the firearm in a safe direction and raise your hand for help.

H. **NEVER PICK UP EMPTY SHELL CASING OR LIVE ROUND AND KEEP IT.**

I. When you are asked up to the range, stand behind the white line (Firing line) next to the Rail.

Sample Patrol Score Sheet

Keep track of the event completed, time, technical score, and spirit. Print and carry with you during the morning events. Turn in to Teel in the afternoon. Sheet will be used to resolve any issues in reading the Event Leaders scores.

2026 Fall Camporee -- Field Events				
Troop				
Patrol Name				
	Time	Technical Score	Spirit (1-4)	Penalties
Bagpacking				
Chariott Race				
Fire Starting				
First Aid Carry				
Helium Stick				
Human Knot				
Infinite Ladder				
Magic Carpet				
Minefield				
Orienteering				
Tent Relay				
Tomahawk				
Toxic Waste				

Additional Resources

Medical Forms A and B (required for all participants, youth **and** adult):

https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf?_gl=1*_zl0eo_s*_ga*MjAyNjk5NDIwNS4xNzQyMDUzMzgx*_ga_20GoJHESG4*_czE3ODc4NzE5NDUkbzg5JGcxJHQxNzg3ODcxOTcxJGozNCRsMCRoMA..*_gcl_au*MTA3MTkyODY5OC4xNzg1MTk4NDU4

Parental Firearm Permission Form LG-2021 (GGAC Firearms Permission Slip):

<https://goldengatescouting.org/wp-content/uploads/2024/12/GGAC-Firearms-Permission-2024.pdf>

Guide to Safe Scouting (online version):

<https://www.scouting.org/health-and-safety/gss/toc/>

RLM Emergency Number

1-408-897-3266

Mission Peak District Adult Scouter Slack link:

<https://missionpeakdi-04i5892.slack.com/archives/Co5K7UCN1D4>

If you have issues with this link, please go to www.missionpeakscouts.com and scroll to the bottom right and look for the link to join Slack.

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