



Prepared. For Life.™

Version 1.1

2/5/26

1.0 -> 1.1 Changelog

- Clarified Golden Pie Tin/Spoon submission times on schedule
- Clarifications on event briefings
- Minor updates to campfire

2026 Camporee Guide

X Marks the Scout



Orange County Council
Pacifica District Camporee
March 13-15, 2026



Or at least slow down.....

- Camp entrance is through the El Dorado East Regional Park Main Gate located at 7550 East Spring St, Long Beach, CA 90815
- Entrance Fee is \$7 on Friday and \$8 on Saturday/ Sunday. Trailer fee is \$11 on Friday and \$15 on Saturday/ Sunday. Make sure you ask for a reentry stamp on your receipt if you are dropping off/ staying the weekend. Otherwise you will be charged a fee for each entry. Credit cards ONLY. They do NOT take cash.
- Be courteous to Park staff.
- Be courteous to Camp staff.
- Drive Safely / Drive Slowly.
- Do not exceed **15 MPH** within the park.
- Traffic Flow in El Dorado Park is **ONE WAY**.
- Do not double park on roadway. Please drop off Scouts, Scouters, and Equipment in the loading area as **safely** and ***quickly*** as possible.
- **NO** parking in the loading zone. Parking is available in designated parking lot. Please see Camp staff if you require accessible parking
- **NO** driving or parking on the grass, including trailers
- Park Main Gate opens at 7:00 AM and closes at 7:30 PM daily

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Camporee

Thank you for your interest in participating in Pacifica District's annual Camporee. The excitement begins on Friday with the arrival of hundreds of Scouts, Crews, and adult Scouters. Ranges will be used Saturday morning and afternoon as needed for competition then will be available for open practice. Saturday evening is the Campfire Program highlighted by skits, songs, and flag retirement. It all culminates with a Scouts' Own and Camporee awards presentation Sunday morning.

Camporee Goal

The goals of each Camporee event are three-fold:

- 1) To create an environment for individual Scouts to demonstrate their Scout skills and knowledge as members of patrols. Camporee provides a place for patrols to compete in various challenge events to test their skills and creativity using their collective leadership & communication skills and other abilities.
- 2) Camporee provides the event Senior Patrol Leader to build his/her staff to craft and deliver a three-day program for all of the participants; Scouts and adult leaders.
- 3) The ultimate goal for Camporee is to have fun and make life long memories.

Camporee Theme

The Camporee theme for 2026 is **"X Marks the Scout"**

Location

- El Dorado East Regional Park
7550 East Spring Street, Long Beach, CA 90815
- GPS coordinates to park entrance: 33.8111264238076, -118.08535106676652

Dates and Times

- Friday, March 13, 2026 through Sunday, March 15, 2026
- Camporee starts 2:00 PM on Friday
- Camporee closes at 10:00 AM on Sunday

Gate Times

- Friday entrance opens at 2 PM and closes at 7:30 PM
- Saturday entrance opens at 7:00 AM and closes at 7:30 PM
- Sunday entrance opens at 7:00 AM and everyone must vacate the premises by 10 AM
- The only entrance into El Dorado Park is the East Spring Street main gate.
- The easiest departure from El Dorado Park is through the Wardlow exit on the North side of the park.

Valuables

- Lock your car to prevent casual theft
- Keep valuables out of sight or with you at all times.

Registration

- Register online at: <https://scoutingevent.com/039-pacificacamporee2026>

Logistics

- Troop Trailers may only be offloaded in the designated loading/unloading areas. No vehicles or trailers will be allowed in camp area or on the grass. NO EXCEPTIONS
- Overnight parking is available in designated parking lot, see map on page 11 for location. Please see Camp staff if you require accessible parking.
- Potable water is NOT available on site. All units must bring in their own water.
- Food storage – At a minimum, food must be stored in secured totes; it is preferred that food be stored in the Troop trailer or vehicle. **Food should not be left unattended**
- Trash MUST be removed from the individual campsites daily. **Pack It In - Pack It Out** policy applies. Trash should be secured in totes, trailer, or vehicle.
- **NO PORTABLE FUEL GENERATORS – NO EXCEPTIONS!** This is a City of Long Beach Park rule.

Costs

- Two Nights - \$25 for two nights camping if payment received on or before 3/1/26
\$30 for two nights camping if payment received after 3/1/26
- One Night or Day - \$18 for one night camping, if payment received on or before 3/1/26
\$23 for one night camping, if payment received after 3/1/26

LAST DAY TO REGISTER IS 3/8/26

Required Forms

- Medical forms A, B1 and B2 (remain in camp). *Note Form C is not required.*
Link: [ScoutsBSA Annual HealthandMedical Form](#)
- Camporee Arrival Form (located at the end of this document)
- Range and Targets Release Form (located at the end of this document)
- Camporee Feedback Form (located at the end of this document)

Hazards

- There is a shallow stream crossing on the vehicular road to the campsite. Please avoid traveling to the campsite in a low profile car.
- Do not bother any of the natural plants or wildlife you may find around the park. Remember your Outdoor Code! There are squirrels and may be coyotes on site.
- Stay clear and DO NOT surround any animal to prevent its escape. Be safe not sorry!
- Please follow all parts of the Outdoor Code. We are guests in the park.

Medical Care

First Aid will be available at the Camporee Campsite. All severe injuries / hurry cases must be reported immediately to both the Unit Leader and Camporee Adult Advisor for prompt action.

- Nearest Urgent Care:
Optum Los Alamitos 3460 Katella Ave, Los Alamitos 90720; 562-594-6599
- Nearest Hospital:
Los Alamitos Medical Center- 3757 Katella Ave, Los Alamitos 90720; 562-598-1311
- Fires / Fire Safety - **Unattended fires are not permitted at any time – this includes propane, charcoal, etc.**

Propane and Charcoal Usage

Weather permitting, charcoal cooking IS permitted with the use of proper equipment and only if raised off the ground by 6 inches or more unless in the designated fire pits and barbecues.

Portable propane fireplaces ARE permitted in camp if operated safely per Guide to Safe Scouting. Unit MUST provide their own fire extinguisher and have it readily accessible.

Water / Sand buckets and fire extinguisher(s) [A-B-C rated] are required in each campsite and are a part of the Campsite Inspection. All Fire Safety equipment must be in plain sight and easy to reach.

Quiet Hours

Quiet hours begin at 10:30 pm. Pioneering projects and gateway construction may continue until **Saturday 3/14 12:00 AM**, but troops must keep to a very low noise level and an adult must be present at all times. We are asking Troops to limit excessive bright lighting. **Long Beach City park rules state that portable fuel generators are NOT allowed at any time. NO EXCEPTIONS.**

Gateway / Pioneering Project Safety

First Aid will be available at the Camporee Campsite. All construction **must** end at **Saturday 3/14 12:00 AM**.

- Adult leader knowledgeable in lashings must be present at all times during the construction.
- All stakes must be covered or blunted.
- Support lines must have safety markers.
- No climbing above 6 feet will be allowed.
- If a structure is more than 6 feet high, then the entire structure will need to be assembled on the ground, lifted into place (using adequate safety lines / manpower), and secured safely.

Adult Volunteer Training

- IOLS is offered on-site March 13-14

Camporee Method

Pacifica Camporee will consist of a core leadership group of Scouts (Senior Patrol Leader and Assistants), two or more adult advisor(s). Morning and afternoon events will be planned and conducted by the troops of the Pacifica District.

Camporee Youth Leaders

Position	Name
Senior Patrol Leader (SPL)	Ryan Yeung
Assistant SPL (ASPL)	Christopher Yeung
Chaplain's Aid / Scouts Own	
Spirit & Campfire	Chase Atkinson/Mikayla Breiter
SPL/SM Games	Christopher Yeung
Quartermaster	Alexa Gameros
Rice Cooker	Lucas Luong

Camporee Adult Advisors

The following is contact information for the key adult advisors

Position	Name	Email	Phone
Adult Advisor	Kevin McCarthy	kmc3rt24@gmail.com	
Adult Advisor	David Walsh	dwalsh@socal.rr.com	
Asst. Adult Advisor	Jamie Yeung	Yeungfamily05@gmail.com	
Asst. Adult Advisor	Joseph Yeung	josephmyeung@gmail.com	
Asst. Adult Advisor	Nelli Greenspan	nelligreenspan@gmail.com	
Asst. Adult Advisor	Robert Batman	robert.l.batman@gmail.com	
DE – Pacifica District			

Camporee Schedule and Troop Event Assignments

Friday Check-In

Please arrive no earlier than 2:00 PM on Friday. On arrival, check-in with Camporee Headquarters to be escorted to your campsite. Camporee Arrival Form and Range and Targets forms can be submitted at headquarters after arrival.

- Drive Safely / Drive Slowly - Obey all posted speed limits within the park.
- **Do not exceed 15 MPH** when traveling on the park road.
- The park road is a one-way road.
- Campsite drop off will follow the Gear/Scout drop off method – cars and trailers will need to be unloaded in the designated loading/unloading area and moved to the parking lot for parking.
- The loading/unloading area along the road will only be available on Friday until 10:00 PM, and Sunday until 10:00 AM
- The Camporee Staff may request that you relocate your vehicle. If a staff member asks you to move your vehicle, please be courteous and comply with the request. Failure to comply will direction regarding parking or minimizing traffic congestion could result in negative points being applied to the unit's Presidential score.

Friday Cracker Barrel

All SMs / SPLs are invited to attend the Friday evening cracker-barrel for some light refreshments and to obtain any updated information / announcements / schedule changes, etc. All information should be shared with your unit leaders / Scouts upon your return to your unit's campsite. If you have not already done so, turn in your Camporee Arrival Form and Range and Targets forms.

Saturday Opening and Closing Flags

Saturday arrival – Park gate opens at **7:00 AM**

Field (Class A) uniforms are to be worn for opening and closing Flag Assemblies.

Saturday Events and Spirit Rallies Attire

Appropriate themed (X Marks the Scout) attire or CLASS B uniform. All patrol members are expected to dress alike. Appropriate themed clothing and theme-related items (e.g., accessories, props) within the patrol are **encouraged**. We are interested in aspects such as neatness, completeness, and uniformity of Scout uniforms / themed attire, and patrol spirit.

Special clothing items that may provide a competitive edge such as running cleats are not permitted.

Themed items may not include weaponry or replicas of any type (e.g., firearms, swords, spears, etc.) that may be mistaken to be real weapons. Such items are NOT permitted and will be confiscated. Props that are clearly not weapons like balloon and pool noodle swords are fine.

Scoutmaster / Senior Patrol Leader Competition

Be sure to be prepared! 😊

You may or may not get wet for one of the competitions.

Spirit Animal Rules

Embellishments added to the Spirit Animal by the winning Troop are encouraged. All embellishments must be Scout appropriate. Therefore, no burning, removal of parts, no holes, no duct tape adhered to the animal, etc. Tape/Duct tape may be used (capess, pants, shoes, etc.) but not permanently adhered to the animal. It is recommended that the Troops come prepared to add something to the Spirit Animal.

Troop Event Assignments

Each Troop in the district will volunteer to conduct one of the following events. Each event should be creative but also incorporate Scout-related skills or goals. Standard operating procedures for Man Overboard, Cannonball Throw, Pirate Obstacle Course, and Pirate Capture the Ship are included in the Leader's Guide.

Saturday Morning Scored Events

<u>Event</u>	<u>Unit Assigned</u>
• First Aid	Troop 567
• Fire Building	TBD
• Man Overboard	TBD
• Height and Distance	TBD
• Knots	TBD
• Tent Building	Troop 412
• Cross the River	TBD
• Cannonball Throw	TBD
• Pirate Obstacle Course	TBD
• Range and Targets	TBA - Pending approval from Scouting America & RSO Staff

Saturday Afternoon Events

Afternoon Fun/Competition Events:

- Pirate Capture the Ship

Passive Ongoing All-Day Activities

- | | |
|------------------------------------|-------|
| • Scavenger Hunt | Staff |
| • Build a Pirate Ship for Treasure | Staff |

Saturday Range and Targets

TBA

Saturday Campfire / OA Call Out

All Scouts and Scouters should "Be Prepared" in advance (take warm clothing, jackets, flashlight / headlamp, etc.) for the OA Serpentine (see Sat. evening schedule) and Campfire / Call Out. The Serpentine is a line made up of both youth Scouts and adult Scouters. It begins in the midway area and increases in size as it passes each Troop's campsite where the Scouts / Scouters join the line quietly and who are then led to their destination (the bowl area). It is highly recommended to bring chairs, as there is no preexisting seating.

Sunday Scouts' Own

Everyone is welcome to attend. Please wear your Class A uniform.

Sunday Awards Ceremony

First, Second & Third Place ribbons for competitive events / activities will be awarded at the Sunday morning troop gathering. To be eligible for the "Presidential Award" (for the top-ranked competitive unit), each unit must 1) Assemble a gateway; 2) Set-up camp for camp inspection; and 3) All Scout Patrols, except the youth running a Troop Event, must compete in competitive events / scored activities including Patrol Flag competition, Golden Pie Tin and Golden Spoon. It is strongly recommended to participate in ALL competitions.

The following will be considered when scoring for Best Overall Patrol:

- First Aid
- Fire Building
- Man Overboard
- Height and Distance
- Knots
- Tent Building
- Cross the River
- Cannon Ball Throw
- Pirate Obstacle Course
- Range and Targets (Pending approval)
- Patrol Flag
- Golden Pie Tin
- Golden Spoon

Note: Patrols are encouraged to participate in all events. The Camporee staff ask that all patrols be scored identically and fairly.

The following will be considered when scoring for Presidential (Troop) Award:

- Average Patrol Score (see above)
- Gateway
- Campsite
- Spirit

Note: Adult leadership is requested to support Gateway and Campsite Inspection and scoring. The Camporee staff kindly ask participants to not score their own Units.

Sunday Check-out

All units must have their campsites inspected before leaving camp. After cleaning your campsite (including all designated common areas assigned to your Troop), go to the Registration area to request an inspection. All units are requested to complete the 2026 Camporee Feedback form included in this guidebook.

Please drop off the completed form when you are ready to check out. (Don't forget to pick up your unit's patches & participation ribbon.)

Detailed Schedule

Friday			
2:00p	Check-In begins / El Dorado Gate Opens		
2:00p	Campsite Setup (ends at Midnight Friday)		
8:30p	Cracker Barrel (SPLs, Scoutmasters and Staff Only)		
10:30p	Taps / Quiet Hours		
12:00a	Lights Out – No Exceptions		
Saturday			
6:30a	Reveille / Breakfast		
7:00a	El Dorado Gates Open		
8:00a	Opening Ceremonies (Field Uniform - Class A); Spirit Rally & Scoutmaster / SPL Competition #1		
8:30a	Patrol Skills Competition begins	Ranges Open	ALL spirit coins, flags, skits submitted to HQ no later than 4:00pm
12:00p	Patrol Skills Competition pauses for lunch		
12:00p	Lunch		
1:00p	Spirit Rally & Scoutmaster / SPL Competition #2		
1:30p	Patrol Skills Competition restarts / Afternoon Events Begin		
2:30p	Patrol Skills Competition ends		
3:30p	Pirate Ships due at troop campsites for judging		
4:00p	Patrol Flag due in staff area for judging		
4:00p	Afternoon Events end / Ranges Close		
4:00p	Spirit Rally / Closing Flag Ceremony (Field Uniform - Class A)		Golden Pie Tin/Spoon can be turned in 4-5 pm
5:00p	Dinner		
6:30p	OA Serpentine begins (at Unit Camps Entry Way)		
7:00p	Campfire / Order of the Arrow Callout		
10:30p	Taps (Camp Quiet / Lights Out)		
Sunday			
7:00a	Reveille		
8:30a	Scouts’ Own		
9:00a	Awards Ceremony / Closing Ceremonies (Field uniform - Class A)		
10:00a	Unit “Checkout” (turn in unit Camp Evaluation + patch handout begins)		
11:00a	Campground closed		

Camp Layout



LEGEND

- | | | | |
|---|---------------|---|----------------------------------|
|  | CAMPSITES |  | PARK ENTRANCE/EXIT (SPRING ST) |
|  | HEAD QUARTERS |  | DIRECTIONAL TRAFFIC |
|  | ASSEMBLY AREA |  | TEMPORARY LOADING/UNLOADING LANE |
|  | EVENTS AREA |  | OVERNIGHT CAR & TRAILER PARKING |

Detailed Camp layout – TBD

Event Details have not been finalized and are subject to change

All-Day Event Briefings

Build a Pirate Ship

Each troop will receive an equal amount of cardboard and a roll of duct tape at around 7:30 am on Saturday. They will have the entirety of the day (until 3:30 pm) to construct a pirate ship with the materials. The ships should be displayed near the entry of the campsite (outside, near the gateway). Troops are allowed to bring non-structural decorative materials from home, as long as they are approved by emailing staff (apinguen@gmail.com). Any tools that do not end up on the final ship are allowed (ex. Knife, axe).

Scavenger Hunt – A day-long scavenger hunt where patrols work independently during free time to complete various challenges. Each completed challenge earns spirit coins, with tasks ranging from navigation and riddles to observation and code-breaking.

Morning Event Briefings

Cross the River

You and your patrol need to cross a shallow river using wooden boards as stepping stones to make it to the other side as fast as you can.

Man Overboard

Scouts will work to rescue two of their fellow sailors who have “fallen overboard” by using knots and throwing a rescue rope to pull them in.

First Aid

Know your Tenderfoot, Second Class and First-Class first aid requirements. You will be asked to solve a first aid scenario.

Cannonball Throw

Scouts will test their strength by attempting to throw a (not literal) cannonball as far as they can.

Knots

Know your basic Scout knots: Overhand, Square, Two-half Hitch, Taut Line, Bowline, Clove Hitch, Timber Hitch and Sheet Bend. It's a race against the clock!

Tent Building

Know how to protect yourself from the weather. You will be given a period of time to build a tent from tarps, stakes, and rope.

Height and Distance

Come prepared to measure a tall pole and a distance along the ground.

Pirate Obstacle Course

Scouts will work together in pairs to navigate an obstacle course, carrying their Patrol's treasure chests to the end, while burdened by pirate impairments.

Morning Events Scoring

To reduce confusion between merging, changing, incomplete, and/or inconsistent patrol names, each Unit's patrol will be assigned a unique number (i.e. Troop 1234 Patrol 1, Patrol 2, etc.). **Your Patrols will need to know and use their assigned Patrol Number for competition in the events.**

Scoring will be either by points or by time, not both

- Time must start from time 0 and be a positive value, where the shortest time (closest to 0:00:00) is the best time.
- Points are scored from 0 to a maximum number, where 0 is the worst score.

Score sheets will be provided. If possible, Camp Staff will print forms with Patrol names and unit numbers. Please do your best to write legibly. Any errors should be CLEARLY corrected.

Morning events open at 8:30 AM, break for an hour at 12:00 – 1:00 PM, and continue through 2:30PM. Morning events should be set up by 8:00 AM, where staff will be checking on stations.

Afternoon Event Briefings

Pirate Capture the Ship- Normal capture the flag, but the objective is to steal the opponent's flag and raise it on your own flagpole.

Range and Targets

TBD- pending on approval of Scouting America and RSO staff.

Evening Event Briefings

Golden Pie Tin / Golden Spoon

Please provide sufficient food for 3 people to have a taste of your entry. Example – a single burger would be sufficient but one street taco would not be sufficient. In general, the amount of food that would serve one person for a meal would be sufficient. Please do not provide more food than this, (ex. Not a whole Dutch oven cake), as then there will be excess food left over that will have to be disposed of.

Up to one entry (of Golden Spoon and Pie Tin, so 2 dishes) per patrol is allowed to be submitted.

Golden Pie Tins and Spoon Scoring Rubric -

Originality (20 points)

Taste (20 points)

Presentation (20 points)

Complexity (10 points)

Patrol Flag Scoring Rubric -

Theme (10 points)

Epicness (20 points)

Quality (20 points)

Troop Event Responsibilities

Event planning and implementation is a learning process. All Troops are requested to establish Adult Advisor(s) and a youth Camporee leader (may be your Senior Patrol Leader). The adult advisor should coach and mentor the youth leader on the following: a) how to carry out an event with about 400 participants or approximately 30-40 patrols in a period of approximately 3 hours; b) size and location requirements; c) consideration for time allotment you've been provided; and d) logistical complexity. Troops will be responsible for scoring their own event.

Events need to be well tested and conducted with consistency. Coaching and mentoring may be required to help teach Scouts the value of consistency and to ensure follow through. Events need to be staffed by experienced Scouts, who understand and have mastered the skill they are judging. Assistance can be provided in the development of scoring sheets and criteria.

Event Guidance for Troops and Leadership Team

Approach

- Enable the youth to develop and execute an event using E.D.G.E. methodology.
- Key opportunities for Scout growth:
 - Project Planning
 - Scope Requirements
 - Testing
 - Documentation
 - Execute a plan
 - Running a Scout event
 - Close Out

Project Planning

- Establish idea(s)
- Scope Requirements & Understand Timeline
- Document Dependencies
- Explore Relationships to other Requirements

Scope Requirements

- Utilizing Standard Operating Procedures, establish the following
 - Who
 - What
 - Where
 - Why
 - When
 - How

Testing

- Did the plan work as envisioned?
- Did you have all the right resources?
- Does it meet the needs of your recipients?
- Is there sufficient clarity and definition?
- Is it too hard? Is it too easy?
- Consider the number of participants & time available to run the event, is it feasible?
- Does scoring work as intended?
- Can it be improved?

Execute a Plan

- Know that your logistics are in place.
- Staff, Supplies, Space, etc.
- Implement process to ensure first participant is handled the same as the last participant.
- Score evenly and consistently with appropriate expertise.

Running a Scouting Event

- Does your event accommodate the number of participants, in the time given?
- Do you have enough stations?
- How much space is needed? Consider the event and anything you don't want to be seen or heard in advance.
- Is your Standard Operating Procedure (SOP) inclusive of required people and gear?
- Does your scoring sheet provide your staff the best opportunity to be consistent?
- Are you setup to judge the first and the last participants equally with easy to interpret criteria?

Close Out

- Start – Stop – Continue
- What went as planned, what didn't go as planned, what can be improved upon?
- Celebrate!

Important Web Links

- Example 2018 SOPs & Guides <https://onedrive.live.com/?authkey=%21AF7bKeH03N-WxQ4&id=D4366B039270FD95%21115&cid=D4366B039270FD95>
- Age-Appropriate Documentation: <https://filestore.scouting.org/filestore/HealthSafety/pdf/680-685.pdf>
- Guide to Safe Scouting: <https://www.scouting.org/gss/>
- Registration:

Campsite and Pioneering/Gateway Inspection Primer

Both documents are under review by the youth & adult Camporee staffs - the inspection form details will be included in the next version of the Leader Guide

To protect moisture sensitive decorations, you may use waterproof covering to protect your design overnight. But, it must be removed by 8am. You are NOT allowed to add anything else to your gateway after Friday, midnight. **NO EXCEPTIONS.**

Pioneering/Gateway

For all notes, please reference 14th Edition of the Scout Handbook

- **Whipping**, page 361. “the permanent way to protect ropes from unraveling is by whipping or fusing.” When referencing material for whipping, the book references a “piece of strong cord”
- **Lashings**, page 371-378. The following are lashings referenced in the Scout Handbook and that are eligible for points. Square (pg. 373), Mark II (pg. 374), Shear (pg. 376), Diagonal (pg. 376), Tripod (pg. 377), Round (pg. 377), Floor (pg. 378).
- **American Flag placement.** In facing the entry from the exterior of camp, the American flag should be placed on the left of any other flags, flying highest.

Campsite

- See link above for the current version of the Guide to Safe Scouting.
- Review Campsite Inspection form below
- Review Gateway Inspection form below

Camporee Arrival Form

What would Camporee be without forms! These forms are essential to the event scoring process.

Please provide upon arrival. Please remind your Scouts NOT to change patrol names after the form is submitted.

Unit #	
Scoutmaster	

Patrol Names Please note if this is a 1 st year patrol	
1	<input type="checkbox"/> First Year Scout Patrol
2	<input type="checkbox"/> First Year Scout Patrol
3	<input type="checkbox"/> First Year Scout Patrol
4	<input type="checkbox"/> First Year Scout Patrol
5	<input type="checkbox"/> First Year Scout Patrol
6	<input type="checkbox"/> First Year Scout Patrol
7	<input type="checkbox"/> First Year Scout Patrol
8	<input type="checkbox"/> First Year Scout Patrol
9	<input type="checkbox"/> First Year Scout Patrol
10	<input type="checkbox"/> First Year Scout Patrol

Items to remember

- Let your drivers know they will be directed to the closest drop off point for your campsite, when they arrive at the campsite.
- Parking is located to the North side of camp in the parking lot. Refer to the camp layout map for the parking lot location.
- Trailer and towing vehicle will need to be unloaded in the loading/unloading zone and then parked in the parking lot.

Pioneering Project Score Sheet

Troop Number _____

Grading guidelines:

- All projects will be graded.
- Consider what *percentage* of a project meets the criteria. For example, give more points to a project with three loose lashings out of 100 total lashings; give fewer points to a project with three loose lashings out of 20 total lashings.
- It is OKAY to ask questions of the SPL or designee to describe the Gateway. It's not always obvious "what" it is as it relates to the theme.

Maximum possible points: 125+

Points Awarded	Possible Points	Description
----------------	-----------------	-------------

Lashings and Knots

	0 to 15+ points	Lashing types: 5 points for each type of lashing. 1 lashing = 5 points, 2 lashings = 10 points, 3 lashings = 15 points. Add 1 point for each additional Scout lashing. (Square, Mark II, Shear, Diagonal, Tripod, Round, Floor)
	0 to 15 points	Application of lashing types: Certain joints require specific lashings. Were the appropriate lashings used?
	0 to 20 points	Tight lashings: Are the lashings tight? Do any joints slip?
	0 to 10 points	Rope ends: Are all ropes whipped or spliced?
	-5 points	Whipping: Subtract 5 points if ropes utilized something other than a 'strong cord'.
	0 to 5 points	Knots: If knots are used for other than lashings, are they tied and used properly? If no knots are used, give max points.
	0 to 25 points	Pole Count: 1 point for each pole. Maximum 25 points (25 poles).

Overall Project

	0 to 15 points	Stability: Is the project stable? Does it use pioneering techniques to improve stability?
	0 to 5 points	Theme: Does the project incorporate the Camporee theme? Give more points to project design (a drawbridge for a medieval theme, for example) than theme-related props hung on the project.
	0 to 5 points	Flags: Does the project include flagpoles to display American, Troop, and other flags? Can the flags be raised and lowered? Give 3 points for one flag, 5 points for two or more flags.
	0 to 10 points	Creativity: Is the design creative? Is it a unique design or include unusual elements? Give Scouts credit for attempting something different.

Deductions

	0 to -15 points	Safety: Was the project safe for the Scouts building it? When the project is complete, is it safe for someone on or around it?
	0 to -10 points	All-natural materials: Use only natural-fiber rope and pioneering poles. No metal except for pulleys and connecting bolt(s). Deduct 1 point for each non-natural item. Don't deduct for theme-related props, unless they are a fundamental part of the project structure. Don't deduct for synthetic rope used for flag halyards or safety lines.
	0 to -15 points	Constructed on site: No part of the project can be prefabricated and then brought to Camporee. It must be completely constructed on site.
	0 to -25 points	Scout-built: Was the project constructed completely by the Scouts? Deduct points for any adult help except that needed for safety.

Total Score _____

Campsite Inspection Score Sheet

Troop Number _____

Points Awarded	Possible Points	Description
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Both the Scout and Adult areas should be considered when grading

Section A. Layout

Grader _____

	1 – 10 Points	Layout: Is there a definitive pre-planned set up? Does the camp have an organized format? Remember some sites will be odd shaped due to space available. Do not deduct points if layout is forced to change to meet the site requirements.
	5 Points	Schedule of Camporee Events : Is it posted in camp headquarters? Visible to all?
	5 Points	Duty Roster Posted: Is there a patrol duty roster(s) posted and is it legible?
	5 Points	Menu Posted: Is there a patrol menu(s) posted and is it legible?
	5 points	Guide to Safe Scouting: Is the guide available upon request?
	5 Points	U.S. Flag: Is the American Flag displayed properly?
	5 Points	Unit Flag: Is the Unit Flag displayed properly?
	5 Points	Pioneering: Is there a gateway or pioneering project that shows pioneering skill?
		Total Layout

Section B. Safety

Grader _____

	5 Points	Adult on Duty: Is there a responsible Adult on Duty? If yes score 5 points.
	1 – 5 Points	Safety Ribbons: Are there safety ribbons attached to each tent rope, any perimeter rope and the axe yard perimeter?
	5 to -5 points	First Aid Kit: Is there a First Aid Kit visible and accessible in camp? If the First Aid Kit is missing score -5.
	5 Points	Fire Equipment: Are there two buckets, one filled with sand and the other filled with water, and a shovel centrally located in the campsite?
	5 Points	Fire Equipment: is there one Fire Extinguisher per cook area? Must be charged and in good order.
	1 – 5 Points	Rules: Are fire sources at least 10 feet away from any tent? Is there a 10-foot area cleared around the cook stove? Is food stored in patrol boxes or a supply tent?
		Total Safety

Section C. Cleanliness

Grader _____

	5 Points	Scouts in Camp: If there are no Scouts in the camp except for the SPL or designee during the competitive events score 5 pts. (SPL / designee may be in camp to answer questions.) UNLESS the scouts are clearly working on their pirate ship, in which case they are allowed to be in camp
	1 – 5 Points	Personal Equipment: Is gear inside of the tents organized or in a jumble? You may NOT open a tent that is closed. If all tents closed score 5 points.
	1 – 5 Points	Tents: Are all tents set up correctly?
	1 – 5 Points	Clean Campsite: No trash around and the equipment, materials and tools stowed properly.
	5 Points	Theme Items: Score 5 points if there are theme items present.

		Total Cleanliness
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Total Score _____

Man Overboard

Standard Operating Procedure

Objective

Scouts will work to rescue two of their fellow sailors who have “fallen overboard” by using knots and throwing a rescue rope to pull them in.

Materials

- 2 plastic circular snow sleds
- 1 rope (42 ft)
- 2 border ropes (20 ft each)

Setup

- Mark a water line 30 feet from the "shore" using border ropes
- Place two scouts "in the water" on sleds at the 30 ft line
- Position remaining scouts on the land side of the rope without touching it

Procedure

1. Two scouts begin "in the water" sitting on sleds at the 30 ft line.
2. The remaining patrol members wait on the land side of the water line without touching the rope.
3. Scouts on land throw the rescue rope (may tie the two 20 ft ropes together if needed) to the scouts overboard.
4. Land scouts may tie any knot to secure the rope to the sled or person.
5. All scouts on land pull in the first scout on a sled to shore.
6. Repeat the process to pull in the second scout on a sled.
7. Once both scouts are rescued, the activity is complete.

Scoring

Time Calculation: Total time from when the overboard scouts first touch the rope until both scouts reach shore

Penalties:

- Scouts on land touching or crossing the water line: +20 seconds per scout
- Scout overboard falls off sled or touches the ground: +30 seconds per fall

Cannonball Throw

Standard Operating Procedure

Objective

Scouts will test their strength by attempting to throw a (not literal) cannonball as far as they can.

Materials

- 4 heavy balls (two different colors, 2 per color)
- Perimeter rope with stakes
- Long measuring tape
- Webbing for throw line

Setup

- Mark the throwing line with webbing
- Establish perimeter boundaries with rope and stakes
- Assign one ball color to each patrol

Procedure

1. Two patrols compete simultaneously. Each patrol selects 4 members to participate in this event.
2. Two participants from each patrol go at a time. Each participant throws their cannonball while standing behind the throw line.
3. Each patrol completes 2 practice rounds followed by 2 scored rounds.
4. The longest throw out of the four participants is recorded as the patrol's score for the two scored rounds.

Scoring

Score Calculation: Distance of the farthest throw from each patrol during the two scored rounds

Pirate Capture the Ship

Game Instructions

Objective

Normal capture the flag, but the objective is to steal the opponent's flag and raise it on your own team's flag pole.

Materials

- Rope for marking boundaries
- Flag
- Poles for flagpole

Setup

1. Brackets/sign-ups for patrols will need to be determined
2. Each patrol can have [TBD] players; There will be a short 1-minute halftime where they can substitute players.
3. Place each crew's flag on their own flagpole at the start of the game.
4. Clearly mark with rope each crew's territory and a small zone around each flag

How to Play

1. At the captain's signal, pirates may leave their territory to raid the enemy's land.
2. Pirates may attempt to:
 - Sneak into enemy territory
 - Grab the enemy flag from its flagpole
 - Carry it safely back to their own territory
3. To win, a crew must:
 - Successfully steal the enemy flag and raise it on their own flagpole

Tagging & Capture Rules

- If a pirate is tagged while in enemy territory:
 - They are captured and must go to the Brig (designated jail area).
- A captured pirate may be freed if:
 - A teammate tags them in the Brig without getting tagged themselves.
 - A teammate can only free one pirate at a time
- If a pirate carrying a flag is tagged:

- The flag is returned to its original flagpole.

Flag Rules

- The flag must be carried visibly (no hiding it under shirts or hats).
- Flags can be thrown.
- Only one pirate may carry a flag at a time.

Winning the Game

- A crew wins when the enemy flag is:
 - Brought into their territory and raised on their own flagpole.

Rules

- Only two defenders can be within 10 feet of the flag zone

Pirate Ship Building

Materials:

- Cardboard
- Roll of duct tape

Each troop will receive an equal amount of cardboard and a roll of duct tape. They will have the entirety of the day (until 4 pm) to construct a pirate ship with the materials.

Troops are allowed to bring non-structural decorative materials from home, as long as they are approved by emailing Mr. McCarthy (kmc3rt24@gmail.com).

Any tools that do not end up on the final ship are allowed to be used in the process of making the ship (ex. Knife, hatchet, saw).

Grading Rubric:

Build a Boat for Treasure Grading Rubric (Total: 75 Points)

Point Value / Level	1. Structural Integrity (Max 15 pts)	2. Pirate Theme & Creativity (Max 25 pts)	3. Craftsmanship & Attention to Detail (Max 20 pts)	4. Size & Ambition (Max 15 pts)
Excellent (21-25 pts / 17-20 pts / 13-15 pts)	Ship is sturdy and well-constructed with no weak points. All joints are secure. Structure can withstand handling and minor stress without damage.	Ship clearly resembles a pirate vessel with multiple authentic details (skull and crossbones, sails, cannons, mast, crow's nest, etc.). Shows exceptional creativity and originality in design.	Clean construction with precise cuts and neat tape application. Details are carefully executed. Shows mastery of materials. (17-20 pts)	Large, impressive ship that maximizes use of available materials. Ambitious design with multiple levels or complex features. (13-15 pts)
Good (16-20 pts / 13-16 pts / 10-12 pts)	Ship is mostly sturdy with only minor weak points. Most joints are secure. Structure holds together well under normal handling.	Ship has clear pirate characteristics with several recognizable features. Shows good creativity and thoughtful design choices.	Generally clean construction with mostly neat work. Details are well-executed with minor imperfections. (13-16 pts)	Good-sized ship with solid use of materials. Design shows ambition with several features. (10-12 pts)

Fair (11-15 pts / 9-12 pts / 7-9 pts)	Ship has some structural weaknesses. Several joints are loose or unstable. Structure shows signs of instability but remains standing.	Ship has some pirate elements but lacks detail. Shows moderate creativity with basic pirate features present.	Adequate construction with some messy areas. Details present but execution is inconsistent. (9-12 pts)	Moderate-sized ship with adequate use of materials. Design is straightforward with basic features. (7-9 pts)
Poor (6-10 pts / 5-8 pts / 4-6 pts)	Ship has significant structural problems. Many joints are weak or failing. Structure is unstable and at risk of collapse.	Ship has minimal pirate characteristics. Limited creativity with few distinguishing pirate features.	Rough construction with many messy areas. Details are poorly executed or incomplete. (5-8 pts)	Small ship with limited use of materials. Design lacks ambition. (4-6 pts)
Minimal (0-5 pts / 0-4 pts / 0-3 pts)	Ship is poorly constructed and barely stands. Structure is collapsing or has already collapsed.	Ship lacks pirate theme or shows minimal effort in creative design.	Very rough construction with little attention to neatness or detail. (0-4 pts)	Minimal ship with very limited use of materials. Little to no ambition in design. (0-3 pts)



Pirate Obstacle Course

Standard Operating Procedure

Objective

Scouts will work together in pairs to navigate an obstacle course, carrying their patrol's treasure chests to the end, while burdened by pirate impairments.

Impairments

Each participant will receive one of the following handicaps:

- **One leg** – Hop on one leg throughout the course
- **Eyepatch** – Wear eyepatch covering one eye
- **One arm** – Have one arm tied behind your back
- **Hook hands** – Both hands hold "hooks"
- **Blindfold** – Wear blindfold over both eyes

Materials

- Index "impairments" cards (3 of each type)
- 3 eyepatches
- 6 hook hands
- 3 blindfolds
- 5 cardboard boxes filled with heavy objects (pirate chests) ~ 10 lbs?

Procedure

1. Distribute impairments cards one at a time to random patrol members, rotating through the impairment types to ensure even distribution. For example: give the first card (hook hands) to a random member, the second card (eyepatch) to another random member, the third card (one-leg) to another random member, and continue cycling through all five handicap types until every patrol member has received a card.
2. Impairments are distributed to the patrol members.
3. Patrols need to divide themselves into pairs. A single triplet is allowed if there is an odd number of patrol members. Patrols can decide how to divide themselves up.
4. Each pair must navigate the obstacle course as fast as possible. When they finish, they tag the next pair in line to go.
5. Each pair must carry one "pirate chest" from the start to the end of the course.

Scavenger Hunt

Standard Operating Procedure

Overview

A day-long scavenger hunt where patrols work independently during free time to complete various challenges. Each completed challenge earns spirit coins, with tasks ranging from navigation and riddles to observation and code-breaking.

Procedure

For Patrols:

1. Each patrol receives a paper with 11 challenges:
 - 2 Navigation tasks
 - 2 Enigma tasks
 - 2 Observation tasks
 - 2 Cipher tasks
 - 2 Strength tasks
 - 1 Bonus task (worth additional spirit coins)
2. Challenges are randomly shuffled so each patrol has a different composition of tasks.
3. Challenges can be worked on in parallel (They don't need to be done one after another)
4. All challenge locations and elements are within the campground boundaries.
5. When the paper is turned in, the patrol receives spirit coins for each completed challenge:
 - Standard challenge: [TBD] spirit coins each
 - Bonus challenge: [TBD additional] spirit coins

2026 Camporee Feedback Form



Please help us to improve future Camporees by completing this survey and dropping it off at REGISTRATION when your unit checks-out. Thank you!

1 = Poor 5 = Great 1 2 3 4 5

Questions	Ranking
Pre Camporee	
1 Was the Camporee information clear / accessible? (District website, Camporee leader's guide, Black Pug)	
CAMPSITE	
2 Rate "Firestone" as a Camporee location spot.	
3 Did Registration (Check-in /Check-out) go smoothly?	
4 Was your campsite size adequate?	
5 Were the toilet facilities adequate?	
6 Was the parking adequate?	
PROGRAM	
7 Did the Camporee Program meet with your overall expectations?	
8 Rate the Morning (competitive skills) Events.	
9 Rate the Afternoon (non-competitive) Events.	
10 Rate the SM / SPL Events	
11 Rate the overall Campfire program.	
12 Rate the Awards Ceremony (ribbons)	
13 Rate the Scouts Own	
PERSONNEL	
14 Was the Staff courteous and helpful?	
15 Did Security / Parking Control perform its function?	Yes / No
MISCELLANEOUS	
16 Did the Scouts have a good time?	Yes / No
17 Do you plan to attend next year?	Yes / No

Please list any names (unit no. & full name) of adult Scouters that might consider volunteering for Camporee Staff next year.

Comments / Suggestions: **(Use back of form if more space is needed)**

INSTRUCTIONS: MUST BE CLEAR and LEGIBLE.....Enter EITHER:

- Points: Integers Only 0=worst score (ex. 0, 32, 57, 71, 96, etc.) OR

- Time: Time starts from 0 & increases (mm:ss.ss (01:33.26) or seconds (93.26))

#	Unit Number	Camporee Patrol ID	Patrol Name	Points or Time (Circle One)
1	Ship 711	Patrol-1		
2	Troop 1	Patrol-1		
3	Troop 1	Patrol-2		
4	Troop 1	Patrol-3		
5	Troop 1	Patrol-4		
6	Troop 106	Patrol-1		
7	Troop 189	Patrol-1		
8	Troop 189	Patrol-2		
9	Troop 189	Patrol-3		
10	Troop 189	Patrol-4		
11	Troop 189	Patrol-5		
12	Troop 227	Patrol-1		
13	Troop 227	Patrol-2		
14	Troop 319	Patrol-1		
15	Troop 319	Patrol-2		
16	Troop 319	Patrol-3		
17	Troop 380	Patrol-1		
18	Troop 412	Patrol-1		
19	Troop 412	Patrol-2		
20	Troop 412	Patrol-3		



BOY SCOUTS OF AMERICA®

Unit type & #: _____

Last Name: _____

First Name: _____

CALIFORNIA RIFLE, SHOTGUN AND ARCHERY PARENTAL/LEGAL GUARDIAN PERMISSION FORM FOR OLDER SCOUTS (BOYS SCOUTS, ETC.)

I, _____, parent or legal guardian of

(Print Name of Parent or Legal Guardian) (Print Name of Child) hereby give my child express permission and consent to be lent and possess firearms (handguns and long guns) and ammunition to engage in lawful, recreational sport, including target practice, and/or a course of instruction in the safe and lawful use of a handgun. (Cal. Penal Code ** 27945, 29610, 29615, 29650 29655; 18 U.S.C * 922(x)). As used in this form, "firearms" includes any handguns, long guns, or shotguns that may lawfully be loaned to and possessed by a minor under state and federal law.

I also give my child express permission and consent to possess, and for a person to loan to my child, a "BB device" as defined in Cal. Penal Code * 16250. (Cal. Penal Code * 19915), bows, arrows, and tomahawks.

(Please mark each applicable category of permission granted, and initial each entry)

- ☐ Archery (bow and arrow, knife and tomahawk throwing) (Cub Scouts, Webelos, Boy Scouts, Venturers, Explorers) _____ (initials)
- ☐ BB Devices (BB gun) (Cub Scouts, Webelos, Boy Scouts, Venturers, Explorers) _____ (initials)
- ☐ Air Rifles (pellet gun) (Webelos, Boy Scouts, Venturers, Explorers only) _____ (initials)
- ☐ Long Guns (rifle, shotgun) (Boy Scouts, Venturers, Explorers only) _____ (initials)
- ☐ Handguns (Venturers, Explorers only) _____ (initials)

This consent is valid, absent my express revocation thereof, for the calendar year of _____
(Calendar Year)

A photocopy or facsimile of this written consent will serve as an original.

I represent that I am (1) the parent or legal guardian of the minor named above and (2) not prohibited by Federal, state, or local law from possessing a firearm. I agree to indemnify and hold harmless the Boy Scouts of America, and any local Council and all officers, members, employees, and volunteers thereof, from all losses, damages, causes of action, cost and expenses, arising from any false statements or representations made by me herein.

Please bring four (4) copies of this form to camp with your child. At least one copy must remain in your child's possession at all times while he or she possesses any firearms or ammunition.

Signature of Parent or Legal Guardian

Date

Golden Spoon Pie Tin Entry Form

(Circle above which it is)

Troop: _____

Patrol: _____

Name of Dish: _____

Description:

Other notes if you have any:

Staff Initial: _____

Golden Spoon Pie Tin Entry Form

(Circle above which it is)

Troop: _____

Patrol: _____

Name of Dish: _____

Description:

Other notes if you have any:

Staff Initial: _____

Golden Spoon Pie Tin Entry Form

(Circle above which it is)

Troop: _____

Patrol: _____

Name of Dish: _____

Description:

Other notes if you have any:

Staff Initial: _____

NCAP Items for Camporee Leaders Guide

- Troops should identify Scouts with special needs to the Camporee Director so
- that accommodations can be made as is feasible.
- All adults attending with a Troop must have current:
 - Safeguarding Youth Training
 - Current registration with Scouting America
 - State Mandated Reporter Training and LiveScan background check
- Each troop must have a minimum of 2 registered leaders present. El Dorado Regional Park also requires that there be an adult present for every 10 youth.
 - including having one registered female adult, age 21 or older, in every unit serving female youth
- Each leader of a unit must have for each camper and adult leader an up-to-date Scouting America Annual Health and Medical Record form. The contents of Annual Health and Medical Records should be treated as confidential and shared with other adult leaders on a need to know basis.
- Unit leaders need to inform the camp health officer or designee of any campers with limitations, special needs or life-threatening circumstances.
- Drinking water. Troops and other units will need to bring water for drinking, cooking and cleaning. There is no on-site water available.
- Youth (< 18 years old) are to use the portable toilets only. The park restroom does not meet BSA SYT standards. However, adults may use the park restrooms at their discretion.
- Garbage should be removed from the individual campsites daily
- No vehicles or trailers in the campsites or grass per Park Rules
- No generators, per Park Rules
- No sleeping in vehicles; all participants and staff must sleep in tents
- No smoking anywhere in El Dorado Regional Park

Rumors have surfaced describing hidden treasure at El Dorado

