



**Orange County / Saddleback District / Scouting America**

**2026 Spring Camporee (April 24–26, 2026)**

**Theme – Wild West**

On behalf of Scouting America, Orange County Council, Saddleback District, we welcome you to the 2026 Spring Camporee at Irvine Lake – Lake View Park (5305 Santiago Canyon Road). This year’s Camporee will take you back to the Wild West with themed activities throughout the weekend.

The Wild West theme will make for a weekend of skill-testing fun for Scouts of all experience levels. With individual and team competitions, games, cooking, and shared campwide festivities, this Camporee has something for everyone.

## **Camporee Cost and Payment Methods**

### **Weekend Cost (April 24–26):**

\$40.00 per participant

### **Payment Methods**

Online: Register and pay at <https://scoutingevent.com/039-SaddlebackCamporee>

Registration closes the day before the event, but please register the bulk of your unit before the deadline. Materials need to be purchased in advance—and a Scout is thrifty.

## **Things to Know – General Information**

### **Troop Registration**

Let us know you're coming. Registration includes three required forms: the Check-Off List, Troop Registration and Payment Information Sheet, and the "Troop Roster" for events.

Please turn in your registration packet prior to (or at) the final Saddleback District Roundtable on April 9.

Roundtable (April 9): Please include the items mentioned above. The troop breakout that night will cover Camporee details as presented by the staff. Feel free to invite your SPL to this meeting so they can ask questions as well.

Important Contacts –

Tim Kramer – Adult Camporee Advisor – [tkramer@sherlocktk.com](mailto:tkramer@sherlocktk.com)

Mike Ulibari – Adult Camporee Advisor – [mgu@earthlink.net](mailto:mgu@earthlink.net)

Mike Madory – Adult District Camping Chair - [saddlebackchairmike@gmail.com](mailto:saddlebackchairmike@gmail.com)

### **Friday Night – Dinner / Camporee Headquarters**

There will be a food stand set up at Camporee Headquarters from 6:00 p.m. to 9:00 p.m. for Scouts and adults who didn't have time to eat before arriving. It's an inexpensive meal option, and it also helps our Order of the Arrow chapter fundraiser.

Food will be reasonably priced (generally \$7–\$10, depending on what is available). There may also be snacks for purchase during the movie. Friday night's movie will be *Holes* (2003).

### **Saturday – Snack Bar / Trading Post / Camporee Headquarters**

A trading post/snack bar will be available at Camporee Headquarters on Saturday from 8:00 a.m. to 5:00 p.m. Items for sale will include snacks, soft drinks, Scout merchandise, books, and other Scouting manuals and apparel.

## **Uniforms**

Scout BSA uniforms are required throughout Camporee. This generally consists of the green Scout BSA pants or shorts, the tan Scout BSA field uniform shirt, and (if your troop uses them) troop activity shirts.

During Saturday morning and afternoon competitive events, patrols/crews should be dressed uniformly—meaning members of the same unit are wearing the same uniform type (Class A or Class B) based on that unit’s standards. Not all troops have the same uniform standards; the intention is consistency within your own unit.

Optional items (such as hats) do not count toward uniformity. If your troop considers items like belts part of the uniform, then everyone in your unit should follow the same standard.

Troops will be evaluated for uniformity immediately after the opening flag ceremony and will count toward your overall troop score. (25 points)

## **Trash**

Dumpsters are available in the parking area (see the area map). They are large and require lifting a hinged trash-cover “lid.” Please brief youth and staff that all trash must go inside the dumpster.

Adult supervision and flashlights are required for trash runs after dark.

## **Water**

Running water/spigots are available throughout the site. The water is drinkable from the municipal water supply.

## **Campfires**

No open campfires are allowed in campsites. The only allowed flame source in campsites is propane stoves.

Dutch ovens may be used with charcoal, but they may not be placed directly on the ground. They must be elevated on a Dutch oven table or another appropriate method to avoid scorching the ground. Picnic grills near the shelters may also be used.

Scouts and adults must properly dispose of fully cooled ashes. **Do not put hot ashes in trash cans.**

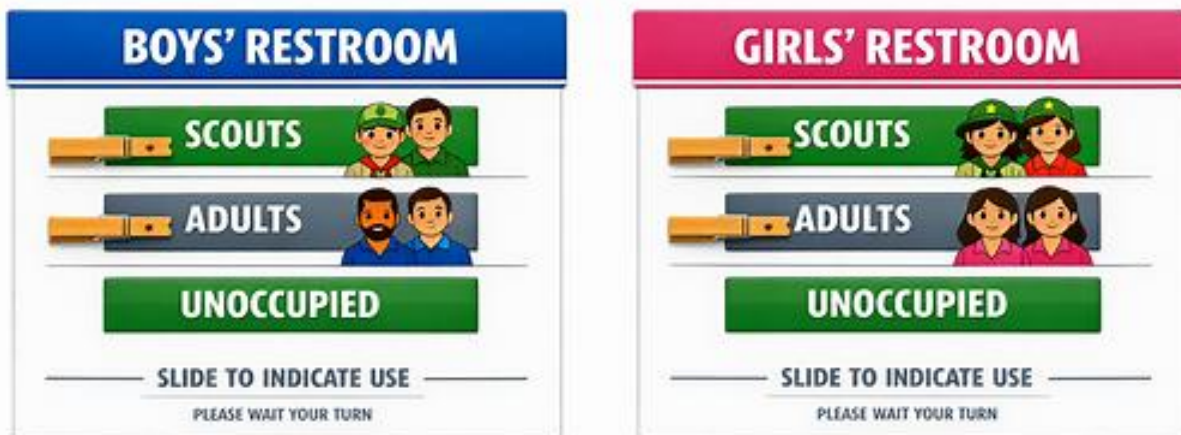
## **Restroom Facilities**

Adult and youth restrooms will include porta-potties conveniently located inside the camping arena (see area map). Each will be clearly marked.

Flush toilets are available at the top of the hill. The restroom on the left/west is for female adults and Scouts; the restrooms on the right/east are for male adults and Scouts. A sign or clipboard will be placed outside the flush bathrooms to indicate status/availability (see below).

If a porta-potty is unsanitary, please notify a staff member.

The flush restrooms are on a septic system—**nothing but toilet paper** is allowed down the toilet.



### Medical Emergencies

There is no emergency services standing by on the premises at Camporee. In case of a medical emergency, call 911. General first aid is the responsibility of individual troops, with Camporee staff assisting as needed. Please report all injuries to the Camporee Chair (Mike Madory) at (949) 584-8338.

### Rules of Conduct

Campers must follow the twelve points of the Scout Law, as well as:

1. Respect wildlife.
2. Use restrooms as intended, and be neat and polite. Clean up after yourself.  
Note: Adult-only restrooms may only be used by adults.
3. Conserve water.
4. Do not trespass. Ask permission to enter or walk through any other unit's campsite.
5. Respect Taps and the overall schedule, and retire quietly.
6. Follow the Outdoor Code.
7. Practice Leave No Trace principles.

8. Any violation of these rules or inappropriate behavior (as determined by Camporee staff or unit leadership) may result in a Scout being picked up by a parent/guardian, and may affect Honor Troop/Crew standings.
9. The primary objective of any Camporee is to have fun in a way that forges friendships among Scouts, builds teamwork and cooperative learning, and allows Scouts an opportunity to put their Oath and Law into action.

### **Adult Leadership**

All units are expected to follow Youth Protection Guidelines regarding adult supervision while their unit is at Camporee.

### **Patrol Definitions**

An FCE patrol may only have one (1) Scout who is at the rank of First Class or above.

## **Competitive Patrol and Troop Events**

### **Friday Night Movie Program**

The Friday night program will begin promptly at 8:00 p.m. Please come prepared with chairs and/or blankets to sit on. Snacks will be available for purchase during the movie.

**Host: To be assigned**

**Location:** Field next to Assemble Area / volleyball courts

### **Saturday Night Campfire Program**

Camporee staff is organizing the Saturday Night Campfire. Please have troops submit to the Staff

- Skits must follow BSA-style appropriateness: avoid humor that targets/puts down individuals; keep jokes situational/general.
- Approval process: If a skit feels questionable, staff/scouts should run it by an adult leader (Tim) for guidance and to rework it so participants are “in on the joke” rather than the “brunt of the joke.”
- Troops need to submit a skit idea before the Yoshi game ends (per the flags/opening script).

**Host: Camporee Staff**

**Location:** Field next to Assemble Area / volleyball courts

## **Yoshi – Camp-Wide Game Rules**

**Purpose**

Yoshi is a large-group, high-energy team game focused on **teamwork, strategy, and movement**. This version is designed to run **camp-wide** with mixed troops and multiple rounds.

### Game Overview

- Large-scale invasion/tag game
- **Mixed teams made up of Scouts from different troops**
- Teams are identified by **colored wristbands**
- Game runs **2–3 rounds** over approximately **one hour**
- First team to get **all players safely to their home base** wins the round

### Team Organization (Camporee Specifics)

- Scouts are assigned teams using **colored wristbands**
- **Four colors** may be used to allow flexibility and balance between rounds
- Teams may be re-paired or re-mixed between rounds if needed
- Teams remain mixed across troops for the duration of each round

### Field Setup

- Playing area is divided into **two main halves**
- Each team has a **home base** (designated area or cones)
- **Cones** are used to clearly mark:
  - Team boundaries
  - Home bases
  - Center line / neutral area (if needed)
- Field markings must be clear enough that players understand zones without painted lines

### Objective

- Be the **first team to get all players onto your home base**
- Players must follow tagging and rescue rules to advance safely

### How to Play

#### Movement & Tagging

- Players may move freely once the round begins
- A player is **vulnerable to tagging only while in the opposing team's territory**
- If a player is **tagged**, they must:
  - **Stop immediately**
  - **Sit down where they were tagged**
  - Remain seated until rescued or a YOSHI call is made

#### Rescue Rules

- A seated (tagged) player may be **rescued by a teammate**
- To rescue:
  - The rescuer must reach the seated player **without getting tagged**

- Once rescued, **both players walk safely back to their team's side**
  - During this walk back, they **cannot be tagged**
- After returning to their side, both players may re-enter play

### **Home Base (Safe Zone)**

- Players who reach their **home base** are safe and cannot be tagged
- Players on the home base **may leave** to rescue teammates
- If a player leaves the home base, they are no longer safe and may be tagged again
- If a player leaves the base to rescue, they must return to their team's side before attempting to reach the base again

### **“YOSHI!” Call**

- At any point, the game leader may call **“YOSHI!”**
- When called:
  - **All players**, including seated/tagged players, may immediately stand up
  - Everyone may make a **full run for their home base**
- Normal tagging rules apply during the YOSHI run
- This is used to:
  - Speed up gameplay
  - Reset stalled rounds
  - Add excitement and urgency

### **Winning a Round**

- A round ends when **all players from one team are on their home base at the same time**
- Teams may rotate, re-mix, or re-pair colors between rounds as needed

### **Schedule Integration (Camporee Specific)**

- The Yoshi game is scheduled as the **Saturday afternoon camp-wide game**
- **Troops must submit skit ideas by the end of the Yoshi game**
- If skit planning requires additional time, the Yoshi schedule may be adjusted

### **Safety & Conduct Expectations**

- Tagging is **light touch only**
- No pushing, grabbing, or blocking
- Players must respect boundaries and staff instructions
- Unsportsmanlike conduct may result in removal from the round

### **Staff Notes**

- Staff monitor boundaries, safety, and fair play
- Cones and wristbands should be checked before each round
- Staff may pause play as needed for safety or clarity

### **Yoshi Game – SPL Script (≈30 seconds)**

“Alright everyone, listen up.

This game is **Yoshi**. You're on **mixed teams**, and your **wristband color** is your team. Your goal is simple: **get your entire team onto your home base** before the other team does.

If you're **tagged in the other team's area**, you **sit down right where you're tagged**. A teammate can rescue you by reaching you without getting tagged, and then **both of you walk safely back to your side**.

Once you make it to your **home base**, you're safe—but you can leave to rescue teammates if you want.

At any time, staff may yell **"YOSHI!"** When that happens, **everyone runs for their home base**, even if you were sitting.

Light tags only—no pushing. Respect the boundaries. We'll run **multiple rounds**, so hustle, work together, and have fun.

Ready? Go!"

## **Gateway Competition**

All units are welcome and encouraged to construct a gateway.

### **General rules**

- The unit must reflect the Camporee theme in the gateway's design.
- The gateway must be designed and built solely by the unit's youth.
- The basic framework of the gateway must be made of lodge poles and lashings and built on site. No zip ties, screws, bolts, etc. may be used to replace lashings. Decorative items may be attached using tape, staples, or zip ties, as long as they do not increase the structure's strength.
- All gateways must be structurally safe, not likely to collapse, and free of hazards to participants. Units should monitor weather and wind conditions and make adjustments accordingly.
- Gateways cannot be assembled by standing on anything higher than shoulder height, and no climbing is allowed on gateways. If a gateway is assembled in an unsafe manner, it may be disqualified by Camporee staff.

Winning units will be awarded additional points toward the "Top Overall Troop Award" and receive a ribbon at the Saturday night campfire program.

**Note:** See the "Mega Gateway Judging Criteria" scoresheet at the end of the document

## **Campsite Inspection**

**Youth Camporee Staff** will conduct campsite inspections as a team on Saturday morning. Youth staff will not judge their home troop's campsite.

Inspections will start promptly at 9:00 a.m. and end before lunch. Inspection methods will be similar to prior Camporees and will follow the criteria listed on the attached inspection checklist (see pages 21–22). While the campsite is judged at the unit level, each patrol should maintain cleanliness and order in its assigned area, since it reflects on the unit's overall appearance.

If you have any questions or concerns about campsite inspections, please see Camporee staff at Headquarters before inspections begin.

**Adult areas will not be judged** toward the troop campsite score, but they must be clearly marked with a visual method indicating adult-only areas.

As noted on the inspection checklist, a perfect score consists of no deductions and results in a total of 100 points.

**Troop trailers:** Troop trailers may be allowed to stay in the campsite, but they should be parked safely and kept to the edge of the site where possible. After Scouts arrive, trailers should not be moved. Trailers may remain hitched or unhitched at the unit's discretion.

If unhitching, park the trailer first, then move the tow vehicle promptly to minimize vehicle traffic. Use parking brakes and at least two wheel chocks. Terrain is not flat—please use discretion. Please avoid making the trailer the focal point of your campsite.

### **Saturday Morning Session / Rotational Events**

There will be multiple rotational competitive events hosted by various troops on Saturday from 9:00 a.m. to 12:00 p.m. Each event is worth 100 points. Troops must have all competing patrols participate in at least five (5) events to be eligible for Honor Troop. Points earned in these events also count toward “Top Overall Troop Awards.”

For scoring beyond the required five events, event totals are ranked (lowest to highest) and only the top five scores count. Please help staff by totaling your overall event scores so we can double-check the math.

Participating FCE and Scout patrols will be issued individual score sheets to record scores during the competitive events. These score sheets must be turned in to Camporee staff by **5:00 p.m. on Saturday**.

**Very important:** Please write legibly. Illegible scores will be counted for participation, but may require staff to use a best-estimate interpretation.

### **Troops hosting a patrol rotational event**

- Plan for ~10 minutes of activity content, plus a few minutes for instruction.
- Be able to handle 3–4 patrols at the same time.
- Events are usually run by adults, but you may use Scouts to run the event. If a Scout patrol runs a rotational event instead of participating, please inform the Camporee staff SPL(s).

### **Patrol / Rotational Event Scoring**

- Patrol events are scored using a **points-based system**
- Each event is scored out of **80 total points**, distributed as follows:
  - **20 points** – Patrol flag and cheer consider the following
    - Patrol has a clearly identifiable flag – partial credit for improvised flag
    - Patrol presents a cheer together as a group
    - Participation by patrol members
    - Enthusiasm, creativity, Scout spirit, or event-themed costumes
    - Remember the rule of cool.
  - **30 points** – Teamwork
  - **30 points** – Skills
- Creativity and spirit are encouraged; patrols may receive positive consideration for initiative, enthusiasm, and presentation

All competitive events are to remain open until 12pm.

## Top Chef–Style Cooking Challenge (“Chopped”)

### Overview

The Top Chef–style (“Chopped”) cooking challenge is a **fast-paced, interactive cooking event** designed to test creativity, adaptability, teamwork, and basic outdoor cooking skills. This event emphasizes **problem-solving under constraints**, not advanced culinary training. This is intended for all troops to attend to cheer on and help out your teammates. Troops can have 1 or 2 “teams” left to troop discretion.

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### Required Equipment (Per Team)

Each participating team **must provide** the following equipment:

- **1 folding table**
- **1 camp stove**
- **1 fry pan**
- **1 stock pot**
- **1 mixing bowl**
- **1 cutting board and knife**
- **1 propane to run said stove.**

Teams are responsible for ensuring all equipment is **clean, functional, and safely operated**.

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### Provided Ingredients

- All teams will receive the **same set of base ingredients**
- A pantry of various themed items will be available, but limited to two items
- One **secret ingredient** will be revealed part way into the the challenge
- All provided ingredients **must be used** in the final dish
- Scouts can add additional ingredients from their camp food.

Ingredients are selected to be **simple, safe, and time-appropriate** for camp cooking.

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### Format and Flow

- The challenge will take place in a **centralized cooking area**
- Cooking begins after the secret ingredient is revealed
- Staff may emcee the event and interact with teams during cooking
- Teams must prepare **one completed dish** for judging

Specific timing details will be announced at Camporee based on participation and logistics. This is a new event please be patient.

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### Participation

- Participation is scouts only, but adults can assist with setup and takedown
  - Teams may consist of Scouts only
  - All teams compete under the **same rules and conditions**
  - **This is designed to be fun an interactive.** Think more game show and less competition.
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## **Judging**

Judging will be **interactive** and conducted by a panel designated by Camporee staff.

Judges may consider:

- Creative use of ingredients
- Adaptability and problem-solving
- Cooking technique and execution
- Teamwork and organization
- Overall presentation and completion of the dish

Judging decisions are final.

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## **General Notes**

- This event is intended to be **fun, engaging, and educational**
- Teams are encouraged to think creatively within the provided constraints
- The emphasis is on **participation and experience**, not perfection

## **Dutch Oven Competition (Saturday night) – Scouts & Adults (Troop 604)**

### Overview

The Dutch Oven Cooking Competition is a scored Camporee event designed to highlight outdoor cooking skills, teamwork, creativity, and Scout spirit.

### Categories

The competition includes the following categories:

- Dinner
- Dessert
- Wild Card

Each unit may submit one entry per category, for a maximum of three total entries per unit for the scouts.

**NOTE** if you have a large unit or multiple scouts who want to participate, please see camporee staff.

Adults may also participate with an additional three entries, but are judged entirely separate. Please bring a card to identify what your dish is. Note dishes must be cooked safely for proteins, and may be disqualified if not cooked safely.

### Participation

- Both Scouts and adults may compete
- All participants compete under the same rules and categories
- Scout prepared meals should not have assistance from the adults, except for safety considerations
- You will need to present your dish in a dutch oven up at camp headquarters

### Recipes and Submission

- Dishes must be ready and presented at the assigned serving time
- Late or incomplete entries may not be judged

### Judging

- Judging will be conducted by a panel that includes Scouts and adults
- Each troop is asked to provide one Scout and one adult to assist with judging
- Judges should bring their own plate and utensils
- Judging may include interaction with cooks during preparation

### Judging Considerations

Judges may consider the following when evaluating entries:

- Taste and overall quality
- Proper outdoor cooking technique
- Creativity and effort
- Food safety and cleanliness
- Theme relevance

Judging is intended to be fair, encouraging, and consistent. Staff judging decisions are final.

## **Award Definitions**

- **Honor Troop Award.** This ribbon is awarded to troops that *participate in all required events (see below)*, meet or exceed the minimum required scores for the tasks/events outlined in this guidebook, and volunteer to assist with at least one Camporee activity.
- **Top Overall Troop Award.** These ribbons are awarded to the top three troops based on points earned through staffing/supporting Camporee events and maximizing points across competitive events, including: Mega Gateway, Campsite Inspection, Saturday’s game, rotational competitions, Dutch Oven (youth and adult), and Friday Cracker Barrel. Troops must also send representation to the April Roundtable (April 9, 2026) and help with at least one Camporee activity.
- **Patrol / FCE Competition Awards.** Ribbons will be awarded to the top three Scout patrols and top three FCE patrols, based on total points earned across the Saturday rotational events.
- **Special Awards.** See the list below.
  - Dutch Oven (Youth and Adult) \*\* dessert vs. entrée judged separately
  - Dutch Oven Wild Card Event (Youth and Adult)
  - Mega Gateway
  - Campsite Inspection

Please note: scoring decisions at events and during campsite inspection are carefully considered by the judges.

**Events marked with (\*\*) require participation for a unit to be eligible for Honor Troop.**

## **Scoring Breakdown**

### **\*\* Camporee Support / Participation**

Units that help Camporee by staffing or supporting activities will earn **25 points** toward the Top Overall Troop Award.

Qualifying activities include hosting a rotational or camp-wide event, hosting the Dutch Oven competition, performing a flag ceremony, conducting a Scout’s Own service, etc. If you are interested in helping, please contact Camporee staff (see contact information earlier in this guide) or talk to the Camporee SPL at the April Roundtable.

### **\*\* Uniformity**

During Saturday morning and afternoon competitive events, patrols/crews should be dressed uniformly—meaning members of the same unit are wearing the same uniform type (Class A or Class B) based on that unit’s standards. Not all troops have the same uniform standards; the intention is consistency within your own unit.

Optional items (such as hats) do not count toward uniformity regardless of troop policy. If your troop considers items like belts part of the uniform, then everyone in your unit should follow the same standard.

Troops will be evaluated for uniformity immediately after the opening flag ceremony and will count toward your overall troop score. Adults are not part of scoring. **(25 points)**

0-1 Uniformity Differences – Full Points

>Each additional difference -1 point

### **\*\* Campsite Inspections**

Campsite inspection is worth a maximum of **100 points**. Units scoring a minimum of **80 points** will be eligible for the Honor Troop Award.

See the Inspection Checklist at the end of the document

### **\*\* Gateway**

Participating units will earn **50 points** toward the Top Overall Troop Award.

Winning troops will be awarded additional points toward the Top Overall Troop Award as follows:

1st place – troop awarded **25 points**.

2nd place – troop awarded **15 points**.

3rd place – troop awarded **10 points**.

### **\*\* Saturday Competition (Rotational) Events**

Each rotational event is worth a maximum of **80 points**.

**All competing Scout patrols and FCE patrols from a troop must complete at least five (5) competitive events to be eligible for Honor Troop.**

### **\*\* Yoshi Camp-Wide Game**

Participating units will earn **25 points** toward the Top Overall Troop Award.

### **\*\* Dutch Oven Competition**

Participating scouts will earn **25 points per entry** (maximum one (1) entry per category, per unit), for a **maximum of 50 points** toward the Top Overall Troop Award.

Winning Scout entries will earn additional points for their troop toward the Top Overall Troop Award (maximum 50 points per unit):

1st place – troop awarded **25 points**.

2nd place – troop awarded **15 points**.

3rd place – troop awarded **10 points**.

## **Ribbons and Special Awards**

### **Ribbons**

- **Participation Ribbon** – All units participating in Camporee will receive this ribbon.
- **Honor Troop Ribbon – Requirements**
  - Participate in the Friday night movie program.
  - Score a minimum of 80 points on the campsite inspection.
  - All registered Scout patrols and FCE patrols complete at least five (5) Saturday competitive rotational events.
  - Participate in the camp-wide game.
  - Participate in the camp-wide cooking competition.
  - Participate in the Dutch oven competition.
  - Participate in the Mega Gateway.
  - Help at Camporee (e.g., host an event or run a flag ceremony).
- **Top Overall Patrol & FCE Awards** – The top three (3) scoring patrols in the Scout and FCE categories will be recognized and receive this ribbon.
- **Top Overall Troop Awards** – The top three (3) scoring troops will be recognized and receive this ribbon.

### **Special Awards**

The following awards will be presented at the Saturday night campfire program:

- **Dutch Oven Competition (Adults & Scouts)**
- **Dutch Oven Competition (Wild Card Recipe)**

The top entries in the **Dessert**, **Dinner**, and **Wild Card** categories will be recognized and receive a special award during the Saturday night campfire program.

## **Friday / April 24<sup>th</sup>, 2026**

**Check In:** Check-in begins at 4:00 p.m. and runs through 9:00 p.m. at Camporee Headquarters. A member of the Camporee Staff will meet with you upon arrival and provide information regarding camp location, traffic routes, and parking. If you require an early check-in, please contact the District Camporee Chair – **Mike Madory (949) 584-8338**.

It is **mandatory for all troop SPLs to check in** with the Camporee SPL at Cracker Barrel (time below) to verify the list of patrols and FCEs competing in Saturday's events and receive rotational score sheets (**see Patrol / FCE Registration – page 24**). After completion of verification at check-in, competitors' names may not be changed for any reason.

**Setting Up:** Troop trailers with vehicle hitches are welcome to park within or adjacent to your campsite perimeter. The Vehicle can stay with the trailer.

All other vehicles are welcome to unload equipment, etc. at the campsite. However, upon completion, nonessential vehicles will be required to move to the facility parking lots. The campsites become very congested and unsafe with vehicle movement, so please be courteous and move your vehicles promptly.

<b>Friday / April 24<sup>th</sup>, 2026 ~ Schedule of Events</b>		
4:00 p.m. – 9:00 p.m.	Troop Check In ( <b>Adult &amp; Camporee Staff</b> )	Headquarters
6:00 p.m. – 9:00 p.m.	Dinner	Headquarters
8:00 p.m. – 9:30 p.m.	Movie: <i>Holes</i> (2003)	Assemble Area
8:00 p.m. – 9:00 p.m.	Cracker Barrel Scoutmaster / SPL Meeting	Headquarters
10:00 p.m.	Quiet Time	Campsite
11:00 p.m.	Taps – Lights Out ( <b>Camporee Staff</b> )	Campsite

<b>Saturday / April 25<sup>th</sup>, 2026 ~ Schedule of Events</b>		
6:00 a.m.	Reveille ( <b>Camporee Staff</b> )	Campsite
6:00 a.m. – 8:30 a.m.	Breakfast	Campsite
8:30 a.m. – 9:00 a.m.	Flag Ceremony	Headquarters Flag Pole
9:00 a.m. – 12:00 p.m.	Campsite Inspections – <b>Camporee Staff</b>	Various Locations

9:00 a.m. – 12:00 p.m.	Morning Event Rotations & Troop Events (See List of Events)	Competition Areas
12:00 p.m. – 1:30 p.m.	Lunch	Campsite
1:30 p.m. – 2:30 p.m.	Yoshi Game <b>SKITS DUE</b>	Competition Areas / Upper Camping Area
2:30 p.m. – 3:00 p.m. 3:00 p.m. – 4:30 p.m. 4:30 p.m. – 5:00 p.m.	Temporary Kitchen Setup Top Chef/Chopped Style Cooking Competition Judging	Volleyball courts
5:00 p.m.	<b>Deadline: Turn in Scorecards Must—don't be late.</b>	Headquarters
5:30 p.m. – 6:00 p.m.	Retire Colors – (Firewatch personnel excused)	Headquarters Flagpole
6:00 p.m. – 8:00 p.m.	Dinner	Campsite
7:00 p.m.	Dutch Oven Judging	Headquarters Picnic Tables
8:00 p.m. – 10:00 p.m.	Camporee Campfire Program – <b>Camporee Staff</b> Awards Presentation – <b>Camporee SPL.</b> Skits should be turned in prior to Camporee, or no later than 12:00 p.m. Saturday.	Headquarters Flagpole Area

10:00 p.m.	<b>OA Ice Cream Social (OA Members Only)</b>	Headquarters
11:00 p.m.	Lights Out – Quiet Time ( <b>Camporee Staff</b> )	Campsite
<b>Sunday / April 26<sup>th</sup>, 2026 ~ Schedule of Events</b>		
6:00 a.m.	Reveille	Campsite
6:00 a.m. – 8:30 a.m.	Breakfast	Campsite
8:30 a.m. – 9:00 a.m.	Flag Ceremony	Headquarters Flagpole
8:15 a.m. – 8:30 a.m.	Scout’s Own – <b>TBA</b>	Headquarters Flagpole
8:30 a.m.	Award Presentation – <b>Camporee SPL</b>	Headquarters Flagpole
12:00 p.m.	Check Out	Campsite

**Check Out:** Carefully and neatly dispose of your trash and contact Headquarters immediately if your troop notices any issues with cleanliness around the site, dumpsters, bathrooms, etc.

When you depart, check in at Headquarters to receive your patches and ribbons (if not already distributed).

The Camporee staff reserves the right to assign bathroom areas to troops to help keep those areas neat and clean.

**Thank you in advance.**

## Competitive Patrol / FCE Roster

Troop Number: \_\_\_\_\_

	Patrol Names Only (ex. "Monster Crew")	Scout	FCE
1			
2			
3			
4			
5			
6			
7			

**Important –**

This form is specifically used for registering a patrol and FCE scouts for the competitive events on Saturday. The Camporee Score Keeper uses this information to compile scores for both the patrols and troop.

Submit a copy of the Patrol Rosters with your Registration Package. Do not list the names of scouts per patrol / FCE but only list their Patrol Name – i.e. "Monster Crew".

Check In – bring a copy of your Patrol Roster for review during the mandatory check in at camporee. Changes, if any, can be made at that time. However – note: after check-in, no changes to the patrol rosters will be authorized. Any changes made can result in a loss of points.

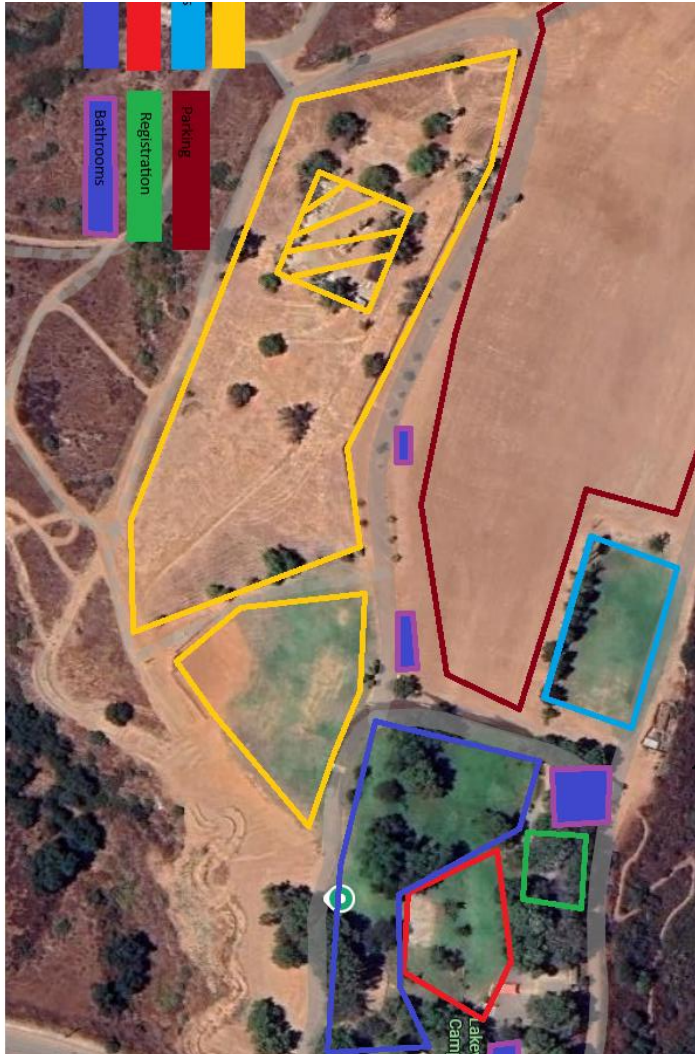
All patrols require a minimum of four (4) scouts and FCE Patrol may have one scout at or above the rank of First Class.

## Campsite Inspection

Inspection Criteria	Possible	Actual
Troop Gateway	5	
Theme Displayed at Gateway	5	
American Flag Displayed	5	
Troop Flag Displayed	5	
Neatness outside of tents (Trash/Gear)	0-5	
Camporee Schedule/Guidebook Posted or Accessible	5	
Perimeter Established	5	
<b>Campsite Sanitization</b>		
Menu's and Duty Roster For each Patrol	5	
Clean Kitchen Equipment (Items away, no dirty Dishes)	1-5	
Trash Storage	5	
Dishwashing/Drying Facility	5	
Hand Washing Facility	5	
<b>REQUIRED</b> fire buckets (sand or water) or fire extinguisher for each patrol kitchen	5	
<b>REQUIRED</b> well stocked First Aid Kit	5	
Proper hygienic food storage	5	
Proper Tool Storage	5	
Preservation of Campsite environment	5	
Campsite Improvements (Camp Gadgets) Weather rock gets 1 point, all others 5	1-5	
Overall Troop Presentation Campsite Layout/Organization	1-10	
Total:	100	

## **EVENTS**

**Put Rotational Events Here**



N ↗ Map of Area

## Directions to Lakeview Park



**FROM NORTH:** Take most convenient freeway to the 55 freeway. Exit at Chapman Avenue EAST. Chapman Avenue turns into Santiago Canyon Road. Follow the road approximately 9 miles (from 55 freeway). You will pass Irvine Lake on the left (DO NOT turn into Irvine Lake). Make first left after Irvine Lake at park entrance. Follow signs.

**Toll Road Option:** From 91 fwy, take 241 fwy (toll road) south. Exit Santiago Canyon Road and go left. You will pass Irvine Lake on the left (DO NOT turn into Irvine Lake). Make first left after Irvine Lake at park entrance. Follow signs.

**FROM SOUTH:** Exit 5 Fwy north at El Toro Road- go right. El Toro Road turns into Santiago Canyon Road. Follow road 15.75 miles to park entrance on the right. If you reach Irvine Lake, you've gone too far. Make right turn at park entrance. Follow signs.

**Toll Road Option:** From 5 or 405 freeway, take 133 fwy north. 133 turns into 241 Fwy (toll road). Take 241 north, exit Santiago Canyon Road and go right. (you will pass Irvine Lake on the left - DO NOT turn into Irvine Lake). Go approx. 1/8 mile. Turn left at park entrance. Follow signs.