Designed by Brian Capstick

STRANGER SCOUTS

Pathfinder 2026 Spring Camporee

April 24 – 26, 2026

Camp Warren Levis – Illini Field

Campmaster: Connor O'Leary

Campmaster Adviser: Jennifer O'Leary

This is the **ONE Camporee Manual** for both Troops and Arrow of Light Scouts

Welcome Everyone!

Hello everyone, my name is Connor O'Leary. I am from Troop 49 and will be serving as your Campmaster for the 2026 Pathfinder Spring Camporee.

The theme for the Camporee is **Stranger Scouts.** Throughout the Camporee, your patrol will embark on a journey through Hawkins and the Upside Down to test your Scouting skills.

Arrow of Light Dens will participate in the activities as their own patrol and will compete against other AOL Dens alongside Scout BSA patrols. You may have a Troop Guide from your Scout BSA troop to help you throughout the day.

Earning Points

Morning events will consist of normal Scout exercises and team building activities. Patrols will have a chance to earn more points in the afternoon such as flag & yell, skits, and costume judging. The afternoon will conclude with a game to test your abilities and chance to earn more points.

As always, we are looking for **staffers**. By staffing, Scouts get a chance to practice leadership skills, make some new friends, and help make the event better for everyone. You'll hear it from me and many others, but once you join, you'll have an awesome time and won't want to leave. I have been staffing for two and a half years and I can tell you it is a blast.

- A Scout who is 14 years old or has made it to Star Rank or has been approved by their Scoutmaster and the Camping Chairman is eligible to be on Staff.

If you or someone you know is interested, contact me or someone on my team (contact info below). Staff Development dates are Sundays, 3/22, 3/29, 4/12, and 4/19 at 5 PM at Maplewood United Methodist Church and are required.

Do a Good Turn – Donations for St. Louis Area Food Bank

We will collect non-perishable food for the St. Louis Area Foodbank. This organization provides food to those who need it, making a huge difference in our community. Bring non-perishable food for the food drive to receive bonus points for your Patrol. (See the points section for more info.)

Can't wait to see you all there!

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Camporee Information

Registration

Registration for the 2026 Spring Camporee will take place **online only** at

https://www.scoutingevent.com/312-26PFSpringCamporee

- Registration opens on **Sunday, March 1** and closes at **11:59 PM on Thursday, April 23**. The cost to attend the Camporee is $18.00 for Youth and $15 for Adults.
- **Late registration** will be available from **Friday**, **April 17 from midnight until 11:59 PM Thursday, April 23.** The fee for late registration is $20.00 for Youth and Adults.
- **On-site registration** will be allowed for any last-minute individual Youth or Adults only. No new unit registration will be allowed.

Be prepared to enter the quantity of Youth and Adults from your unit that are attending Camporee when you register. Troops and AOL Dens can coordinate registration together or separately. 4th Grade Webelos Dens must register separately from Scouts BSA units.

- Arrow of Light (AOL) Scouts will be their own patrol.

- Use the Pathfinder Unit Directory to identify and invite a Cub Pack Arrow of Light Den to camp with your Troop. This is a great way to recruit Scouts and future adult leaders for your unit.

Rosters

When registering, please enter all participants (Troop and Arrow of Light Scouts and all Adults) who will be attending within the registration site. At check-in we will be looking at that roster to verify attendance.

Patrol Registration Form

Every unit that has patrols competing in the Camporee needs to turn in the patrol registration page when they turn in their rosters. The form is included in this manual.

Health Information

Be sure to have health information forms for all your participants (adults and Scouts). This information should be readily accessible at your campsite. All leaders in the camp, in case of an emergency, should know its location.

Participation

Camporee is for Scouts BSA and Arrow of Light Scouts. Arrow of Light Scouts will participate in the same activities as the Scouts. For some of the events, activities may be modified to meet Arrow of Light Scout requirements. During non-event times the Scouts should spend time with the AOL Scouts and encourage them to participate in all campsite activities (setting up camp, cooking, clean-up, camp games, & etc.)
In addition, 4th Grade Webelos will have their own Camporee in a separate field from the Scouts BSA and Arrow of Light Scouts. See the Webelos Camporee Manual for more information.

Arrival and Check-In
Do **not** arrive earlier than 5:00 PM on Friday. Please have an adult come to District Headquarters between 7:00 and 9:00 PM to check in with patrol registration forms. We will review your roster entered through the registration site. Any additional participant(s) will be required to pay with a credit card.

Check-out – New Process!
Check out will be on Sunday starting at 9:15 AM**. All units must check out at the District Headquarters before leaving on Sunday**. We ask all units to leave no later than 11 AM on Sunday. Any Scout or unit that needs to leave before the set check out time of 9:15 AM Sunday must come to District Headquarters before leaving to notify staff of the individual and/or entire unit that is leaving. This is a new Council requirement to ensure the safety of all Scouts.

SPL/Scoutmaster/AOL Leader Meeting – IMPORTANT!
Senior Patrol Leaders, Scoutmasters, and AOL Leaders should attend the Leader Meeting on Friday night at **9:30 PM at District Headquarters**. This meeting will cover any last-minute changes to the Camporee program, as well as answer any questions you may have about the Camporee.

Religious Services
"A Scout is Reverent". We ask that all Scoutmasters encourage their Scouts to attend the religious service of their choice in **Field (Class A) uniforms.** The locations of religious services will be discussed at the leader meeting Friday evening. In addition, during religious services those not attending need to remain in their respective campsites and not be loud.

Campfire Program
Saturday night the staff will put on a campfire that includes skits from the Scout Troops and AOL Scouts. This is a camp wide activity, and we encourage everyone to attend in **Field (Class A) uniforms**. Webelos Scouts are invited to attend and may also perform skits.

Camp Rules and Guidelines

Camp Code
The Scout Oath and Law are always the camp code. Violations of following the Scout Oath and Law may result in the individual, or their entire Troop, being asked to leave the event.

Parking
Parking is allowed only in parking areas designated by the staff. There will be limited parking available on the Camporee field. Additional parking is available in the camp's parking lot. **Please do not park in front of another Troop's campsite.**

Driving
Unlike Beaumont, there is no main paved road that goes through the camp. Just small gravel roads. Please limit your driving through the camp on Saturday. If you need to leave camp for any reason on Saturday or just come for the day, please enter through the back gate, which leads directly to Illini Field.

Garbage
All trash must be put into trash bags and disposed of properly off the Camporee site. **Pack out all trash!** You may only use the dumpsters at the Ranger Maintenance Area if they are not already full.

Fires
Ground fires are allowed but need to be placed in fire rings provided by the camp or in the fire pit your unit brought to camp. There are a limited number of fire pits available at camp, so it's recommended that you bring your own fire pit.

Pressurized Fuel
Pressurized fuel lanterns and stoves are allowed and must be operated by Scouts with proper training. Any supervising adult must be trained. All fuel must be properly stored, and away from tents. Optional adult training will be available during the Camporee. See the schedule.

Alcohol
Alcohol and drugs are simply not allowed. Period.

Sheath Knives
Sheath knives are not permitted on Council property or at any Council activities.

Transportation
When transporting Scouts in vehicles, they must be in proper passenger seats always wearing seat belts. Riding in the back of trucks or on tailgates is prohibited.

Schedule

Friday	
5:00 PM	Arrival and setup. Please do not arrive before 5:00 p.m.
7:00 PM - 9:00 PM	Check-In @ HQ (turn in roster and patrol registration forms)
9:30 PM	Scoutmaster/SPL/AOL Leader meeting at HQ
11:00 PM	Lights out / all quiet
Saturday	
6:30 AM	Reveille, Breakfast at campsites
8:30 AM	Flag Raising/Opening Ceremony at HQ (Uniforms required)
9:00 AM – 12:00 PM	Morning Event Time
10:00 AM	Adult Leader Koffee Klatch++
12:00 PM	Lunch at campsites
1:00 PM	Optional Leader Activity: Pressurized Fuel Training++
1:00 PM	Judging of Skit, Costumes, Flag and Yell, Food Collection Drive
2:00 PM	Game: The Last Eggo
4:00 PM	**Scorecard Turn-In at District HQ**
5:00 PM	Dinner at campsites Adult Leader Cook-Off Turn In++
7:00 PM	Religious Services (Uniforms encouraged) *- Those not attending services should stay quiet in their campsite*
8:30 PM	Campfire (Uniforms encouraged**)** **After Campfire, Order of the Arrow Social (for members only)*
11:00 PM	Lights out / quiet time
Sunday – All units must check out at HQ , regardless of when they are leaving	
6:30 AM	Reveille & Breakfast at campsites
8:30 AM	Closing and Award Ceremony at HQ (Uniform required)
9:00 AM	Break down camp (Your site must be inspected and approved by Camporee staff prior to leaving Camp.)
9:15 AM	Check-Out @ HQ Begins
11:00 AM	All Troops Must Leave the Camping Area

++Adult Events Only

Point Breakdown

Morning Skills Events	790 points
Heaviest Weigh Bridge	20 bonus points
Campsite Inspection	100 points
Emergency Gate Rush	75 points
Game: The Last Eggo	50 points
Game Placement	Up to 15 points
Hawkins (aka St. Louis Food Bank) Food Drive	50 points
Costume Competition	50 points
Skit Competition	50 points
Flag and Yell	30 points
Koffee Klatch	15 points
Roundtable Attendance	30 points
Hosting an AOL Den	30 points
Total Points	**1305 points**

** The Top 3 scoring Scout BSA Patrols/AOL Den will receive award plaques at the closing ceremony on Sunday morning. **

Morning Events

Crawlspace Extraction

Operation Bald Eagle Rescue: Bald Eagle is trapped deep inside a dark crawlspace and must rely entirely on his crew to guide him out. One Scout at a time will enter the crawlspace **blindfolded**, representing Bald Eagle's limited visibility, while the rest of the patrol remains outside. The next Scout in line stays outside as the **Guide** and is **not blindfolded**, allowing them to see the crawlspace and give **verbal directions only**—no touching or entering the space. The blindfolded Scout may move only by following these instructions, and once they exit, the next Scout (the previous Guide) will enter. Success depends on clear communication, trust, patience, and teamwork to safely rescue Bald Eagle.

Accomplish Goal Within Time Period: up to 100 points
Patrol Flag and Yell: 10 points
Total Points: 110 points

Hawkins Lab Engineering Test

A rift has opened inside Hawkins Lab, cutting off critical supplies and personnel. Your patrol has been tasked with designing and constructing a temporary bridge to span the gap before the breach widens. **Using only the materials provided**, patrols must engineer a stable bridge spanning an 8" gap that can support increasing weight (in penny increments) without collapsing. The minimum weight that your bridge must support is 50 pennies, after the initial 50 pennies, individual additional pennies will be counted as 1 point each until the limit of 100 pennies is reached. Your design will be made from 10 craft sticks, 1 foot of string, 1 foot of tape, and 5 drinking straws. The bridge must be built within 10 minutes to qualify; it cannot touch the ground; and it cannot be taped to the surface on which it stands. If there is a tie for which bridge supported the most weight, both teams will take the bonus.

50 pennies: 50 points
51-100 pennies: 1 point each penny: 50 points
Patrol Flag and Yell: 10 points
Total Points: 110 points

Heaviest Weight Supported: 20 Bonus Points

Hawkins Knowledge Check

The situation in Hawkins is getting worse, and your patrol needs information fast. In this event, patrols will compete in a fast-paced trivia challenge to prove their ability to survive and succeed in the field. **Questions will come from a mix of *Stranger Things* knowledge and core Scouting skills**, including outdoor readiness, teamwork, first aid, problem-solving, and basic Scout knowledge—testing both your pop-culture awareness and your ability to think like a prepared Scout under pressure. There will be 1 bonus themed question worth an additional 10 points.

10 Questions @ 10 points each: 100 points
Bonus Question: 10 points
Patrol Flag and Yell: 10 points
Total Points: 120 points

Hoppers Emergency First Aid

Hopper has been severely injured by the Demogorgon, and your patrol must act quickly to save him. Patrols will rotate through **five different first aid scenarios**, each based on **Scouting first aid skills** (coming from **BSA First Aid requirements and field scenarios**). Each scenario is worth **20 points**. Patrols may request hints, but **each hint results in a 5-point deduction** for that scenario. To test advanced preparedness, patrols may attempt **one bonus question**, which is significantly harder and worth **extra points**, but no hints are allowed.

5 Scenarios @ 20 points each: Up to 100 points
Bonus First Aid Question: 10 points
Patrol Flag and Yell: 10 points
Total Points: 120 points

Eleven's Emergency Eggo Cook-off

Eleven is running dangerously low on sugar while fighting the Mind Flayer. You will need to build a fire and cook and eat a "frozen" Eggo in under fifteen minutes. To be classified as cooked, the Eggo must be golden brown. Patrols need to bring their own fire and cooking supplies (Eggos provided) and are expected to build a sustainable fire that can cook a frozen Eggo without accelerants or grass. Each additional minute it takes to cook the Eggo is minus 10 points.

Fire successfully lit and sustained: 30 points
Eggo thoroughly cooked with no cold spots: 30 points
Side A fully browned: 20 points
Side B fully browned: 20 points
Patrol Flag and Yell: 10 points
Total Points: 110 points

Locate the Gate

Dustin has lost his compass, and the gate's location is unknown. Patrols will be given a set of written directions and distances from a known starting point and must carefully follow them to determine the correct location of the gate. Teams will be scored on how close they are to the set point. The closer they are, the higher the score. **Depending on your distance from the specified location there will be a point penalty; the further away you are, the greater the penalty.** When troops have selected their endpoint, they will call the judges over to measure their distances.

Within 10 feet: 100 points
Within 15 feet: 80 points
Within 20 feet: 60 points
Within 30 feet: 40 points
Within 50 feet: 20 points
Further than 50 feet: 0 points
Patrol Flag and Yell: 10 points
Total Points: 110 points

Build Castle Byers

Castle Byers was destroyed by the Demigorgon and Will wants it back before the Demigorgan returns. You and your patrol must work diligently to provide shelter for Will and Jonathon before time runs out. You will be given 15 minutes for the completion of the task before the Demigorgon arrives. Using ropes, tarps, and spars, you must rebuild Will's shelter so it contains at least 3 people and uses at least 6 spars, a tarp, and 4 lashings; the lashings must be official lashings from the Scout handbook. At least two different types of lashings must be used. Troops are tasked to bring their own materials; however, we will have spars and rope that can be exchanged in place of points. Do not rely on this factor.

Finish Within 15 Minutes: 60 points
Three Scouts Fit in Castle Byers: 10 points
Contains 6 or More Spars: 10 points
Contains 4+ Lashings: 10 points
Contains a Tarp: 10 points
Patrol flag & yell: 10 points
Total points: 110 points

Other Events

Campsite Inspection

On Saturday, a staff member will inspect each campsite. If your Troop has more than one patrol, each patrol will be graded separately on the patrol evaluation.

AOLS will be inspected separately (points below). Please encourage your Scouts to introduce the concept of campsite inspection to the Pack.

Troop Evaluation:

Tents and flies are properly pitched and organized	Up to 20 points
Area is clean and free of trash	Up to 10 points
A full, non-expired fire extinguisher is placed in a common area	Up to 10 points
A properly equipped first aid kit is kept in a common area	Up to 10 points
Walkway is clear	Up to 10 points

Patrol Evaluation:

Menus and duty rosters are posted in cooking area in plain sight	Up to 10 points
Patrol box is neat, clean, and organized & stove is clean	Up to 10 points
Food is stored properly	Up to 10 points
Patrol site is clean and free of trash	Up to 10 points
	Total Possible 100 points

AOL Evaluation:

Tents and flies are properly pitched and organized	Up to 30 points
Area is clean and free of trash	Up to 30 points
A properly equipped first aid kit is kept in a common area	Up to 20 points
Walkway is clear	Up to 20 points
	Total Possible 100 points

Emergency Gate Rush

The Hawkins military has secured many breach points before, but now it's your turn! Each Troop will construct a camp gateway that consists of at least three lashings with two or more different types of lashing. You will be graded on correct tight lashings, usefulness, and complexity of your gateway. It will be judged Saturday afternoon.

AOL Scoring	
Displaying Pack/Den flag on the Gateway	15 points
Overall quality of lashings	30 points
Scout Spirit (level of enthusiasm, etc.)	30 points
Total: 75 points	

Scout BSA Scoring	
Proper lashings and materials used	45 points
Complexity and Usefulness	30 points
Total: 75 points	

Afternoon Events

Hawkins (aka St. Louis Food Bank) Food Drive

The Scout slogan is "Do A Good Turn Daily". The people of Hawkins came together after the destruction of the town by the Upside Down to collect food and clothing for the displaced members of the community. To receive points for your Patrol, bring 1 container of non-perishable food for every 2 Scouts attending the Camporee. Collection is at 1 PM at HQ.

100% - 50 Points
75% to 60% - 40 Points
60% to 40% - 30 Points
40% to 20% - 20 Points
20% to 15% - 10 Points

Costume contest

Here is your chance to strut your stuff. Show the staff the best Stranger Things themed costume you have at 1:00 PM at HQ. The top 3 patrols will get to show off their costumes at the campfire.

******Recommended:** Share costume items/ideas with the AOL unit you are hosting.

To earn the extra points costumes will be judged on the following:

- Creativity – How well does the costume show creativity and personality?
- Originality – Does the costume stand out from the rest?
- Complexity – Did the costume take time and effort?
- Theme/Authenticity – How accurate and thorough is the costume?
- Scout Appropriate – Is the costume appropriate for all ages of Scouts?

Grand Total: **Up to 50 points**

Flag & Yell

Your Patrol(s) will show off their flags and yells at 1:00 PM at headquarters. For the highest possible points, keep it theme related and Scout appropriate. Both flag and yell are worth up to 15 points each.

Flag		**Yell**	
Patrol Flag	0 or 5 points	Patrol Yell	0 or 5 points
Theme Related	1 - 5 points	Theme Related	1 - 5 points
Overall Design	1 - 5 points	Enthusiasm & Originality	1 - 5 points

Grand Total: 30 points

Skit

Prepare a skit for the staff to judge after lunch. Bring your Patrol to HQ between 1:00 PM – 2:00 PM. Your Patrol will receive up to 50 points for participating in the skit contest. The Top 3 Patrols will perform their skits at the campfire. Make sure that the skit is Scout appropriate, well executed, and is related to the theme.

(Patrols must present the attached skit application form when performing their skit)

Grand Total: Up to 50 points

Afternoon Game

The Last Eggo

Hawkins Lab has detected a containment breach, and only the last Eggo waffle can restore balance. Two teams line up on opposite sides of the field while a single "Eggo" is placed in the center. Each Scout is assigned a number. When a number is called, one Scout from each team with the designated number runs toward the center to retrieve the Eggo. A Scout may grab the Eggo and run it back to their side to score a point, or they may attempt to tag the opposing Scout after the Eggo is picked up. If a Scout is tagged, they must drop the Eggo and no point is awarded. The team with the most successful Eggo recoveries wins the game.

Participation: 50 points

Top Patrol: 15 bonus points

Second place: 10 bonus points

Third place: 5 bonus points

Adult Opportunities

Koffee Klatch

This activity will be held on Saturday at 10:00 AM at Headquarters. This is an open-ended meeting and is for adults in your Troop and AOL Leaders. This is the time to hear any new camping information from the Council, discuss Scouting topics, and ask questions.

Come and enjoy this activity, have some coffee and a light snack. In the process, you will earn each of your Patrols **15 points** towards their final score.

Pressurized Fuel Training

This optional activity will be held on Saturday at 1:00 PM. Come and learn or refresh on pressurized fuel policies. After the session, you'll know how to properly operate and maintain pressurized fuel devices so you can train the Scouts in your Troop.

Adult Leader Cook-Off

Registered Scoutmasters, Cubmasters, and Scouters attending Camporee can earn "bragging' rights" by entering an **entrée** or **dessert** in the Adult Leader Cook-Off. The top entry in each category will receive a special award plaque at the closing ceremony. A unit may enter in both categories, but only one entry per person is allowed.

All entries, whether they are an entrée or a dessert, will be judged on taste, presentation, and Camporee Theme. Entries will be judged by adults who are not associated with participating troops.

Other Opportunities

Staff Participation (*Scout BSA Only)*

For this Camporee to run successfully, we need Scouts to help Staff the events and activities. A Scout who is 14 years old or has made it to Star Rank or has been approved by their Scoutmaster and the Camping Chairman is eligible to be on Staff. By staffing, Scouts get to know other Scouts within our district and work in teams with new people. If you ask any Scout who has staffed before, they always say it is a fun experience.

Roundtable Attendance

Important information about the Camporee is given in the two Roundtables (March and April) before the Camporee. This is also your opportunity to ask the Campmaster questions about the manual. Your Troop and AOL den will earn **15 points** for each Roundtable a leader from your Troop/Pack attends. Remember to sign-in to receive up to **30 points**.

Arrow of Light Scouts (*Scout BSA Only)*

Eighty-five percent of Scouts joining Troops come from an Arrow of Light den. The Camporee is a great opportunity for you to introduce your Troop to prospective members. This year, we want all units to get to know as many Packs that participate at the Camporee as possible.

Inviting/Hosting an Arrow of Light Den

If your troop invites and hosts at least one **Arrow of Light den** or invites a **den**, you can **earn 10 bonus points**. In addition to hosting, make sure either a leader or a Scout visits another Pack at the Camporee. When you make your visits, please denote the visit on your score card with the Pack number and the name of the Cubmaster/Scouter you visited. Have them initiate the card.

Invite/Host Pack: 10 bonus points
Den Participation: 5 points
Den Turn in Scorecard: 5 bonus points
Visit One Additional Pack: 10 bonus points
Total: 30 points

Den Visits Only (in lieu of hosting)

We know that not all Troops are able to host Arrow of Light Den. To help you in your recruiting, please take the opportunity to visit a couple of Packs attending the Camporee. One visit must be from a Scout and the other must come from one of your leaders. When you make your visits, please denote the visit on your scorecard with the Pack number and the name of the Cubmaster/Scouter you visited. Have them initial the card.

Visit One Den by Scouter: 10 bonus points
Visit One Den by Scout: 10 bonus points
Total: 20 points

Evaluation Form

Unit leaders, we need your feedback for this Camporee. Please take a few minutes to fill out this evaluation form. When filling out the form, please include what you like and what you would like to change. Please print legibly.

Please provide any comments about the registration for the Camporee.

Please provide any comments on check-in on Friday night.

How were the morning activities? Were they well planned? Was there something that the Scouts like or don't want to see again?

How were the afternoon activities? Were they well planned? Was there something that the Scouts like or don't want to see again?

How was the Campfire/evening program?

Is there anything to avoid doing again?

Is there something different you would like to see at the Camporees?

If you would like to discuss any items further, please provide your name, contact information and unit number.

Thank you for your feedback!

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Skit Application

This Form needs to be brought with you when you perform your Skit.

The Patrol skit judging contest will starting at **1:00pm** at Headquarters.
Each Patrol that performs a skit will earn **points** just for participating.

The scoring that will be used is at the bottom of the page. The top 3 skits will perform their skit at the closing campfire.

Remember the Scout Law – a Scout is clean; clean in mind as well as body, so treat your skit accordingly.

Please print clearly.

Troop Number: _____ Patrol Name: _____

Name of skit, song, cheer: _____

Brief description of skit: _____

_____

_____

_____

_____

_____

_____

Staff Notes: To decide top 3 skits

ENJOYMENT	How well did you enjoy the skit?	1 - 10	Score _____
ORIGINALITY	Did the skit look original or put a new spin on an old skit?	1 - 10	Score _____
PREPARATION	Did the patrol look like they practiced and were prepared?	1 - 10	Score _____
THEME	How well did the skit fit the theme?	1 - 10	Score _____
SCOUT APPROPRIATE	Is the skit appropriate for Scouts?	0 or 10	Score _____
TOTAL			Score _____

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Patrol Registration Form

Troop #_____ Pack #_____

Patrol 1 Name: _____

Patrol Leader: _____

How Many Patrol Members Competing: _____

Patrol 2 Name: _____

Patrol Leader: _____

How Many Patrol Members Competing: _____

Patrol 3 Name: _____

Patrol Leader: _____

How Many Patrol Members Competing: _____

Troop OA Information

OA Troop Rep: _____

Email: _____ Phone Number: _____

Adult OA Troop Advisor: _____

Email: _____ Phone Number: _____