WEBELOS MANUAL

Designed by Brian Capstick

STRANGER SCOUTS

Pathfinder 2026 Spring Camporee

April 24 – 26, 2026

Camp Warren Levis – DA Field

Welcome Everyone!

Welcome to Spring Camporee. We are excited to have the Webelos Scouts join us for a fun-filled camping weekend. The Camporee is a great way for Webelos and their leaders and parents to learn what a Scouts BSA Camporee is all about.

All Camporees have a theme. This spring, that theme is Stranger Scouts. Throughout the Camporee, Webelos will embark on a journey through Hawkins and the Upside Down to learn and test their Scouting Skills.

The Camporee begins Friday night with arrival and set up. Then, on Saturday morning everyone will participate in basic Scouting skills events. Although Webelos won't earn points, by participating in the 7 morning events, they will have the opportunity to learn new skills taught by the Camporee Scout Staff. In the afternoon, Webelos will work on two adventures, Hiking and Fishing, and learn some skits to perform in the evening campfire with the Arrow of Light Scouts and Troop Patrols.

Webelos Leader Role

Because the Camporee is skills-focused, we ask Webelos Leaders and attending parents to roll-up their sleeves and get "hands on" to help their Scouts succeed. A Scout or Scouters will lead the activities in the morning and afternoon, so no special skills are required. At least one leader needs to stay with their Webelos Den to help assist the Scout staff members, especially for morning activities.

St. Louis Food Bank Food Drive – Do A Good Turn

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. We will be holding a food drive for the St Louis Food Bank. This is optional, however The Scout slogan is "Do A Good Turn Daily".

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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. 4th Grade Webelos Dens must register separately from Scouting America troops. However, you may register with your AOL den.

Rosters

When registering, please enter all participants (both 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.

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

The Webelos Camporee is for 4th grade Webelos only. This is a separate Camporee in conjunction with the Scout BSA/Arrow of Light Camporee. Participants will be camping in a different field from the Scout BSA units. There will be a few programs (i.e. Morning Events and Campfire) that everyone will join.

Each program has its own activities, and Youth should only participate in the program for their group. During non-event times, Webelos may visit their AOL Den if there is 2-deep leadership specifically for the Webelos den.

Meals with Scout BSA Units

Webelos units can invite Scout Troops to their Camporee for meals. If so, both units should coordinate meals as well as location.

Parent Participation

- All parents are welcome to attend.
- **Unregistered parents** should plan to only attend Saturday daytime events. If an unregistered parent wants to camp overnight, they and your unit must follow the Cub Scout Program Overnight Exceptions as outlined in the Guide to Safe Scouting. Contact the Webelos Program Chair for more information.
- **Registered** Cub Scout Leaders & parents are welcome to camp overnight.

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.
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.

Leader Meeting – IMPORTANT!

One Den Leader from each pack 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 leaders encourage their Scouts to attend the religious service of their choice in their **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 Troops and AOL Scouts, as well as the Webelos skits that are created at camp. This is a camp wide activity, and we encourage everyone to attend in **uniforms**.

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 Den / Pack, 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 Pack's or 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 Cub Scout Leaders with proper training. All fuel must be properly stored 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.

Recommended Personal Equipment List

- A sleeping bag and pad to sleep on
- Pillow (optional)
- At least two complete changes of clothing (plus extra socks…especially if a damp weekend)
- Complete Scout Uniform
- Toiletry items (toothbrush, toothpaste, soap, comb/brush)
- An extra pair of shoes
- Outer wear appropriate to the weather (rain gear / poncho / jacket) – think Layers
- Gloves / Hat
- Flashlight
- Water Bottle
- Pencil and paper
- Comfortable shoes/boots for hiking
- Book bag or day pack, including the following needed for camping:
  First Aid Kit, compass, poncho, pocketknife (if Scout has a Whittling Chip), neckerchief, flashlight, map of Beaumont (printed copy from internet OK), canteen or water bottle, snack bars, pair of socks
- Other equipment is recommended by your Cubmaster.

Flag & Yell

Show off your Den's sprint by coming up with a theme related flag and yell. The flag and yell can be used throughout the day on Saturday.

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	Den 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	Costume Parade
1:30 PM	Afternoon Activities
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**)**
11:00 PM	Lights out / quiet time
Sunday – All units must check out at, regardless of when they are leaving	
6:30 AM	Reveille & Breakfast at campsites
8:30 AM	Closing 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 Units Must Leave the Camping Area

++Adult Events Only

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 den 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.

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 5o pennies, individual additional pennies will be added 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 15 minutes to qualify; it cannot touch the ground; and it cannot be taped to the surface on which it stands.

Hawkins Knowledge Check

The situation in Hawkins is getting worse, and your den needs information fast. In this fast-paced trivia challenge to prove their ability to survive and succeed in the field. **Questions will come from *Stranger Things* knowledge,** testing both your pop-culture awareness.

Hoppers Emergency First Aid

Hopper has been severely injured by the Demogorgon, and your den must act quickly to save him. Dens will rotate through **three different first aid scenarios** led by Camporee Staff. Each scenario will be based on **Scouting first aid skills** (from **Webelos First Aid requirements and field scenarios**).

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, cook a frozen Eggo, and eat it. To be classified as cooked, the Eggo must be golden. Fires need to be sustainable to cook a frozen Eggo without accelerants or grass.
Den Leaders need to bring their own fire supplies (Eggos and cooking supplies provided) flint and steel, cotton balls to start the fire.

Locate the Gate

Dustin has lost his compass, and the gate's location is unknown. Dens 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.

Please bring one Orienteering Compass, for every 5 Webelos Scouts?

Build Castle Byers

Castle Byers was destroyed by the Demigorgon and Will wants it back before the Demigorgan returns. The den must work diligently to provide shelter for Will and Jonathon before time runs out. Using ropes, tarps, and spars, you must rebuild Will's shelter, so it contains at least 3 people. You will use spars, a tarp, and official Scout lashings to build your shelter. All spars and rope will be supplied.

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. Bring 1 container of non-perishable food for every 2 Scouts attending the Camporee. Drop off your collection at HQ. This is optional, but please encourage everyone to participate.

Items Needed
• Can goods
• Canned meat
• Can Vegetables
• Can meals

Afternoon Events

Costume Parade

Here is your chance to strut your stuff. Show the staff and your fellow Webelos Scouts the best Stranger Things themed costume you have at 1:00 PM. In addition, you will be able to show off your costume at the campfire.

When developing your costumes think of the following criteria:

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

Hiking Adventure

To prepare for our afternoon hike, we will be talking about the essentials, preparing our trail snack, and much more. If a leader or any Scouts have a food allergy, you are welcome to bring your own snacks for the hike. Then, we'll set out on our hike to Levis Lake. Be prepared to learn, have fun, and explore mother nature on the hike. At the lake, we'll enjoy our snacks and work on the fishing adventure before hiking back to the Camporee field.

***Please make sure Scouts and adults wear comfortable shoes/boots on the hike. Adults may also want to bring hiking poles. ***

Fishing Adventure

Fishing supplies and gear will be provided for use at the lake, where we hope to catch "The BIG one" as we earn the Fishing Adventure

Campfire Skits

Back at the campsite, we'll put together a few skits that Webelos will perform at the evening campfire. Come prepared with theme-related skit ideas you would like to do at the campfire. This is another chance for Scouts to wear their costumes.

Adult Opportunities

Koffee Klatch

This activity will be held on Saturday at 10:00 AM at Headquarters. If you have leaders that aren't busy helping your Scouts, please join us. This is an open-ended meeting and is for adults in your Pack. 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.

Pressurized Fuel Training

This optional activity will be held on Saturday at 1:00 PM. If you have leaders that aren't busy helping your Scouts, 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.

Webelos Camporee Evaluation Form

Den leaders, we need your feedback. 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 Webelos Camporees?

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

Thank you for your feedback!