

CHALLENGE MOUNTAIN

The Last Crusade
Leader Guide



NEGA District Spring Camporee
Camp Rainey Mountain
March 13-15 2026

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IF YOU HAVE ANY QUESTIONS REGARDING THIS LEADER GUIDE, PLEASE
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1. Purpose

The Camporee is designed to strengthen Scout skills, teamwork, and patrol-method leadership through hands-on outdoor challenges and shared experiences. Camporee will provide nine competitive events for each patrol along with two “shenanigan” events as an opportunity for patrols to gain more points. Activities will test patrol’s “Scout Skill” and are founded in the skills taught in the ranks of Scout through First Class.

2. Key Staff

The following individuals are the primary points of contact:

POSITION	NAME	EMAIL
Chairperson	Christopher Bowers	christopherwbowers@gmail.com
Facility Coordinator/Chief Ranger	Scott Turner	boatman15@gmail.com
District Chairman		
District Coordinator	Sara Creager	
District Unit Coordinator		
Headquarters/Staff	Jennifer Conklin	jenniferconklin1@gmail.com
Scoring	David Satterfield	satterfield.david@gmail.com
Traffic & Parking	Matt Haff	matt.haff@gmail.com
Check-in	Troop 78/5078	christopherwbowers@gmail.com
First Aid	Eric Conklin	conklinek@gmail.com

3. Preparation for Camporee

The primary reasons for holding the Camporee are to test a Patrol's scouting skills, develop team work, and increase the level of Scouting Spirit within the San Gabriel Valley District. The following information should be used by Scoutmasters and Patrol Leaders to prepare the Troop/Patrols for Camporee:

- Each patrol competing should be the normal scout patrol that has been together during the scouting year. By participating in this method, each patrol can measure how their scouting skills are maintained throughout their individual programs. The SPL & Scoutmaster can then adjust their individual programs to aid in each Patrol's scouting skills development. Setting up patrols of all senior scouts specifically for Camporee in order to score high in the competition does not serve the purposes of Camporee and is not regarded highly by the judging staff.
- Have patrols design and prepare Patrol flags, Patrol yells and Patrol songs. A patrol's spirit is judged during every event during the competition day and will help the scouts develop the teamwork necessary to do well.
- Make sure patrols understand they should secure all required equipment prior to Camporee so they do not end up without necessary items during setup.
- Properly label or identify all Troop and patrol articles.
- Ensure that all canvas goods (tents, dining fly etc.) meet the required fire-retardant standards.
- Make sure patrols understand that they are expected to live up to the Scout Oath, Law, and Motto during the entire Camporee event. Scoutmasters witnessing scouts exhibiting behavior not consistent with the Scout Oath or Law should observe only and report to the Headquarters. If such behavior is within the Scoutmaster's own troop, the Scoutmaster should deal with it directly within their own Troop's discipline guidelines.
- Non-competing patrols will have their own patrol site in the same area as competing patrol from the same Unit.

3. Competition

Competition scoring will begin when each patrol checks in and continues until Saturday evening. In addition to how patrols score in the competition areas, in many areas patrols will be scored on

their scouting skills, spirit, teamwork, and the use of the patrol method as they function during the weekend.

Patrols may choose how they allocate their time between Competition Events and designated Sheninagans Events. Patrols are not required to compete in every standard event.

- If a patrol skips a standard event and does not pursue a Shenanigan Event during that rotation, they will receive 0 points for that event.
- Only non-participation without declaration and serious behavioral/safety violations will result in 0 points.
- Safety violations may result in removal from an event at staff discretion.

3.1 Events

The following events will be a part of the overall serving for the 2024 SGVD camporee.

Note: Before leaving a competition station, the Patrol Leader should review the scoresheet with the station staff to ensure accuracy. Challenges on correctness of question/test answers should be reviewed at this time with a station adult.

3.2 Scout Skills

3.2.1 Fire Building (Campwide Event)- 100 points

Patrols will be judged on their knowledge on how to use fire safely and responsibly, construction of a campfire, and fire safety. The event will be a timed patrol event that is campwide at a designated location. Patrols must construct a viable fire and scramble an egg. Patrols may use homemade fire starters or traditional flint and steel for ignition. The competition will be judged on structure, technique, and time. For preparation, patrols can use references such as the Scout Handbook and Firem'n Chit.

3.2.2 Lashings- 100 points

The lashing event rotates patrols through different areas where they will be testing their ability to construct functional wilderness structures. Patrols rotate through stations to demonstrate square, diagonal, and shear lashings. Patrols will be judged based on time, correctness, and tightness.

3.2.3 Stretcher Race- 100 points

The Stretcher Race challenges patrols to carry a simulated casualty across a set course safely and efficiently. Patrols are scored on speed, coordination, teamwork, and careful handling of the “injured” scout.

3.3 Survival Cooking

3.3.1 Cooking Challenge- 100 points

The cooking challenge tests patrols’ ability to prepare a simple wilderness-style sandwich consisting of an over-easy egg, melted cheese, and properly toasted bread. Patrols are scored on five factors: the proper cooking of the egg, the thorough melting of the cheese, the quality of the toast, the taste, and overall presentation.

3.4 Wilderness Challenges

3.4.1 On-Land Boat Race- 100 points

The On-Land Boat Race is a timed team event designed to challenge patrols’ coordination and efficiency in transporting “boats” across a designated course. Teams are judged on speed, teamwork, and problem-solving as they work together to complete the course. The fastest patrol wins!

3.4.2 Orienteering – 200 Points

Orienteering includes one course with several points throughout Camp Rainey Mountain. Patrols are scored on checkpoint accuracy, course completion, and speed, with age-based time adjustments applied. Keep a look out for prizes and treats along the way!

3.4.3 Signs, Signals, and Codes – 100 Points

Patrols demonstrate wilderness communication techniques, including flag codes, signaling, and message relay. Judges assess accuracy, clarity, creativity, and effectiveness. This event emphasizes teamwork, ingenuity, and practical survival communication skills.

3.4.3 COPE/Zipline- ??? points

Patrols may choose to participate in COPE/Zipline to gain points. This event tests courage, coordination, and trust as participants navigate low- and high-elements under adult supervision. Focus is on teamwork, safety, and problem-solving.

3.4.4 Rifle Shooting- ??? points

Rifle Shooting evaluates accuracy and discipline on a controlled outdoor range. Safety is strictly enforced. Judges score based on target hits and adherence to proper handling procedures. This event emphasizes focus, patience, and responsible tool use in a wilderness survival context.

3.5 Shenanigans Events

Shenanigan events are optional and may be pursued instead of a standard rotation.

3.5.1 Trivia – Lunch Period- 100 points

During lunch, patrols may participate in a wilderness-themed trivia challenge. This event provides strategic Shenanigan points that patrols can earn instead of competing in another rotation. Trivia emphasizes wilderness knowledge, critical thinking, and teamwork.

3.5.2 Rope Making- 100 points

Patrols are tasked with producing five feet of rope using hand techniques, with one knot required per foot. Each completed foot must be signed off by a staff member scoring the event. Scoring is based on knot accuracy, uniformity, strength, and completion.

3.5.3 The Silent Watcher

A subtle, hidden challenge exists somewhere in camp. Patrols who discover it and follow proper protocol earn bonus points. It requires patience, observation, and critical thinking within a wilderness context. It may come in handy to understand how a Scout follows the Scout Law...

3.6 Item Exchange

Patrols may exchange certain modern comforts during check-in to enhance the wilderness survival experience. Exchanged items may be used during competition events and encourage resourcefulness and adaptation to survival conditions.:

- Tent or Hammock → 5x8' Tarp and four pieces of 5' rope
 - 50 points per item exchanged
 - 10 bonus points if all Scouts in troop exchange
 - 15 additional points for Scoutmaster participating
- Automatic lighter → Flint and steel
 - 5 points per item exchanged

- 5 bonus points if all Scouts in troop exchange
- 5 additional points for Scoutmaster participating

- **Camp Chair → Nothing!**

- 20 points per item exchanged
- 10 bonus points if all Scouts in troop exchange
- 10 additional points for Scoutmaster participating

4. Scoring

- **Standard Events (100 Points Each):** Fire-Building, Building with Lashings, Cooking Challenge, On-Land Boat Race, COPE/Zipline, Rifle Shooting, Signs/Signals/Codes, Stretcher Race.
- **Sheninagan Events (scoring will be determined at event):** Rope-Making/Knot Tying, The Silent Watcher, Trivia
- **Orienteering (200 Points):** Scored proportionally.

Scoring tiers: 100 = Exceptional | 75 = Strong | 50 = Satisfactory | lower scores in equal increments.

Age-Based Time Adjustments (Timed Events Only):

Average Patrol Age	Time Advantage
12	−1 minute
13	−45 seconds
14	−30 seconds
15–17	No adjustment

Tie-Breaker Procedure: If patrols tie in total points, the highest Orienteering score determines placement. If still tied, a sudden-death wilderness survival scenario challenge decides final placement.

Point Deductions:

Technology being used during events, assembly, or outside of free time : 20 point deduction

Dangerous use of equipment: 10 point deduction

Poor sportsmanship, mean, foul language: 10 point deduction

5. Schedule

FRIDAY March 13th, 2026

6:00 pm - 9:30 pm Check-In and Camp Set up

6:00 pm - 9:30 pm Item Exchange Window

10:00 pm SPL and Scoutmaster Cracker Barrel and Meeting

11:00 pm Taps and Lights Out

SATURDAY March 14th, 2026

6:30 am Reveille

7:00 am - 8:00 am Breakfast in campsites

8:30 am Opening Flag Ceremony (Field Uniform)

9:00 am - 11:30 pm Morning Competition Events (**minus Shenanigans**)

- On Land Boat Race
- Fire Building
- Cooking
- Orienteering

11:30 am - 1:30 pm Lunch and Troop Time (**Trivia during lunch**)

1:30 pm - 4:00 pm Afternoon Competition Events (**minus Shenanigans**)

- COPE/Zipline
- Signs, signals, and codes
- Rifle
- Building with Lashings
- Stretcher Race

5:00 pm - 6:30 pm Dinner & Clean-up

7:00 pm Dessert Competition

8:00pm Campfire and Awards

11:00 pm Taps and Lights Out

SUNDAY March 15th, 2026

6:30 am Reveille

7:00 am - 8:00 am Breakfast & Clean-up/break camp

9:00 am Check-out

6. Safety Protocols and First Aid

First Aid: If you have an emergency or First Aid problem during the Camporee that cannot be handled by the Troop/Crew leadership, contact 911 and the Camp Director. There will be a general first aid station at the admin building that will be manned during all activities.

Safety: No firearms, fireworks or unapproved knives per the Guide to Safe Scouting are allowed.