



Kootaga District Spring Camporee

@ Camp Kootaga Walker, WV

May 1st thru 3rd 2026

Deadline for registration April 24th 2026

Get Ready for an Exciting Event !

- All Buckskin Council Scouters are invited to register Patrols for completion in this event. You will find an RSVP form and instructions in the packet. We need to know How many Patrols are attending ASAP. Please complete the online pre-registration form for your Troop's Patrols. Patrols size should be 5-8 Scouts. Payment, Health Forms and complete registration must be turned in by check in.
- After your Patrol is registered, you will receive an e-mail with your campsite assignment and map, as well as 2 unit parking passes. The parking pass will have your Troop number and campsite on it. Camp guidelines ask that a maximum of 2 vehicles may be in your campsite area during the Camporee.
- Check-in will take place under a tent just inside the Camp Kootaga main gate. One member from your unit will stop their vehicle and check-in your unit. Everyone else should proceed directly to your campsite and begin setup. Please do not stop your equipment trailer at check-in if possible.
- Once at the campsite, cars should be completely unloaded and then moved to Camp Kootaga's main parking area. Vehicles will only be at the campsite for long enough to unload the gear – 10 minutes or less preferably.
- As per Council/National regulations, we must have medical forms for all participants. We HIGHLY recommend that your unit assemble a 3 ring binder with medical forms for all your registered Scouts (even those not attending this event). Turn your binder in at registration; it will be returned to you at checkout for future reuse.

Have an enjoyable and memorable Spring Camporee!
A big thank you to all the volunteers, who lend their
talents and services during the weekend to make this camporee a success!

Many thanks to the past and present Kootaga Committee members who help plan these District events. There are also many open Activities Committee positions. Ideally, someone from every Scout unit should be represented on the Activities Committee. If your unit does not currently have a representative, please contact District Chairman Brandon Mercer at (740)206-8835. Creating exciting and challenging activities is a rewarding experience for adults and youth alike and is the best way to retain our youth within the Scouting program.

Please accept this invitation to become a part of this special team of volunteers, helping us craft youth Scouting experiences within the Kootaga District.

If you have any questions, feel free to contact any of us.

Thank you,

John Shepard
Camporee Director
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Alan Campbell
Scout Program Coordinator
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Andrew Murphy
Kootaga District Executive
(330) 631-5244
AndrewMurphy2@bsamail.org

THE AMAZING PATROL RACE

The Scout Oath, Law, Motto, Slogan, and the Outdoor Code will be our Code of Conduct.

**Cost: \$ 20.00 per pre-registered adult/youth camping participant
\$ 10.00 per adult volunteering as a Staff member**

Pre-Registration

Register at www.buckskin.org/kootaga-events/the-amazing-patrol-race



Pre-registrations are due by Friday, April 24, 2026

- Submit a roster of names when you preregister online. This is a Patrol challenge.
- Patrol size is 5-8 Scouts.
- You may need to combine existing Patrols to stay within this range
- Camporee Patches are only guaranteed for the first 100 preregistered campers
- Register online at BUCKSKIN.ORG or at the Parkersburg Scout Shop.

We realize your attendance numbers may change. Registration changes may be made without penalty at check-in. Everyone attending a district event needs to register and pay, as BSA insurance does not cover accidents involving non-participants. This includes all adults and staff members.

Volunteer Staff members are charged a reduced price. If one of your unit members volunteers as event staff, your you still need to include them on your roster and pay for them. Staff members not affiliated with a unit will register and pay through the district. Staff members from your unit should plan to camp and eat with your unit. Adult Scouters attending but not working as event staff will register at full price.

If Your Unit is Not Attending

To assist us in forecasting attendance numbers, please register your unit even if not attending. Enter your unit's contact information and check the box indicating you won't be attending.

Special Needs

If you have special needs Scouts with accommodations requirements, please contact Andrew Murphy, District Executive, as soon as possible.

Friday Night Cracker Barrel

Cracker Barrel is for Senior Patrol Leaders, Scoutmasters, and all camporee volunteer staff. Patrol Leaders will receive packets for and needed materials for Camporee. Instructional information will be provided to the group on how the event will operate. Attending this event is strongly encouraged to pass the word to your patrols.

THE AMAZING PATROL RACE

The Scout Oath, Law, Motto, Slogan, and the Outdoor Code will be our Code of Conduct.

Louise Bennett Camping Excellence Award

In honor of Louise Bennett's memory, a Unit will be chosen to receive the Bennett Camping Excellence award. Camp Commissioners will be performing campsite inspections throughout the weekend. See the form at the end of this packet for more details.

Paul Bunyon Award for Patrol Leaders

The highest rated Patrol Leader for the event will receive a very special Paul Bunyon Award. Patrol Leaders will be evaluated and scored at each event station for their leadership skills.

Cast Iron Chef Cook-off

Patrols can compete in the Cast Iron Chef Cook off by preparing an entrée' during the dinner break. Entries can be entered by Adults for the Adult category, or by Scouts for the Youth category. All entries MUST include the "MYSTERY INGREDIENT" supplied by Camporee Staff at Friday night Cracker Barrel. Entries in the Cook-off are to be at the judge's table under the lodge back porch before 7:00 PM.

AOL newly joined Scout ceremony

Newly crossed-over Scouts will take part in a special ceremony at Saturday night's Campfire. Patrols performing evening campfire skits will receive additional points for the competition.

First Aid

If someone from your unit is injured during the camporee and requires first aid beyond your training or abilities, seek out the nearest camporee staff personnel. We will have an EMT on staff.

Uniforms and Attire

Class A uniforms (Scout shirt and neckerchief) will be requested for the campfire program and worship service. **Scoutmasters, please remind your Scouts to bring Scouting attire to this event.** We ask you wear your Class B uniforms (any Scouting related t-shirt, sweatshirt, or polo shirt) for all Saturday daytime activities. ***Each PATROL should have all members in the same color shirt.*** Bring extra Troop t-shirts for any Scouts who forget. Thanks for your help in making this look like a Scouting event by dressing in appropriate attire.

Checkout

Please plan on attending our worship service and Camporee Awards ceremony Sunday morning. Following Awards, please sign and return a Site Inspection form to your unit leader. Your Troop will need this form and both event evaluation sheets in order to check-out. After checkout, and ONLY after these forms are returned, your Troop will receive its Camporee patches.

THE AMAZING PATROL RACE

Events

To ensure that everyone's needs are met; this camporee offers multiple program area challenge levels:

1. **Basic Scout Skills** – these challenges focus on Tenderfoot, Second Class, and First Class skill requirements. Each event will present these skills in a unique and creative whole-team situation. These events are targeted at younger Scouts but will be applicable and fun to Scouts of all ages.
2. **COPE/Teambuilding** – these challenges are more complex, requiring Patrol leadership, communication, and teamwork skills. The Patrol will need to brainstorm to complete event tasks. These events will push the Patrol members, forcing them to work together. These events are targeted at our more experienced Scouts but will be achievable by our younger Scouts as well.

Skills To Review/Practice before attending the Camporee

1. **Orienteering** – Scout will be able to set a compass to a bearing, follow that bearing, reverse the bearing, and then follow that bearing.
2. **Knot Tying** - (Scout, tenderfoot, second and first class knots) Scout will need to be able to tie square knot, two half hitches, taut-line hitch, clove hitch, and bowline.
3. **Lashing** – Scouts will need to be able to lash a double (sheer) lashing.
4. **Estimating Height** – Scouts will need to be able to estimate the height of a tree, flagpole, etc.
5. **Fire Building** – Basic fire building skills- Boy Scout Patrols will also be required to have knowledge of safe log splitting with hatchet and log "mallet." Boy Scouts will need to have the ability to liberate dry wood from wet.
6. **Tree Identification** – Scouts will be able to identify local trees.
7. **Any Scout Book requirements** have the possibility of becoming challenge components.

Cast Iron Chef Cook Off

Saturday Evening Patrols and Leader teams are invited to participate in the Cast iron Chef Cookoff, held from 5-7:00 PM. See the page detailing this event for more information. If you plan on competing, please follow the separate rules guide and be in camp in time for the competition. Cook-off Awards will be presented at the Service on Sunday.

**CAST IRON CHEF
COOK OFF**



THE AMAZING PATROL RACE

Patrol Teams

The Amazing Race Patrol Edition will consist of teams of 5-8 Scouts. If a team has less than 5 Scouts, it will be paired with Scouts from another Troop. Adults are asked to serve as volunteers for this Camporee and not assist the Patrols in any way during the competition.

Amazing Race Map and Continents



The events will be taking place in different countries on different continents. The Camp Kootaga map will be redesigned to show these locations. The challenges will take place at important locations on those continents. Teams will be given clues or co-ordinates telling them where to go to next. They will reference their map and use their knowledge of those locations to decide where to go. If they travel to the wrong location, they will be told when they arrive at that challenge that they are at the wrong location and that they need to leave and find the correct location.



Passport

Each team will be given a passport book. Like a traditional passport, this will be stamped every time the Patrol arrives at a new country (station)

Patrols will also receive event routing cards that will direct them for each leg of the race.

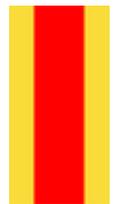
Fanny Pack



At the beginning of the race, each team will be given a fanny pack containing their passport, GPS, Camp Kootaga "Continents" Map, and any other necessary Amazing Patrol Race gear. Teams must keep track of their fanny pack at all times. When arriving at a challenge (event), the team will present their passport. If they do not have their passport, they will need to find it before completing the challenge. When moving to challenges in different countries or continents, the team may be required to follow their GPS unit to locate the country.

Route Markers

Route Markers are uniquely-colored flags that mark the places where teams must go. The route markers will be placed next to the greeter. The Patrol must check in with the greeter before beginning the event and must check out with the greeter after the event to get their clue for the next event.



Route Information Clues

Patrols will be given the location for their first event. At the completion of that event, they will receive a letter-sized envelope that contains their next clue. After retrieving the clue, teams open the envelope, read aloud the instructions given on the clue sheet, and then follow those instructions. Route Information clues will provide co-ordinates for the next location. Visiting locations in the correct order is crucial; the wrong order will create a scoring penalty at the check-in mat.

THE AMAZING PATROL RACE

Roadblock

The Patrol may be stopped on the road and challenged with a Roadblock Challenge. This will require one member of the Patrol to demonstrate a basic Scouting skill such as tying a particular knot. The member of the Patrol performing the task will be chosen randomly. If that person can successfully demonstrate this skill, they may move on without penalty. However, if the chosen member of the Patrol is unable to demonstrate the skill, then the Patrol must complete the Roadblock Task. This task will be fun challenging activity that will involve the entire Patrol. The only penalty associated with the Roadblock Challenge is the time lost while completing the activity. If a team does not complete a roadblock, their score will be penalized.



Race Legs

Structure

The Amazing Patrol Race has two legs, morning and after-lunch. Teams leave from a central Pit Stop and travel to a series of different locations, where they perform tasks, generally including one Detour and one Roadblock, before being given instructions to the next Pit Stop. When teams are otherwise not performing tasks or traveling during a leg, they are free to use their time as they see fit. See Event Schedule page for more detailed information.

Shotgun Start Task

The start line task is performed by all teams at the Pit Stop before they can leave to begin the Race Leg. All teams will complete the same circuit of station over a random but equal path. Only teams who don't follow the path incur additional lost time.

PIT STOPS and Check-in Mat

After a team has completed all events, they will be given a final clue on how to find the Check-in Mat. Teams must then proceed to the Check-in mat to complete the competition. Teams will be awarded additional points based on what order that they check in at the Check-in Mat. All team members must be on the Mat to be checked in, which can allow one team to bypass another in the leg final placement if one team member is slow arriving at the Mat. If the team has a failed task that they can correct, the host will tell them they must complete that element before they can check in. In other cases, if the failure cannot be easily rectified, or the team has already accumulated penalties, they will be asked to wait out the penalty time to the side, which may allow other teams to check-in before them.



THE AMAZING PATROL RACE

Pit Stops

Pit Stops are the final destination in each leg of the race. There will be a pit stop after the morning leg of the race and another one after the afternoon leg. Teams are expected to eat lunch during the first pit stop and dinner during the second pit stop. While teams are restricted to where they can go, they are free to use the remaining time for any purpose as they see fit. Teams are responsible for being ready to leave when their Pit Stop time is over, and no time credit will be given should a team miss their time to leave.

Rules

- Teams are expected to keep the Race fanny pack, containing their GPS, passports and other documents, with them at all times. Teams that do not have these upon check-in at a Pit Stop are required to go back and get the fanny pack and/or any missing mandatory contents (e.g., passports) before being checked in. However, not having other non-mandatory items while checking in at the pit stop is not penalized, but the team would have to continue the race without these belongings.
- Teams must complete each challenge as specified by the various clues given to them throughout the Race. Should a team fail to properly complete a challenge, violate any provisions made in a clue or task description, or miss a clue altogether, they must either go back to the location of the challenge and complete the challenge, or incur a penalty when they check-in.

The teams may be given supplemental instructions or rules upon arrival at Camporee. A volunteer Staff team will review all Passports and Master Score sheets for each team and each event.

All staff decisions are final and will not be deliberated on site. Teams and Adults will be given opportunity to evaluate the Camporee and make suggestions for next time.

This schedule of events on the next page is tentative; and may be changed prior to Camporee.

**Thank you for planning on attending the
2026 Kootaga Spring Camporee!**

THE AMAZING PATROL RACE

Schedule for the Camporee

Friday

- 5:00 – 9:00 PM Check-In, Camp Site Setup
- 8:00 PM Cracker Barrel SPL and Volunteer Meeting
- 11:00 PM Lights out & All Quiet

Saturday

- 6:30 AM Reveille, Good Morning Campers Time to Rise and Shine
- 6:30- 8:15 AM Breakfast & Clean Up in Camp Sites
- 8:30 AM *SHARP* Flag Raising & Opening Ceremony *(Be Prompt to keep on schedule)*
- 9:00 AM Shotgun Start Events Begin through Noon
- 12:00 – 1:30 PM Lunch **PIT STOP** *(keep lunch simple for time please)*
- 1:30 PM Amazing Patrol Race Restart in Parade Field
- 2:00 – 5:00 PM Afternoon Leg of Race Begins
- 5:00 – 6:00 PM Dinner **PIT STOP**
- 6:00 – 7:00 PM Troop Dinner Time in Camp Site and Clean-up
- 7:00 PM Cast Iron Chef Cook-Off *(be at back of lodge lower level by 7:00)*
- 7:45 PM First Year AOL Crossed Over Scouts Ceremony
- 8:00 PM Campfire (All Units should have 2 AMAZING skits)
- 11:00 PM Taps. Lights Out. All Quiet in Campsites.

Sunday

- 7:00 AM Reveille Good Morning Breakfast in Campsites
- 8:00 AM Campsite Clean- up and Final Inspection
- 8:30 AM Sunday Service and Awards Presentation
- 9:00 AM Check- out, Camp Evaluation Forms, and Health Forms returned

Have a Safe Trip, See ya' in the Fall.

ROSTER FORM

Bring this completed Form to the Check In Friday at
Camporee for final Roster Check

Scoutmaster _____ Troop # _____

Contact Person _____

Contact e-mail _____ Cell Phone _____

Number of Patrols _____ Number of Adult Volunteers _____

Troop ADULTS: _____

PATROL: _____

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

PATROL: _____

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

PATROL: _____

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

PATROL: _____

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

LOUSIE BENNETT CAMPING EXCELLENCE AWARD

MAXIMUM POINTS	CRITERIA	POINTS AWARDED
5	All vehicles parked in accordance with camp policy.	_____
5	No marks on the vegetation or camp area.	_____
5	Fire is either attended or completely extinguished. Fire buckets containing at least 5 gallons must be present at all fire rings.	_____
10	Washing areas must be identifiable: a) Hand cleaning b) Dish cleaning	_____
15	Entrance to camp: a) Gateway lashing b) Display of American flag c) Display of troop flag	_____
5	If equipment is not in use, it is properly stored, protected, and not cluttering the campsite.	_____
20	Use of the patrol method (5 pts each): a) Camps by patrols b) Proper use of patrol boxes c) Patrol menu / duty roster displayed d) Patrol flag displayed	_____
5	If the troop is cooking using fires or teaching Totin' Chip, a safe chopping area is clearly marked and all BSA safety rules are being followed. If the troop is cooking using gas stoves, all fuel is stored according to BSA safety policies.	_____
5	First aid kit is readily available and properly stocked, including blood borne pathogen materials.	_____
10	Tent areas: a) Cleanliness b) Tents are set up properly	_____
10	General Cleanliness: a) No garbage on the ground b) No garbage in the fire ring c) Trash in proper bags d) Trash set up for recycling	_____
5	Adult leader in campsite when scouts are present.	_____
5	Troop did service work on the campsite such that it will be left better than it was found.	_____
_____	Score	_____
105 points possible		

KOOTAGA FOUNDATION CAMPSITE INSPECTED FORM

TROOP # _____

Unit Leader Name _____

Senior Patrol Leader Name _____

Commissioner Name _____

The site used by Troop # _____ was found to be free of litter including any waste that was there before the troop arrived. No scars were found on the ground or vegetation in or around the campsite. Fire pits were cleaned and emptied properly, and picnic tables and other campsite accessories were put back where they belong in good shape. This Troop has been approved for check out.

Date _____ Signature _____

THANK YOU for being good Scouts, respecting your campsite, and following the outdoor code.

If any damage was done to the ground, vegetation, picnic tables, or other campsite accessories while being used by the unit please note here. The Troop understands that they will be billed for this damage.

1. _____
2. _____
3. _____
4. _____
5. _____

**KOOTAGA DISTRICT EVENT EVALUATION SHEET
ADULTS**

Troop #: _____

Checkout Initials: _____

What did you like best about this event?

What things do you feel could be have been done differently to improve this event?

Were you given enough information to come to this event prepared? To prepare your boys? If not, what information would have been provided?

What did you like/dislike about this camp? Do you have any suggestions for non-Council camps we should consider for future events?

Please rate each of the following with 1 being the lowest and 10 being the highest

Camping Facilities (circle one)	1 2 3 4 5 6 7 8 9 10
Activities (circle one)	1 2 3 4 5 6 7 8 9 10
Theme (circle one)	1 2 3 4 5 6 7 8 9 10
Evening Program (circle one)	1 2 3 4 5 6 7 8 9 10
Worship Service (circle one)	1 2 3 4 5 6 7 8 9 10
Information Packet (circle one)	1 2 3 4 5 6 7 8 9 10
Overall Event Rating (circle one)	1 2 3 4 5 6 7 8 9 10

Contact for future Event Staff

Name	Phone Number	e-mail

Armed Service members for event Flag Raising: _____

Troop Chaplain: _____

*** THIS FORM MUST BE COMPLETED AND RETURNED AT CHECK OUT ***

KOOTAGA DISTRICT EVENT EVALUATION SHEET YOUTH

Troop #: _____

What did you like best about this event?

What things do you feel could have been done differently to improve this event?

Which activities did you like the most? Why?

Which activities did you like the least? Why?

What did you like/dislike about the campfire program?

Please list suggestions for future themes or activities:

What did you like/dislike about this camp? Do you have any suggestions for non-Council camps we should consider for future events?

Please rate each of the following with 1 being the lowest and 10 being the highest

Camping Facilities (circle one)	1 2 3 4 5 6 7 8 9 10
Activities (circle one)	1 2 3 4 5 6 7 8 9 10
Theme (circle one)	1 2 3 4 5 6 7 8 9 10
Evening Program (circle one)	1 2 3 4 5 6 7 8 9 10
Worship Service (circle one)	1 2 3 4 5 6 7 8 9 10
Information Packet (circle one)	1 2 3 4 5 6 7 8 9 10
Overall Event Rating (circle one)	1 2 3 4 5 6 7 8 9 10

Contact for future Event Staff

Name	Birth Date	Rank	Phone Number	e-mail

Chaplain Aide: _____

*** THIS FORM MUST BE COMPLETED AND RETURNED AT CHECK OUT ***