

Schiff Camporee



2026 Leaders' Guide

Schiff Scout Reservation
Friday, May 1 – Sunday, May 3



Welcome

Can you survive *Pioneer Living* at Schiff Scout Reservation?

Learn to live like a pioneer on America's great frontier! Join us for rope making, barn raising, butter churning, and much more!

The theme of this year's annual Schiff Camporee is "Pioneer Living". A new twist on our classic camporee program, we hope that you can join us for another great event!

Please read this guide carefully. There are items listed that are needed by your Scouts and/or their patrol for the weekend's events.

Registration

Registration is open to Troops, Crews, and Ships – all participants must register and attend with a unit. Registration cost is \$30 per person through April 7th. On April 8th, the registration cost will increase to \$40 per person.

Register on or before April 12th to receive a free 2026 Camporee T-shirt! **T-shirts will not be available following this deadline.**

Registration will close at 5 PM on Friday, April 24th. No registrations will be accepted after this deadline. Visit mycouncil.TRCScouts.org/Event/SSRCamporee to register today!

Medical

An up-to-date [Scouting America Annual Health and Medical Record \(AHMR/Medical Form\) Parts A & B](#) is required for all attendees. Be sure all inoculations are up to date. **Marking medical forms as "Up to Date" is not acceptable.** This is a great chance to get your Scouts' medical forms squared away before summer camp season.

If you have any Scouts or Scouters that have an allergy to any foods or insect bites, please provide a list at medical check-in and indicate whether they use an Epi Auto-injector and who in your unit is trained to use it. Medications and medical forms will be held by the unit following their own unit plan. **There is no need to make a separate copy of the medical forms.**

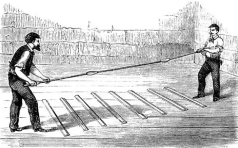










Campfire

Each patrol should prepare one skit, song, or cheer, to be performed at the campfire on Saturday night. Come to the campfire rehearsed and ready to perform. The skit, song, or cheer that the patrol selects must be appropriate for the occasion (no vulgarity, violence, or other gray areas will be permitted). **Your campfire performance will count towards Scout Spirit!**

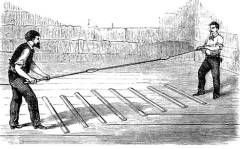
Weekend Help


What makes a truly fun camporee is how much effort goes into it, and we count on the units to provide volunteers to lend the staff a hand, particularly at the scored events. Our volunteers always tell us how fulfilling it is when they see how the Scouts enjoy it. There will be a separate sign-up sheet for volunteers at Friday's cracker barrel.


Event One Pager


Station A	Station B	Station C	Station D	Station E
Rope Making	Barn Raising	Woodworking	Tomahawk Throwing	Plow / Wheelbarrow Race
				
Can your patrol work together and make rope for your projects?	Can you build and raise the side of a barn like they did in the pioneering days?	Using teamwork, patrols will cut their wheels to plow the fields.	Test your skills at this fun, exciting, and safe event.	Build your Plow / Wheelbarrow and race against other patrols.
		Butter Churning Working as a patrol, learn to make your own fresh butter using a butter churner, as if you were living on a homestead on the Great American Frontier!		
		Scavenger Hunt Scouts will need to interact with other units at the camporee to collect clues needed to complete their quest for the horse and buggy.		
		Dessert Cooking Contest Scouts and adults (different divisions) can join the dessert cook-off competition. Units can send their representatives down to taste and help judge the competition. Your dessert needs to be made in your campsite.		
		Build a Piece of Furniture This year we will be sending judges to assess your campsite. We will be looking at furniture you made during the camporee. Guidelines will be shared.		
		Gateway Competition Scouting is a game with purpose. Complete your gateway using your pioneering skills while showing your unit pride and spirit.		
		Scout Spirit Award Don't forget to show your Scout Spirit throughout the camporee! The unit with the most spirit will be recognized.		


Event Details

 <h3>Rope Making</h3>	
Details	What to Bring
<p>With the help of rope makers, you will learn to make rope.</p> <p>The rope will be 15 feet long once complete.</p> <p>You will be judged on Teamwork, Scout Spirit, and the Quality of the rope.</p> <p>You will lose points if the rope is less than the required 15 feet.</p>	<p>Your ability to work as a patrol and have fun in a safe environment</p>

 <h3>Barn Raising</h3>	
Details	What to Bring
<p>You will need to assemble a six-foot wall.</p> <p>Attach a system to get the barn side to be placed in the stands.</p> <p>You will need to use rope (you cannot just pick it up and place it in the required position).</p>	<p>Your ability to work as a patrol</p> <p>Knowledge of knots and lashings</p> <p>You will need to show leadership and Scout Spirit</p>

 <h2 style="display: inline-block; margin-left: 20px;">Woodworking</h2>	
<p>Details</p>	<p>What to Bring</p>
<p>Using a two-man saw, cut through a log to make the wheels to be used for your racing plow. Then, using a manual hand drill, bore a hole through the middle of the wheel.</p> <p>Cuts must be made the entire way through the log, and holes must also go completely through. Patrols will be judged on teamwork, Scout Spirit, and quality of the cut. Time will be used as a tiebreaker.</p>	<p>Work gloves</p> <p>Your ability to learn a new Skill and have fun</p>

 <h2 style="display: inline-block; margin-left: 20px;">Tomahawk Throwing</h2>	
<p>Details</p>	<p>What to Bring</p>
<p>This will be a fun event.</p>	<p>The prepared patrol will bring Scout Spirit</p>

 <h2 style="display: inline-block; margin-left: 20px;">Plow / Wheelbarrow Race</h2>	
<p>Details</p>	<p>What to Bring</p>
<p>Plow / Wheelbarrow must be assembled in camp with rope you made and the wheel you cut, as well as any other natural materials you find or bring with you. No store-bought wheelbarrows!</p> <p>It will be a timed event for the race. You will have to complete a relay race with your patrol.</p> <p>You will have to push your plow across the field and back.</p>	<p>Your ability to work as a patrol</p> <p>Unit rope and knowledge of lashings and knots</p>



Butter Churning

Details	What to Bring
<p>Learn to create fresh butter using small churns!</p> <p>The Process:</p> <ul style="list-style-type: none"> • Fill & Seal: Pour cold heavy cream into a jar until it is 1/3 to 1/2 full. Do not overfill; the cream needs space to "slosh" and agitate. • Agitate (The Patrol Effort): Shake the jar energetically. Since this takes 8 to 20 minutes, have the patrol form a circle and pass the jar every minute to prevent fatigue. • Stages of Churning: <ul style="list-style-type: none"> ○ Sloshy: Initial liquid state. ○ Whipped Cream: The sloshing sound stops as the cream thickens. ○ Separation: A thudding sound begins as a solid yellow ball forms and separates from the thin liquid (buttermilk). • Rinse & Finish: Drain the buttermilk. Rinse the butter ball in ice-cold water, squeezing it to remove all remaining buttermilk to prevent it from turning rancid. 	<p>The camporee will provide: Clean 16 oz mason jars with tight lids. Heavy whipping cream (at least 36% fat content). Clean marbles (optional but speeds up the process). Water for rinsing. Salt or herbs for seasoning.</p> <p>Scout Spirit, spatial relation skills</p>



Scavenger Hunt

Details	What to Bring
<p>Scouts will need to interact with other units at the camporee to collect clues and complete the quest for the horse and buggy.</p>	<p>Pen and the ability to interact with the rest of the camporee.</p>



Dessert Cooking Competition

There will be two cooking divisions this year. Each unit can submit multiple entries in both the adult and Scout divisions with their version of a camp dessert.

Come up with your best dessert and pit your recipe against your fellow Scouts (or leaders).

For each entry, a representative must be present to serve their entries. Small Dixie-style (3 oz) cups will be provided to spoon your entries into. Representatives may “talk up” their entries as much as they like while distributing.

Judges will consist of a maximum of three representatives from each unit (please keep Safeguarding Youth guidelines in mind – do not send one leader and one Scout).

Each unit representative should bring a voting stone (pebble), no bigger than a quarter.

Cooks should expect all units to participate in the judging, plus the camporee team judges for a total of about 60 1-2oz portions, or about the size of a 10-inch Dutch oven. **Note:** It’s just a taste, so about 2-3 teaspoons per person.

Desserts must be something that our pioneers would have baked (pie, cobblers, pudding, shoofy pie).

Few notes of consideration:

- Any ingredient can be used (**no nuts of any kind**), but it must be a dessert
- Dessert must be made in camp by the entrants
- Entry can be made over the fire or on a stove.
- Entry does NOT need to be in a Dutch oven.
- Judging will **begins** at 4:30 PM. You can come late, but you might miss out on votes.

Focus on simple ingredients like flour, sugar, butter, and fruits.

Scouts and leaders that participate in the tasting and judging gain Scout Spirit points for their units!



Build a Piece of Furniture



Details	What to Bring
<p>Furniture Judging Unit: _____</p> <p>Must be Scout built. All lashings and knots must be properly tied. Units must supply all their own materials, and it must be assembled at your campsite. No hammers or nails can be used. We suggest practicing your build before the camporee.</p> <p>Scoring Points: Original Design Practicality Flags (U.S. and Unit) Safety (tight knots and lashings) Knots (tied properly) Lashings (proper count) Poles (1 point per pole used, 20 point maximum)</p> <p>Total Score: _____</p>	<p>Rope</p> <p>Knowledge of lashings and knots</p> <p>Minimum of eight lashings</p> <p>Judging will be done at the same time as the campsite inspection.</p>



Scout Spirit Award

Don't forget to show your Scout Spirit!

Scout Spirit encompasses attendance at events and competitions. We pay particular attention to how units and patrols interact with each other, other campers, and the camporee staff all weekend. The winner will have their unit number engraved on the Scout Spirit Award Plaque!

Schedule of Events

Friday

5:00 PM – 9:30 PM	Registration	Parking Lot
10:00 PM – 10:30 PM	Orientation/Cracker Barrel*	New Dining Hall
11:00 PM	Lights Out	Campsites

Saturday

7:30 AM	Reveille & Breakfast	Campsites
8:30 AM – 9:00 AM	Morning Assembly (Parade Field by Cabin)	Christiansen Cabin
9:15 AM – 10:00 AM	Morning Station 1 (See Individual Schedule)	Camp-Wide
10:15 AM – 11:00 AM	Morning Station 2 (See Individual Schedule)	Camp-Wide
11:15 AM – 12:00 PM	Morning Station 3 (See Individual Schedule)	Camp-Wide
12:15 PM – 1:30 PM	Lunch In-Site	Campsites
1:30 PM – 2:15 PM	Afternoon Station 1 (See Individual Schedule)	Camp-Wide
2:30 PM – 3:15 PM	Afternoon Station 2 (See Individual Schedule)	Camp-Wide
3:30 PM – 4:30 PM	Afternoon Station 3 (See Individual Schedule)	Camp-Wide
4:30 PM – 5:00 PM	Dessert Competition	Picnic Area
5:00 PM – 6:00 PM	Dinner; Gateway and Campsite Inspection	Campsites
6:15 PM – 7:15 PM	All-Faith Religious Service	Aquatic Center
7:30 PM – 9:00 PM	Campfire & OA Callout Ceremony	Aquatic Center
10:00 PM	Cracker Barrel*	Hayden Hall
11:00 PM	Lights Out	Campsites

Sunday

7:30 AM	Reveille	Campsites
8:30 AM – 9:00 AM	Morning Assembly (Parade Field by Cabin)	Christiansen Cabin
11:00 AM	Check-Out	Hewlett Lodge

***Cracker Barrels are open to the SPL/ASPL and Adult Leadership.**

General Instructions

Check-In

Units will check in at the main parking lot on Friday evening. It is expected that all units will be checked in and ready to participate in time for the opening ceremony on Saturday morning at 8:30 AM. Please have your Senior Patrol Leader check-in (with a buddy) with the registration form filled out.

Check-Out

Before your unit may leave on Sunday, you must check out with the camporee staff. All units should be ready to leave camp by 11 AM on Sunday. Your unit is responsible for inspecting your campsite and, in the spirit of Scouting, it is expected to be in a better condition than it was found. All garbage should be transported to available dumpsters (there is no garbage pick-up).

To check out, send your SPL and a buddy down to Hewlett Lodge to check out and get your do-danglies and patches.

Meals and Food Supplies

Your unit is responsible for the preparation of all meals, to be eaten in your campsites. All food should be stored in closed containers.

Parking

Parking of all cars will be at the direction of the camporee staff. You will be able to bring only **one** vehicle past the parking lot for 15 minutes, and only to drop off or load gear. **No cars may remain in camp** unless specifically approved by the camporee staff for appropriate reasons.

Any cars in camp by the start of the 10 PM Cracker Barrel will result in point deduction for all your patrols. Don't ding your Scouts, follow the rules.

Trailers

Trailers must be placed off the road and detached from vehicles. Any trailers must remain in place for the duration of the weekend. As with all gear, you are responsible for securing your trailer, which should be predominately closed and tidy.

Injuries

All injuries must be reported to the Camp Health Officer on staff. An [Injury Report](#) should be completed by the unit leader and forwarded to the Camp Health Officer, Drew Fried, at drew.fried@gmail.com and the Staff Advisor, Kyle Jurasits, at Kyle.Jurasits@Scouting.org.

Service Units

There will be various responsibilities for the Camporee, ranging from the FUN (building the Council Fire, and morning colors), to the more mundane (policing central areas for garbage, spot check latrines, etc.). We would appreciate it if each unit would volunteer to take one of these responsibilities. In an effort to keep the camp cleaner than in the past, we request that units collect garbage during the weekend.

Religious Services

An All-Faith Service will be held on Saturday evening, which all units are expected to attend.

The attire for religious services is the Scouting America Field Uniform (Class A). Anyone not attending religious services is to remain quiet in their campsite. Quiet time is to be strictly enforced so as not to disrupt religious services.

Uniforms

Field Uniforms should be worn during religious service and at all ceremonies. Activity Uniforms (Class B) are expected to be worn at all other times (this does not mean no uniform). Show your Scout spirit during the day!

Attendance

Once checked in, all units and individuals must remain in camp. The camporee staff must be directly notified if anyone must leave camp.

Taps

After Taps (11 PM) and before Reveille (7:30 AM), all Scouts should remain in their campsites and remain quiet, so as not to disturb others.

Scout Courtesy/Scout Safety

All Scouts and Scouters must be respectful to the others in camp. Use common sense. Do not enter another unit's campsite unless invited to do so.

Treat others the way you would expect to be treated. Any intentional act by a Scout that injures another Scout or causes any damage of any kind will result in that Scout and their unit being asked to leave the camp immediately. Quiet time during religious services is to be respected.

Directions to Schiff Scout Reservation

Camp Address: 1606 Wading River Manor Road, Wading River, NY 11792

Take the LIE to Exit 69. Then, turn left onto Wading River Road North and continue four miles to the camp entrance on the right.

Questions

Questions can be directed to:

Event Chair – Rodie Geoghegan – Rgeogheganjr@yahoo.com

Staff Advisor – Kyle Jurasits – Kyle.Jurasits@Scouting.org

Schiff Camporee Rules & Regulations

1. All units must check in at the Camp Office upon arrival. It is at this time that you will receive your campsite assignment.
2. All attendees, both youth and adult, must be registered members in good standing with Scouting America and the unit they are attending with. Younger siblings are not allowed to attend.
3. Each youth and adult participant must have a current [Annual Health and Medical Record Parts A & B](#) on file with their unit leader.
4. Camping areas will be assigned by staff at check-in. All units must check in at the Camp Office upon arrival. All units must have their campsites inspected and check-out at Hewlett Lodge prior to departing camp on Sunday.
5. All vehicles must be parked in the main parking lot throughout the weekend. Roads must be kept clear for emergency vehicles. We allow vehicles at the sites to load/unload, as a courtesy.
6. The camp is part of the Long Island Pine Barrens and under a conservation easement. Do not cut or disturb standing trees, bushes, or shrubs. Please alert a member of the staff with any issues.
7. All buildings are off limits, unless otherwise instructed by staff.
8. All injuries must be reported to the Camp Health Officer.
9. The use of firearms, fireworks, archery equipment, and gas/air guns is strictly prohibited.
10. Swimming, wading, bathing, or entering the lake is prohibited. Fishing is permitted, except within 100 feet of the swimming area. A New York State Fishing License is required for anglers over 16 years of age.
11. Pets are not permitted in camp (except service animals).
12. The Horse and Buggy is our mascot for the weekend. If you find one, bring it to a camporee staff member.
13. The use or possession of alcoholic beverages or other controlled substances is prohibited in camp and violators will be asked to leave.
14. Only one campfire will be permitted per campsite, under adult supervision. Campfires are not to be left burning when leaders are absent from the campsite and must be extinguished before going to sleep.
15. Please place all trash in plastic garbage bags, keep your camping gear in order, and help keep common areas tidy by picking up litter. Please deposit all garbage bags in the dumpsters behind the dining halls or near the camp office. Please don't leave trash out by the road.
16. Bicycles may be used, but helmets must be worn at all times, by all riders regardless of age.
17. No electronics. Enjoy nature and let others enjoy it too.
18. Sheath knives are not permitted.
19. All Scouts must have a buddy at all times.
20. A Scout should never enter another's camping area unless invited or touch anyone else's camping equipment or personal gear.
21. Smoking is not permitted in camp. Scouts may not use tobacco or nicotine products in any form.
22. This is a tent camping weekend. No RV's or campers are allowed in camp.
23. No dishwashing at water spigots or bathrooms.

24. All off-limit areas will be designated with yellow caution tape or indicated in some other matter either physically or verbally.

Save time at check-in. Bring this form with you filled out:

Schiff Camporee Check-In Sheet

Unit: _____

Patrols: _____

Scouts: _____

Patrol 1: _____

Adults: _____

Patrol 2: _____

Patrol 3: _____

Unit Leader: _____

Patrol 4: _____

SPL: _____

Patrol 5: _____

Campfire: At least one of your choices will be selected. Because of length, not all units will get two rounds. To ensure a more enjoyable campfire experience, we encourage both songs and skits.

Choice #1: _____
() Song () Skit

Choice #2: _____
() Song () Skit

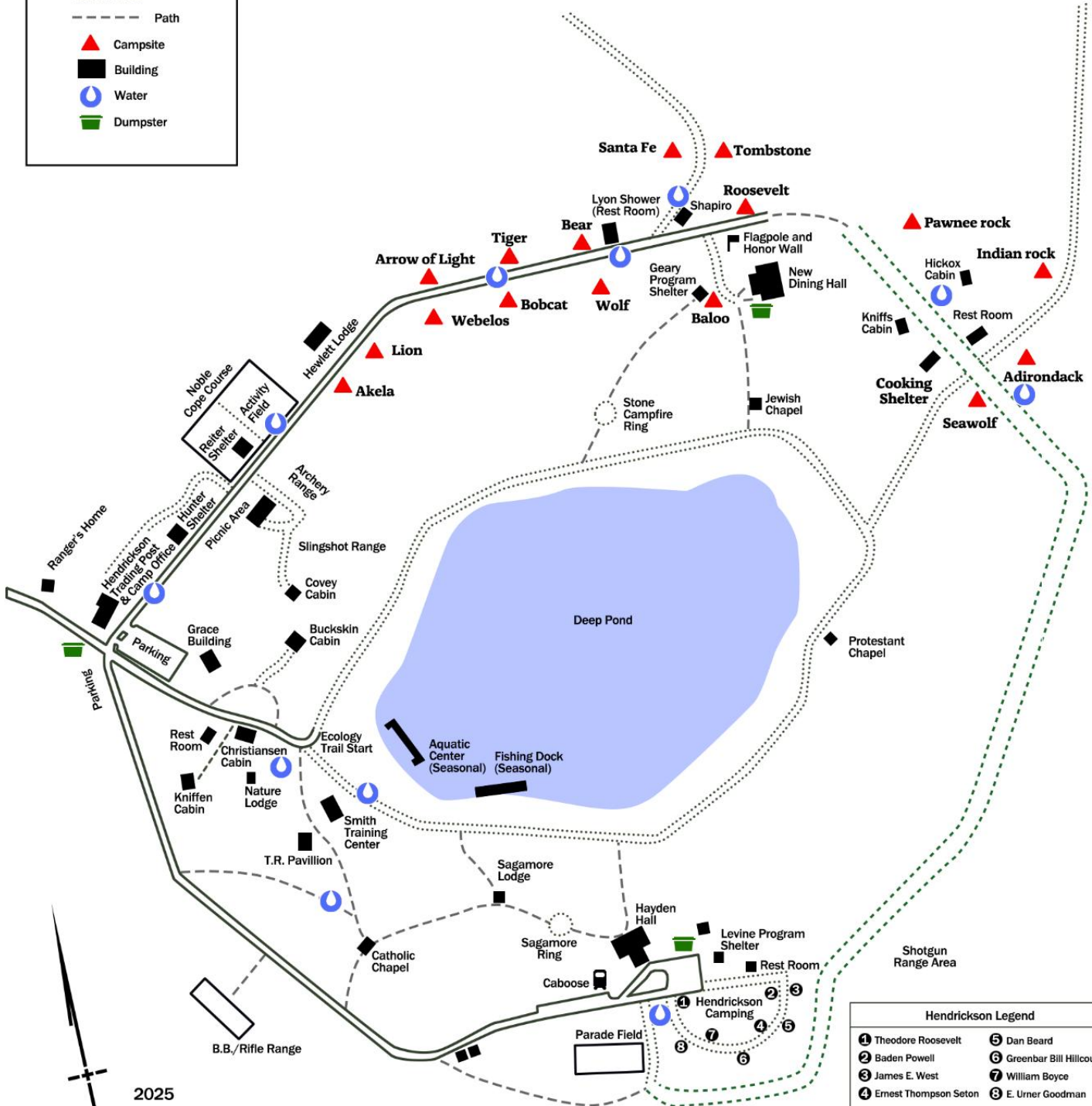
SCHIFF SCOUT RESERVATION

Camp Wauwepex



Key

- Trail
- - - Path
- ▲ Campsite
- Building
- Water
- Dumpster



2025

SCALE:
1' = 500'

Hendrickson Legend	
1 Theodore Roosevelt	5 Dan Beard
2 Baden Powell	6 Greenbar Bill Hillcourt
3 James E. West	7 William Boyce
4 Ernest Thompson Seton	8 E. Urner Goodman