The Grand American Camporee

Life • Liberty • The Pursuit of Scouting

Thomas Bull Memorial Park
Montgomery, NY • May 1st - 3rd

Guide

Scouting America
Greater Hudson Valley Council

AMERICA 250™

Orange County New York
1 November 1683

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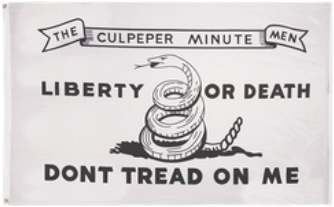
Sons of Liberty Flag

First Navy Jack Flag



Culpepper Flag

Bennington Flag

Registration & Check-in

Fees:
Scouts BSA Youth: $30
Adult Leader: $20
Webelos & AOL Youth: $20
Webelos & AOL Parents: $0

Registration Timeline:
Feb. 3rd, Registration Begins
April 19th, Late Period Begins (+$5)
April 27th, Registration Ends

Scan to Register

Register online at www.ghvscouting.org/camporee

Check-in Procedures at Thomas Bull Park:

Troops must check-in when they arrive. Troops may start arriving at 5PM on May 1st. Follow signs directing to check-in location.

Once checked-in, you will be assigned a campsite.

Webelos & AOL Scouts must check-in when they arrive. They can begin arriving on May 2nd, between 8AM - 9AM.

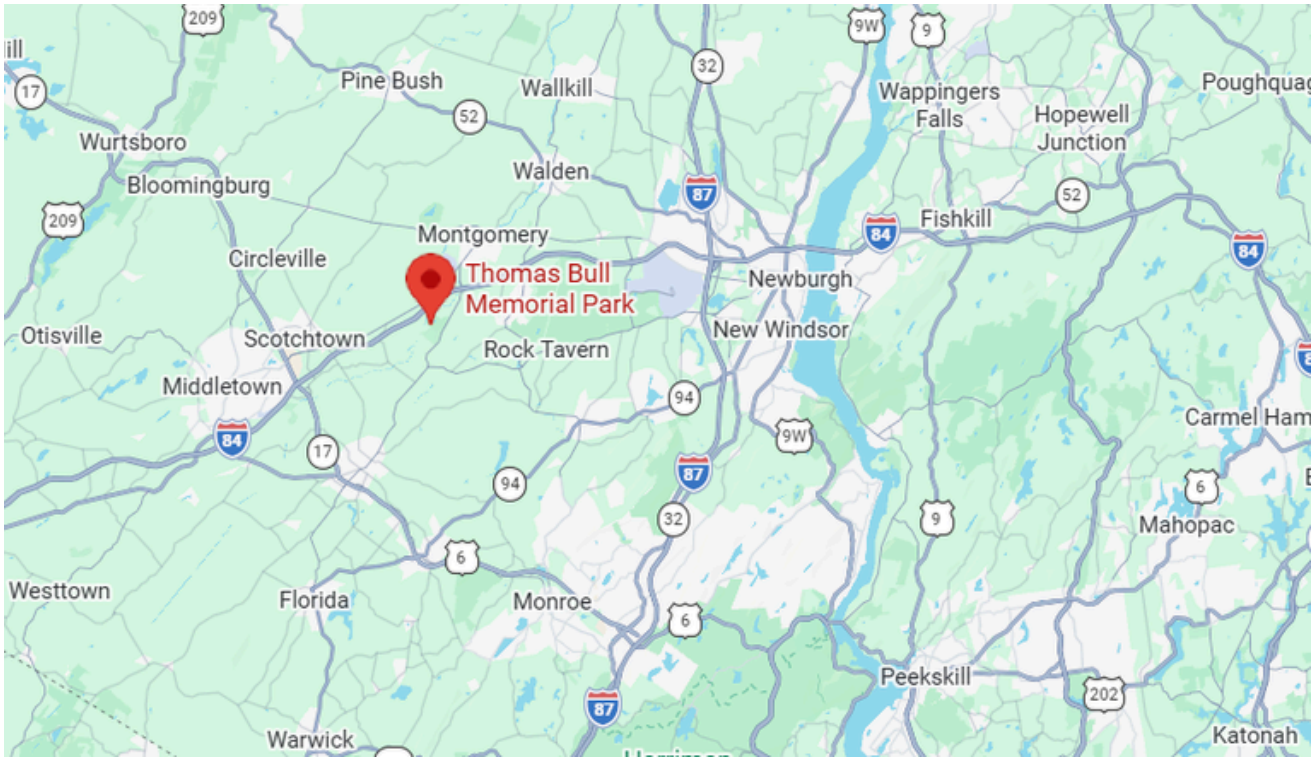
Be prepared to pay for all outstanding registration fees.

Patches will be available to pick up at Friday's SPL meeting.

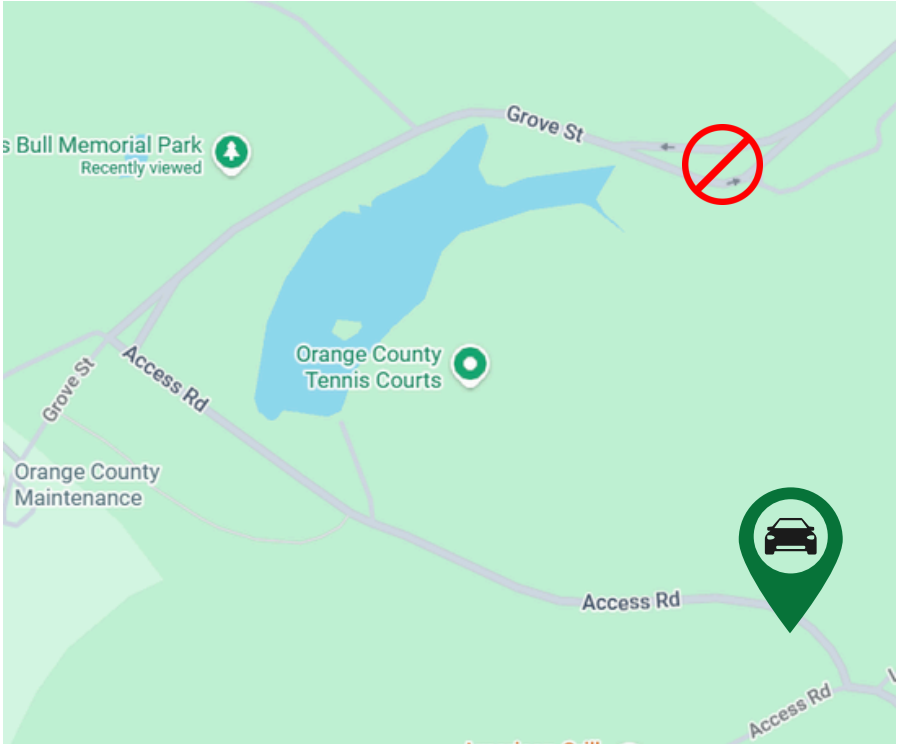
Location

Star Spangled Banner Flag

Thomas Bull Memorial Park
211 NY-316, Montomery, NY 12549



Please use the entrance at **Access Road**, NOT Grove Street.

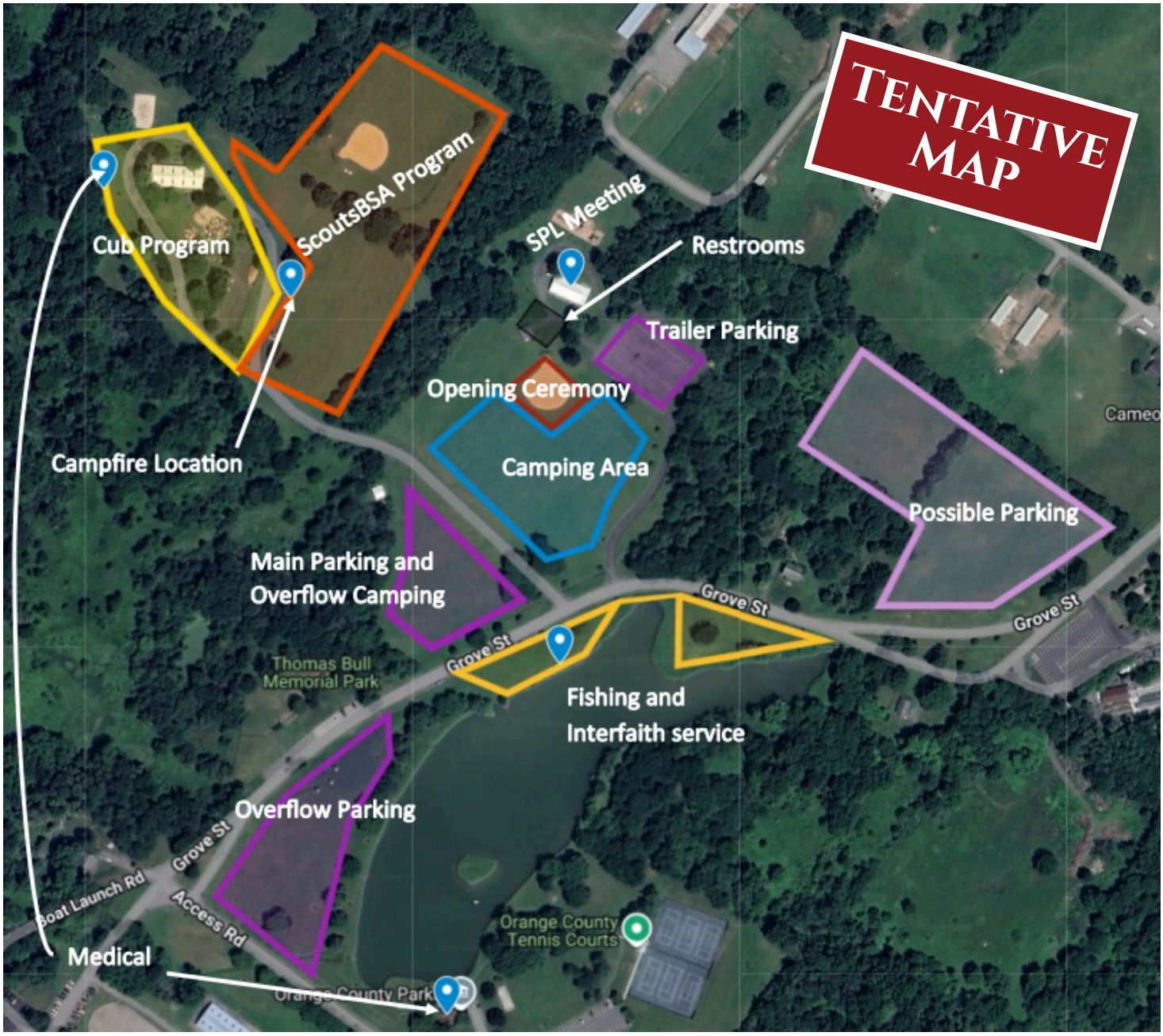


20 Star Flag

25 Star Flag

Camporee Map

30 Star Flag



35 Star Flag

36 Star Flag

38 Star Flag

43 Star Flag

General Information

Check-In Friday, May 1, 2026 | 5:00 PM–8:00 PM

- The Scoutmaster and Senior Patrol Leader should be the only Troop representatives at the check-in/registration table. **SPL Meeting will begin promptly at 8:15PM**
- Campsites will be assigned at check-in and will be based on the number of campers in each Troop.
- For arrival to the park, all participants must use the entrance off Access Road, not Grove Street.
- **Parking space will be limited**. Units are strongly encouraged to rideshare and carpool and to minimize the number of vehicles whenever possible.
- Please be Kind and Courteous to the Camporee Staff as they do their Best to facilitate a fun and successful event for all Scouts.

Check-In for Webelos & AOL Scouts or Saturday Arrivals Saturday, May 2, 2026 | 8:00 AM–9:00 AM

Check-Out Sunday, May 3, 2026 | 8:00 AM–10:00 AM

Sunday morning will consist of Troop breakfast, campsite clean-up, and check-out with Camporee Staff.

Emergency Medical Service

- Event medical staff will be available for first aid situations.
- Scout-specific medications and other ongoing medical needs should be handled within the Troop.
- Each Troop is required to have a centrally located campsite first-aid kit.

Campfires

- Campsites must use an above-ground fire pit. Units wishing to have a campfire must bring their own above-ground fire pit.
- All sources of flame must be clearly marked and located away from tent areas. All fires must be accompanied by a fire extinguisher. This is a park requirement.

Cooking and Meals

Each Troop is responsible for providing all meals and snacks for their unit. Troops are also responsible for maintaining campsite cleanliness and packing out all trash after the event.

Lunch for Webelos & AOLs

Please plan to bring your own lunch OR you can eat from the Food Truck.

Water & Food Storage:

Each Troop is responsible for supplying **their own water & food storage.**

Site Management and Outdoor Ethics

We want to show our appreciation to the park by respecting the grounds and facilities throughout the event. This includes staying within assigned areas, keeping campsites and common spaces clean, and fully embracing BSA Outdoor Ethics. Units should clean up after themselves and help remove any litter encountered. Our goal is to leave the park better than we found it.

Safeguarding Youth and Accountability

All leaders and Scouts are expected to remain vigilant regarding Safeguarding Youth policies.
Scouts must use the buddy system at all times. PLCs and adult leaders are responsible for accountability within their Patrols and Troops. All participants must remain within their assigned areas during the event.

Station Volunteers

The Camporee Committee is seeking Troops/Crews/Ships to volunteer and run program stations. Please take a look at the station list and let us know which one you believe you would be a good fit for. Please let us know by [filling this form.]

Outside Vendors

The Camporee Committee is actively seeking outside vendors and stations to make the Camporee even MORE exciting! The **list is growing every week**, but here are a few you can expect:

- The Council Trading Post (SWAG, t-shirts, challenge coins, patches, and snacks)
- The National Scout Shop will have special Scouting America & America 250 Merch.
- From the Ground Up Food Truck (perfect for volunteer staff and participants to get a snack)

As the list grows, we will update at: www.ghvscouting.org/camporee

Who to Contact

Questions about the Camporee can be directed to Staff Adviser, Jon Whitaker, Council Field Director: Jon.Whitaker@Scouting.org.

Questions about registrations & mycouncil help may be directed to: GHV.Support@Scouting.org.

Scouting America
Greater Hudson Valley Council

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Schedule

TENTATIVE SCHEDULE

Friday, May 1st

5PM - 8PM	Troops Arrive
8:15PM	SPL Meeting
10PM	Quiet Hours

Saturday, May 2nd

6:30AM - 8AM	Breakfast
8AM - 9AM	Webelos/AOL Check-in
8AM - 9AM	Stations Set Up
8:45AM	Opening
9AM - 1PM	Program Time
1PM - 2PM	Lunch
2PM - 4:30PM	Camporee-Wide Programs
4:30PM - 5PM	Webelos/AOL Depart
5PM - 6:30PM	Dinner
6:30PM - 7PM	Scouts Own Service
7:30PM	Campfire
10PM	Quiet Hours

9AM - 5PM	Trading Post

Sunday, May 3rd

6:30AM - 8AM	Breakfast
8AM - 10AM	Pack Up & Check-Out

Serapis Flag

48 Star Flag

Pine Tree Flag

Union Civil War Flag

Program Overview

The Grand American Camporee program is organized around three defining eras of American history: 1776–1865, 1866–1945, and 1946–Present. Each era highlights themes of leadership, innovation, communication, engineering, service, and outdoor skill development. Program stations are designed to connect Scouting skills with the historical spirit of each period.

Morning program stations will operate from 9:00 AM to 1:00 PM. During this time, troops will visit stations at their own pace. Units are responsible for managing their movement and determining how their Scouts participate. Patrol structure and internal organization will be determined by each troop. Stations will be hands-on and skill-based, with some incorporating competitive or timed elements.

Webelos and Arrow of Light Scouts will participate in a parallel program experience during designated morning hours. Their activities will connect to the same era themes but will be tailored to be age-appropriate and introductory in nature. The Webelos and AOL program is designed to provide a structured preview of Scouts BSA–style outdoor skills, teamwork, and leadership.

Afternoon programming will run from 2:00 PM to 4:30 PM and will shift from skill stations to larger camporee-wide experiences. Webelos and Arrow of Light Scouts are invited to participate in these camporee-wide programs as well. We are currently working to bring in historical reenactors, subject-matter demonstrations, and interactive presentations that reflect the camporee's era themes. Additional details will be shared as they are finalized.

This structure is intended to provide a full day of activity that balances hands-on skill development with immersive, theme-based experiences while maintaining flexibility for troop-led participation.

Betsy Ross Flag

America 250 Betsy Ross Flag

50 Star Flag

1776 - 1865

Foundations, Frontier Skills, and Early American Innovation

This program area focuses on the early years of the nation through westward expansion. Stations in this section emphasize foundational outdoor skills, craftsmanship, communication, and resourcefulness. Troops may visit stations at their own pace during open program hours.

Surveying and Navigation: Inspired by George Washington's work as a surveyor, this station will challenge Scouts to demonstrate map reading and orientation skills. Activities may include navigating a short course, identifying bearings, or completing a land-measurement challenge.

Frontier Provisions – Donut Making: Inspired by Hanson Gregory's 1847 creation of the modern donut, this station highlights food preparation during the era of maritime travel and westward expansion. Scouts will mix batter, form donuts, and fry them under direct adult supervision.

Morse Code and Communication: Reflecting mid-1800s communication advances, Scouts will send and receive Morse code messages using signaling devices or flags. Accuracy and speed may be incorporated if scoring is used.

Revolutionary First Aid: Scouts will demonstrate basic first aid skills in a timed scenario. Activities may include bandage application, improvised stretcher construction, and transport challenges.

Defend the Fort – Pioneering Challenge: Scouts will apply lashing skills, including square and diagonal lashings, to construct a simple tripod-supported launching device. Patrols will project pine cones toward a designated target area after construction.

Frontier Obstacle Course: A short obstacle course designed to reflect physical readiness and agility. This station may incorporate teamwork elements or timed completion.

Wood Branding / Craftsmanship: Scouts will create a branded wooden item using supervised wood-burning tools. Proper tool handling and safety procedures will be enforced.

Hoop and Stick or Period Games: Traditional games from the era will be offered to reinforce the historical theme while providing active participation.

Revolutionary Campsite Display: A demonstration or interactive station featuring elements of a period campsite. Scouts may be challenged to identify tools, materials, or methods used during the Revolutionary period.

1866 - 1945

Industry, Innovation, and Communication

This program area reflects a period of rapid industrial growth, westward expansion, aviation advancement, and wartime communication. Stations in this section emphasize engineering, coordination, and problem-solving.

Code Breakers: Inspired by wartime code systems such as the Navajo Code Talkers, Scouts will work through coded communication challenges. Age-appropriate worksheets may be available for younger participants, while older Scouts may complete more complex decoding exercises. The focus is on accuracy, pattern recognition, and teamwork.

Flags a Flying (Signal Communication): Scouts will use semaphore-style flag signaling to send and receive messages. One group will transmit while another deciphers and responds. Emphasis will be placed on clarity, coordination, and precision.

Westward Ho! Engineering Challenge: Scouts will apply navigation, measuring, and planning skills to simulate building a transcontinental railroad. Teams will begin at opposite points and use bearings, measurement, and layout techniques to connect in the center. Engineering volunteers may assist in developing accurate distance and height measurement components.

Winging It – Early Aviation Workshop: Reflecting the Wright brothers' era, Scouts will construct simple model flyers using basic materials such as clothespins, tongue depressors, and other supplies. Design, balance, and flight testing may be incorporated.

Battleship – Tactical Strategy Game: A large-scale, human version of the Battleship game will be set up using a taped or chalked grid. Teams will coordinate to locate and "sink" opposing ships. This station reinforces strategy, communication, and decision-making.

Lasso Throw: Scouts will tie and use a rope lasso to throw onto a stationary target. This station reinforces rope skills and coordination.

Typing Challenge: Using manual typewriters, Scouts will attempt to accurately type a short message or letter within a set time. This activity highlights early communication methods and attention to detail.

1946 - Present

Leadership, Technology, and Modern Innovation

This program area reflects the post-World War II era through today, highlighting leadership development, space exploration, communication technology, and advanced problem-solving. Stations in this section emphasize coordination, innovation, and strategic thinking.

Take Charge and Lead – Low COPE Initiative: This leadership-focused activity challenges one Scout to take charge while elevated approximately 24 inches above the ground. The patrol will use ropes attached to an A-frame structure to shuffle 15 feet as a team. Scouts will be given 10 minutes to strategize and 10 minutes to complete the movement. Leadership rotation is encouraged. This is a supervised Low COPE activity with appropriate safety equipment in place.

Ping! – Sonar and Sound Navigation: This station demonstrates sonar principles through a structured team-based activity. Scouts will use sound cues to locate or track targets, reinforcing concepts related to submarines, navigation, and modern detection systems.

Strategic Stability – Giant Jenga: Using a large-scale Jenga tower, Scouts will test patience, balance, and decision-making. While simple in concept, the activity reinforces planning and risk assessment.

Space Race Challenge: Teams design and launch simple air-powered rockets (PVC stomp rockets or compressed air launchers). Emphasizes engineering, trajectory, and teamwork.

Mission Control Simulation: One Scout acts as mission commander while others execute assigned tasks under time pressure. Could incorporate problem-solving cards or scenario-based troubleshooting.

Satellite Navigation: GPS-based course where Scouts use coordinates to locate specific checkpoints. Modern version of your surveying/navigation theme.

Robotics or Mechanical Build: Simple build challenge using provided parts to complete a task, such as transporting an object from one point to another.

Future of America
Webelos & Arrow of Light Scouts

The Webelos and Arrow of Light program at the Grand American Camporee is a day-only experience designed to introduce 4th and 5th grade Scouts to Scouts BSA–style outdoor skills and teamwork. Scouts will be placed in patrol-style groups and rotate through activity stations throughout the day. Each station will be tied into the overall camporee theme. Additional stations are currently being developed, and this guide will be updated as new program elements are finalized. The focus is on hands-on participation, cooperation, and skill development in an age-appropriate format.

The Fire Safety station will review fire safety principles and responsible outdoor practices. Scouts will observe and practice safe fire-starting methods, such as flint and steel or magnesium.

At the Map and Navigation station, Scouts will learn basic compass skills and simple map reading. Participants will complete a short orienteering course or navigation challenge designed for their age level.

The First Aid station will cover basic emergency response skills. Scouts may demonstrate simple first aid techniques and work together to construct a basic stretcher using provided materials. A team-based scenario or relay may be incorporated to reinforce communication and preparedness.

The Knots station: Scouts will practice tying and applying these knots in simple tasks. Leaders will briefly explain how these skills have been used historically and remain relevant in outdoor settings today.

The Camp Setup and Teamwork station will challenge Scouts to organize materials and establish a simple campsite setup.

The Outdoor Code and Leave No Trace station will review conservation principles and responsible outdoor behavior. Through discussion and short activities, Scouts will connect stewardship to their role as Scouts in the community.

Flag Making: Scouts will create a small felt flag while learning about the symbolism of the American flag and its role in the nation's history.

Gold Rush Challenge: Scouts will work as a team to "prospect" for gold. Participants will search through designated areas to locate gold pieces hidden among other materials, racing to see which group can fill their pail first.

Thank you

We are grateful to the committee members who have worked for months to make the Grand American Camporee possible:

Camporee Chair
Judith Sanchez

Scouts BSA Program Committee
Michael Barresi
Dina Bochnik
Gene Kornell
Patrick Mannion
John Pieza
Miguel Sanchez
Jim Schweiker

Webelos/AOL Program Committee
Dan Bradley
Stephanie Jackson
Michael Knight

We extend our sincere thanks to Orange County Government for allowing us to host the Grand American Camporee at Thomas Bull Memorial Park. Their continued partnership and support make events like this possible for the youth and families we serve.

We also offer special appreciation to the Orange County Parks Department for their assistance and cooperation, and to Steve Neuhaus, Orange County Executive, for his ongoing support of Scouting.

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