

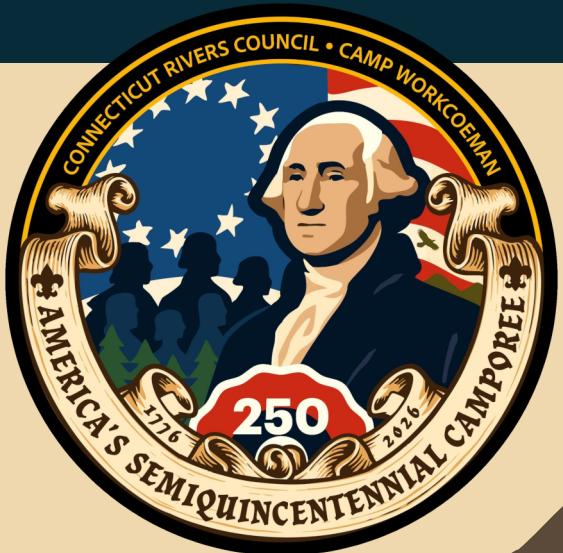
250th

1776 - 2026



AMERICA'S

SEMIQUINCENTENNIAL CAMPREE



MAY 15-27, 2026

CAMP WORKCOEMAN
CONNECTICUT RIVERS COUNCIL
SCOUTING AMERICA

Welcome to Camp Workcoeman



Celebrating 250 Years of the American Spirit

Dear Scouts, Parents, and Scouters,

On behalf of the camp staff and the leadership of our Council, it is our pleasure to welcome you to Camp Workcoeman for America's Semiquincentennial Camporee! This special weekend brings us together to commemorate the 250th anniversary of our nation's founding—an extraordinary milestone in the American story and a fitting moment for Scouts to gather in fellowship, service, and adventure.

Throughout the weekend you'll explore hands-on activities, challenges, and demonstrations inspired by the eras that shaped our country—from the spirit of 1776 to the innovations and ideals that guide us today. As you move through the camporee's stations and events, take a moment to reflect on the courage, determination, and unity that have carried our nation forward across two and a half centuries. Those same qualities are at the heart of Scouting and continue to guide each of us as we grow into leaders for the future.

Whether this is your first visit to Camp Workcoeman or one of many, we hope you enjoy the traditions, friendships, and memories that make this place special. Our volunteers and staff have worked hard to create a meaningful and exciting experience for you, and we are thrilled to share this historic celebration together.

Thank you for being part of America's Semiquincentennial Camporee. Have a fantastic weekend—be safe, be spirited, and be proud to be part of this moment in Scouting and American history.

Yours in Scouting,

Jeffrey Seiser

Camp Director

jseiser@campworkcoeman.org



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Camporee Program Director

Summer 2026 at Camp Workcoeman

An exciting summer is in store at Camp Workcoeman!

Scouts BSA activities include: single- and multi-day merit badge sessions, 'à la carte' Troop activities, Scuba Camp, and National Youth Leadership Training.

For Cub Scouts, resident camp returns to Camp Workcoeman this summer. Resident camp will be offered alongside day camp and Cub Adventure weekends.

For more information and to sign up, please visit campworkcoeman.org/2026 or ctscouting.org.



CAMPWORKCOEMAN.ORG

Revised 2025-12-16

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Patrol Roster, Packing and Gear List, Scoutmaster Cook-Off Information

Bringing History to Life



Brian Hilton as George Washington

Brian Hilton is a passionate historical interpreter who brings George Washington to life for audiences of all ages. With years of experience portraying our first Commander-in-Chief, Brian combines authentic period dress, engaging storytelling, and immersive demonstrations to help audiences connect with the Revolutionary War era. His presentations highlight Washington's leadership, character, and vision, offering a unique and memorable opportunity to experience history firsthand. Brian's dedication ensures that history is not only seen—but truly felt—by everyone he meets. Brian portrays General Washington at Mount Vernon, Mount Rushmore, for events that bring together Washington's descendants.



Registration and Pre-camp Information



Interest Form

A camporee interest form is available for unit leaders to indicate their intention to attend this event. Units that submit the form will receive email updates about the camporee, including details on pre-camp meetings and Zoom login information. Any unit considering participation is strongly encouraged to complete this form.

Registration

Scout and adult registration will take place online at ctscouting.org. The event fee is \$20 per Scout and \$10 per adult; it includes all program activities and an event patch for each registrant. Registration closes on Monday, May 11, 2026 at 11:59 PM, and no new units may register after this deadline. Please be aware that registration may close earlier if total attendance reaches 500 participants. For this reason, units are strongly encouraged to register their Scouts and adults as early as possible.

Pre-camp Meeting

There will be a pre-camp meeting for all Scoutmasters, Senior Patrol Leaders, and event staff on Tuesday, April 28, 2026 at 7:00 PM via Zoom. This meeting will provide an overview of the weekend program; outline key roles and responsibilities; and share important information regarding health services, skills to review, personal gear, troop equipment, and other preparations needed for a successful camporee.

Zoom joining information will be sent to all units that complete the camporee interest form and register online by April 24, 2026.

Campsite Assignments

Campsites will be assigned by the camporee leadership based on each unit's registered attendance. Assignment details will be emailed to unit leaders by May 13, 2026. Each campsite includes tent platforms, a fire pit, a flagpole, and a latrine. Some, but not all have a pavilion in the campsite. Potable running water will be available at all campsites for the duration of the event. Each campsite will require a short walk to get to and driving to campsites will not be allowed, so plan and pack accordingly.



Troop Logistics and Responsibilities



Health Services and Medical Forms

Scoutmasters are required to submit a folder or binder containing all medical forms for Scouts and adult participants to the health services staff upon arrival on Friday evening. Acceptable forms include either the Short Term Camp Medical Form or Scouting America Health Form Parts A, B, and D. These forms may be picked up by the unit when departing on Sunday morning.

Certified medical personnel will be on site and available to provide care throughout the event. Medications may be administered either by the Scoutmaster or through the health lodge. Any medication dispensed through the health lodge must be accompanied by a medication authorization form.

Patrol Rosters

Upon arrival on Friday evening, each troop must submit a patrol roster for every patrol attending the camporee. A blank copy of this roster is included in the appendix of this program guide.

Troop Meals

Troops are responsible for providing and storing their own food for the weekend, as well as bringing any equipment needed to prepare their meals. Breakfast and dinner on Saturday and breakfast on Sunday will be prepared in the campsites. Saturday lunch will be a trail lunch, meaning Scouts should carry it with them when they leave their campsite in the morning and plan to eat it during the day's activities. All trash must be disposed of in the dumpsters located past the maintenance building.

Troop Gear and Uniforms

Troops are responsible for providing their own camping equipment and ensuring that their Scouts are properly prepared to participate safely in the camporee. Trailers are welcome; however, they must be parked in the main parking area along with all vehicles. The uniform for the day on Saturday will be the Class B Activity Uniform, with the Class A Field Uniform to be worn for the Saturday evening campfire and the religious service on Sunday morning.



Staff Registration

A dedicated and talented staff is essential to successfully coordinate this camporee for our Scouts. Those interested in serving are asked to complete the staff Google form, monitor and respond to all emails related to staff responsibilities, and attend the pre-camp meeting on Tuesday, April 28, 2026. Often, troops attending the event have their Scoutmasters staff stations for the event. Staff may choose to participate for the entire weekend or Saturday only; please indicate your preference on the Google form.

Staff Roles and Responsibilities

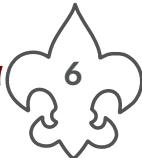
Staff will be needed to coordinate a wide variety of skill-based stations throughout the day on Saturday; to facilitate logistical tasks such as parking, trash removal, and commissary; and to perform songs, skits and cheers in our campfire on Saturday evening. Interested staff are asked to indicate how they would like to assist when completing the Google form.

Staff Meals and Patches

Staff members are welcome to camp overnight with their unit or stay in the designated staff area. Meals will be provided through the dining hall, including Saturday breakfast, lunch, and dinner, as well as Sunday breakfast. All staff will also receive the event patch commemorating this special camporee.

Staff Gear and Uniform

Staff staying overnight should prepare to stay in one of the cabins, which includes cots and mattresses. Personal gear such as filled water bottles or outdoor chairs should be brought for anyone working a station. The uniform for the day on Saturday is the Class B Activity Uniform, while staff is expected to wear the Class A Field Uniform for the Saturday evening campfire and Sunday morning religious service.



Mission Briefing: Program at a Glance



Intelligence for General Washington

General Washington—“His Excellency”—is counting on you!

Spies, counterspies, double agents, false intelligence, deserters, British patrols, and Loyalists lurk around every corner. Your patrol’s mission is to train, test, and demonstrate your skills in both woodcraft and spycraft while gathering the critical intelligence Washington and his inner circle need to bring the fight for independence to its triumphant close.

Mission Overview

Your patrol will rotate through 12 activity stations, symbolic of the 12 points of the Scout Law. Each station challenges your patrol to solve problems, practice Scout skills, and recover pieces of important information.

How the Mission Works

- Complete all 12 stations—each one is essential to uncovering Washington’s encrypted intelligence.
- Follow the assigned station order exactly. Not all patrols will begin at the same station.
- Each station (including travel time) is limited to 30 minutes.
- Collect your intelligence packet pieces at each station. These fragments will be crucial to solving the final cipher Washington needs.

British Forces in the Area – Stay Alert!

British Loyalists and Redcoat soldiers may attempt to stop your patrol during your mission.

- You may be asked to surrender any papers you are carrying. *It is wise to comply.* Resisting may result in temporary detention—costing your patrol valuable time.
- If your patrol demonstrates the *Scout Oath and Law*, remains respectful, and avoids drawing unnecessary attention, you will typically be allowed to continue without delay.
- Advice: Don’t get noticed by being loud, unruly, or out of line. Good Scouts blend into the landscape!

Special Events and Activities



Campwide Campfire

On Saturday evening, we will gather around the campfire to share songs, skits, and cheers. This event will include awards presentations and celebrate our nation's 250th birthday. Troops are encouraged to sign up and take part in what promises to be a memorable and fun-filled evening.

Final Task and Recognition

After completing all 12 stations, your patrol will face a final bonus challenge as your last test of spycraft. Once complete, you will deliver your full intelligence packet directly to General Washington himself. Patrols that successfully finish all 12 stations and the final task will receive a special recognition patch awarded by General Washington in honor of your service to the cause of liberty.

Interfaith Religious Service

On Sunday morning at 9:00 AM, an interfaith religious service will be held to honor our collective Duty to God. The readings and morning message will reflect America's Semiquincentennial, offering a meaningful way to conclude our weekend together.

Non-Perishable Food Donation Drive

We will host a non-perishable food drive on Sunday morning at the camp chapel, supporting the Friendly Hands Food Bank in Torrington. Units are encouraged to bring non-perishable items to donate, or to contribute leftover unopened items they may have on hand. After all, a Scout is helpful!

Scoutmaster Cook-Off – Washington's Favorite Foods

Each troop may select a Scoutmaster (or team) to represent them in this cooking contest. Participants will prepare a meal inspired by George Washington's favorite foods. All preparations must be done in your campsite and then brought to the parade ground pavilion for judging at 6:30 PM on Saturday. A list of Washington's favorite foods will be provided in advance to help with planning.

Vintage Scout Merchandise Sale

On Saturday afternoon, Scouts will have the opportunity to browse and purchase vintage Scouting uniforms, patches, and merchandise. All proceeds will benefit Camp Workcoeman.

Visit the Trading Post

The camp trading post will be open throughout the event, offering Scouting merchandise (awards, uniforms, accessories) as well as Camp Workcoeman items, beverages, and snacks. Scouts should plan accordingly if they wish to make purchases. Items can also be pre-ordered by contacting Business Manager Bill Hatfield at scoutshop@campworkcoeman.org.



Camporee Schedule



Friday, May 15, 2026

6:00–8:00 PM	Arrival, Patrol Check-In & Medical Check-In (Location: Camp Chapel)
8:30–9:30 PM	Scoutmaster & Senior Patrol Leader Cracker Barrel (Location: Dining Hall)
10:00 PM	Taps

Saturday, May 16, 2026

7:00 AM	Reveille
7:00–8:00 AM	Patrol & Medical Check-In for Saturday Arrivals (Location: Camp Chapel)
8:30 AM	Opening Flag Ceremony (Location: Parade Ground)

Station Rotations (Follow the assigned order listed on your patrol's scoresheet)

9:00–9:30 AM	Station 1
9:30–10:00 AM	Station 2
10:00–10:30 AM	Station 3
10:30–11:00 AM	Station 4
11:00–11:30 AM	Station 5
11:30 AM–12:00 PM	Station 6
12:00–12:30 PM	"On the Trail" Lunch
12:30–1:00 PM	Station 7
1:00–1:30 PM	Station 8
2:00–2:30 PM	Station 9
2:30–3:00 PM	Station 10
3:00–3:30 PM	Station 11
3:30–4:00 PM	Station 12

After completing Station 12, all patrols must report to the Dining Hall with their scoresheets.

Afternoon and Evening Events

4:00–6:00 PM	Final Challenge & Special Events
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Patrols complete the bonus challenge. Scouts may also visit the Vintage Scout Memorabilia Sale at the pavilion and the Trading Post.

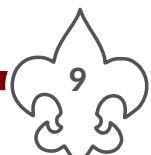
6:00 PM	Special Patch Event Ends
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All intelligence for General Washington must be turned in by 6:00 PM to qualify for the special patch.

6:30 PM	Scoutmaster Cooking Competition Judging (Location: Parade Ground Pavilion)
8:00 PM	Campwide Campfire (Location: Amphitheater)
9:30 PM	Scoutmaster & Senior Patrol Leader Roundtable (Location: Dining Hall)
10:00 PM	Taps

Sunday, May 17, 2026

7:00 AM	Reveille
9:00 AM	Interfaith Religious Service (Location: Amphitheater)
10:00 AM	Closing Flag Ceremony (Location: Parade Ground)
Departure	Non-Perishable Donation Drive at the Chapel.



A Scout's Guide to Learning & Exploration



Here are some things Scouts and Scoutmasters can do to learn about and prepare for our event honoring the 250th anniversary of the founding of our nation.

Top 5 Connecticut Revolutionary War Sites for Scouts

According to Jeff Seiser

1. Fort Griswold Battlefield State Park – Groton

- Site of the 1781 Battle of Groton Heights
- Original earthworks, cannons, and the iconic Groton Monument
- Ranger talks and self-guided battlefield hikes
- Combines history with outdoor exploration

2. Nathan Hale Homestead – Coventry

- Birthplace of Nathan Hale, Connecticut's state hero
- Guided tours centered on Hale's patriotism and spycraft
- Open fields and wooded surroundings for group programs
- Perfect tie-in for Scout values of honor and service

3. Webb-Deane-Stevens Museum – Wethersfield

- General George Washington planned the Yorktown campaign here
- Interpreters in period dress
- Hands-on demonstrations of colonial life
- Great for merit badge tie-ins (American Heritage, Citizenship)

4. Putnam Memorial State Park – Redding

- Winter encampment site of General Israel Putnam
- Museum building and reconstructed huts
- Extensive trails for hiking or map-and-compass work
- Ideal combination of Revolutionary War history and outdoors

5. Old New-Gate Prison & Copper Mine – East Granby

- Colonial copper mine used as America's first state prison (hosted Tory prisoners during Revolution)
- Scouts can tour underground mine shafts
- A rare mix of adventure, geology, and Revolutionary history
- Memorable experience for older Scouts especially

Additional Notable Sites

- Old State House – Hartford
- Mystic Seaport Museum – Mystic
- Keeler Tavern Museum – Ridgefield
- Rouchambeau Route Sites – Windham, Bolton, Southington, & Newtown

Things to Do During a Troop Meeting or Event

- Host a guest presenter (Connecticut Museum of Culture & History)
- Work on related merit badges (American Heritage, Citizenship in the Nation, Archeology etc.)
- Service Project (Revolutionary Era Cemetery, Memorial Day Flag Installation, Historic Trails)
- Watch a Revolutionary War Movie or Documentary ('Hamilton,' Ken Burns, 'John Adams')



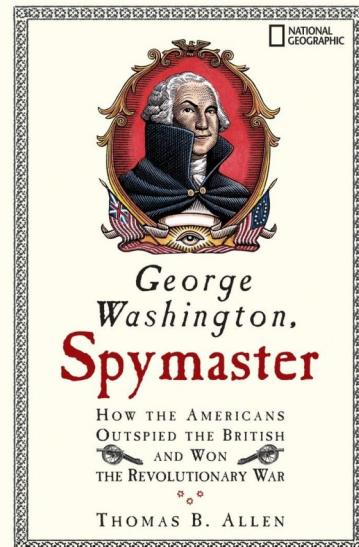
Inspiration Behind Camporee Program



This camporee's theme is inspired by the book *George Washington, Spymaster*, a fast-paced nonfiction look at a lesser-known side of our first commander-in-chief—his leadership of an ingenious and effective network of spies during the Revolutionary War. Written in an accessible style for youth readers, the book reveals how Washington employed codes, invisible ink, double agents, secret messages, and strategic misinformation to outmaneuver the British and secure American victory.

George Washington, Spymaster is an excellent read for Scouts and Scoutmasters preparing for this camporee or for anyone interested in learning more about the critical role intelligence played in the fight for independence.

The book is widely available and may be purchased through local bookstores or online retailers such as Amazon.



Appendix



- Patrol Check-in Roster
- Camporee Packing and Gear List
- Scoutmaster Cook-Off Information
- Camp Map

Computer Fillable Medical Forms Available Online:

<https://campworkcoeman.org/medform/>

(Located at Bottom of Page)

America's Semiquicentennial Camporee

Patrol Check-In Roster

Patrol Name	
Unit Number	
Town, State	
Patrol Leader	
Asst. Patrol Leader	
Total Number of Scouts in Patrol <i>Includes PL & APL</i>	

Camporee Packing List

Troop Shelter and Camping

- Tents
- Tarps or ground cloths
- Tent stakes and mallets
- Lanterns or camp lights
- Troop Flag and Stand

Troop Cooking and Food Preparation

- Camp stoves or grills
- Food for Weekend
- Fuel for stoves/grills
- Pots, pans, and cooking utensils
- Coolers with ice
- Water containers or jugs
- Dish soap, scrubbers, and towels
- Trash bags

Patrol Program Participation

- Patrol Flag, Name, Yell
- ‘On the trail’ lunch for each member
- Scout Handbook
- First Aid Kit

Personal Gear

- Class B Activity Uniform (Troop, Camp, Scouting T-Shirt)
- Class A Field Uniform (Khaki Scout Shirt, Neckerchief, Green Bottoms)
- Rain Gear
- Sleeping Bag, w/Ground Pad or cot
- Clothes for Sleeping
- Filled Water Bottle
- Toiletries (Toothbrush, Toothpaste etc)
- Flashlight
- Sweatshirt, jacket suitable for the weather
- Hat (Scouting preferred)
- Day Pack

Scoutmaster Cook-Off – George Washington’s Favorites

What: A fun, history-inspired cooking contest where each troop selects a Scoutmaster or team of adults to prepare a dish based on George Washington’s favorite foods.

When & Where: Saturday, 6:30 PM, Parade Ground Pavilion. All cooking must be done in your campsite.

Purpose: Showcase cooking skills, teamwork, and share a taste of history with the camporee community!

Suggested Foods that Washington Enjoyed

Main Dishes / Proteins:

- Fish (shad, cod, shad roe)
- Roast beef
- Venison / game meats
- Ham (smoked or roasted)
- Chicken or turkey
- Stews / hearty soups

Vegetables & Sides:

- Asparagus
- Green peas
- Beans / lentils
- Turnips, carrots, and root vegetables

Breakfast / Light Fare:

- Hoecakes (cornmeal pancakes)
- Oatmeal / porridge
- Buttered toast

Desserts & Treats:

- Honey cakes
- Apple tarts or pies (Fruit Based- Apple, Pumpkin, Cherry, Peach)
- Nuts (walnuts, almonds)

Beverages (period-appropriate):

- Cider
- Tea

Tips for Scoutmasters

- Be creative while staying historically inspired.
- Prepare dishes in your campsite; bring them to the pavilion for judging.
- Plan ahead using the suggested foods list to ensure your dish is authentic and fun!



Camp Workcoeman

Connecticut Rivers Council, BSA

Scale 1:3200

Buildings

1. Dining Hall
2. Camp Office
3. Trading Post
4. Bailey Building
5. Maintenance Shop
6. Showers
7. Chapel
8. Griffin Lodge
9. Weed Lodge
10. Scoutmasters' Cabin
11. Boathouse

0 100 200 300 ft

N

West
Hill
Pond

