


2024

Camporall Leader Guide



Date:	October 11-13
Location:	Fort Churchill State Historic Park (Scout Camp)
Cost:	\$22 a person \$31 a person after October 1
Why Attend:	Geocache adventure, Trail to First Class, Arrow of Light program, stargazing, camping nights, cobbler competition, and more.
To Register:	 Or go to: www.Nevadabsa.org
Event Capacity:	Event capacity is 200 participants and registration is first come, first serve.

Welcome

The newly reformed council camping committee, has taken over planning of all council sponsored camping events, including the Camporall, Klondike, Day Camp, and other future events. We have an exciting program planned for your unit and hope you are ready to enjoy Camporall. As we celebrate 100 years of Scouting within the Nevada Area Council, we invite your unit to join us on a Scouting Adventure. Below are several things that your unit should prepare for prior to Camporall. We encourage each of your units to hone your Scouting skills and get ready to go Back to Adventure.

Registration:

Each unit will need to register the number of Scouts anticipated prior to the event. When you register, please try and make sure to have an accurate count. We are asking the unit to finalize registrations by October 1, or pay the late fee. When registering there is a special collectors patch available for an additional \$5.00. There are only 100 made, so don't miss out.

Tips to Prepare for Camporall:

The key program activity will center around the Geocaching Merit Badge. Each unit is encouraged to prepare for Camporall by refreshing their outdoor navigation skills, specifically the use of a GPS unit.

- Scouts should understand the UTM Coordinate System.
- Scouts should understand how a GPS unit works.
- Scouts should be familiar with the GPS unit they intend to use at Camporall.
- Scouts should attempt to locate a Geocache or two around their community.
- Invite your AOL Den to join your unit. This is a great way to welcome new Scouts to your unit. Please review notes in the Health and Safety Section about leadership for Dens.
- Scouts should be familiar with the basic knots covered on the Trail to First Class.
- Scouts should be familiar with Dutch Oven Cooking and be able to prepare a cobbler over the fire.
- Scouts should be prepared to perform a skit or song at the Saturday Evening Campfire.

Important Gear and Food:

- Each unit is required to design a custom geocache and hide it as part of the Geocache Adventure. Some tips are to create a geocache that honors your Troops legacy. Units are encouraged to include a piece of unit memorable such as a patch. During program time on Friday evening or Saturday morning, your unit will hide the Geocache and provide the coordinates to the program team.
- Each Patrol needs to provide a GPS unit. A cell phone can be converted into a GPS unit utilizing CalTopo or similar mapping software.
- Each unit will be away from camp during the Saturday lunch. Units are encouraged to prepare a lunch that is easy to eat in the field with minimal cooking.
- Each unit will be in the field Saturday. Each Scout should come prepared with day packs and their 10 essentials. Water stations will be located throughout the program area.
- Saturday dinner is provided by the adult leaders of your unit. This is an organized cooking competition. This will allow Scouts to remain involved in camp games.

Health & Safety Compliance

Camp staff and all units will comply with Scouting America safety policies including but not limited to the Barriers to Abuse as discussed in Youth Protection Training which includes the buddy system, two-deep leadership, and no one-on-one contact. Units are responsible for providing trained leaders. If Arrow of Lights are attending, Pack leadership (Den leader) and one leader must be present who is a BALOO Certified Leader.

Medical Forms: All participants must have a current Scout Medical Form A & B on site with their Scoutmaster or designee during the event.

Weapons/Firearms: Guide to Safe Scouting is in effect. Please follow all local and Scouting policies. Shooting Sports are not incorporated into this event.

Fires: We will follow Nevada State Park guidance for fire restrictions. If fires are allowed, a park provided fire ring must be used. There are a total of 11 fire rings within the Scout Camp Area. A Scout is courteous, and units are encouraged to share if there are not enough.

Program Information

Centennial Honor Troop: All units are eligible to earn this award. In order to win this award each unit must fully participate in all elements of the Camporall. The key tenants are Spirit, Skills, Service and Adventure. If your units skip individual program opportunities, it will be difficult to qualify for the honor award. **Note:** to be eligible the unit must camp at least one night of Camporall. Individual competitions may utilize an overall winner for certain elements. A final score sheet will be provided during the Friday night SPL meeting.

Program Levels: There will be a unique program offered to Arrow of Lights, First Year Scouts, and Experienced Scouts. These programs will range in difficulty and will be age appropriate. First Year Scouts will focus on learning skills required along the Trail to First Class, while experienced Scouts will learn skills required to complete the Geocaching Merit Badge.

Geocache Adventure: A series of Geocaches will be hidden throughout the ruins of Fort Churchill. Each Patrol will utilize their outdoor navigation skills to locate clues and gather resources. Patrols will turn in their resources to build the biggest Scout Council ever. This Settlers of Catan themed scavenger hunt promises to excite Lord Baden Powell himself, probably.

1924 Games: This afternoon challenge is prepared straight out of the first Scout Handbook. Scouts will compete in a series of challenges derived from the 1911 Scout Handbook 1st Edition. This game may even rival the first Camporall hosted by Nevada Area Council.

Cooking Competitions:

Saturday evening dinner: is an adult cooking competition where an adult will prepare their favorite whole Troop dinner. A small sample of each dinner will be entered for judging from a panel of guest judges. Bonus points for complete dinners. The final entry will serve as the Troop dinner. Youth Scouts are not to prepare dinner on Saturday evening as they will be engaged in the 1924 Games.

Saturday Evening Cobbler Challenge: A team of youth Scouts from each unit will prepare one cobbler for a panel of judges. Each unit will need to provide a dutch oven. Cobbler ingredients are provided by the event. Cobblers will be prepared before a group of judges. This cooking competition may rival Cutthroat Kitchen.

Campfire: As the sun goes down the fun doesn't stop. Scouting units will make us laugh, cry, and enjoy all that Scouting has to offer. It is time to get silly and just have some fun.

Let's Chat About the Site

One of the biggest challenges of hosting these events is finding sites that are willing to work with us. Hosting this many Scouts requires more space than most group areas offer. We are operating under a special use permit and would like to be invited back in the future. As such, we have agreed to some special terms, and hope you will encourage your Scouts to follow along.

Trash: Fort Churchill is a tiny park, and as such only has a couple of dumpsters. We are required to remove our trash from the park. Utilizing the park dumpsters is not an option. If we fail to comply with this requirement, future events will require us to rent a dumpster. This would raise the cost of the event even higher. Removing our trash means taking it to a legal disposal location, such as a transfer station, home trash can, or charter partner dumpster that your unit has access to.

Park Entrance Fees: In addition to special use fees we are also required to pay the park entrance fees. The council is covering this cost as part of the registration. The cost is \$15 a night per vehicle to camp. As such, we are asking that each unit please carpool if possible. If a unit fails to carpool or brings an excessive number of vehicles, the Camp Director reserves the right to pass the park entrance fee costs on to the unit. If you have an annual park pass, those are honored and will lower overall program costs. Keeping costs low ensures that we can keep the overall registration costs low for future events.

Water: Scout Camp does not have any water filling spigots, and is considered a dry site. Units should bring enough water jugs suitable for several meals. Water jugs can be filled or refilled at Buckland Station approximately a mile away.

Saturday Program: We will be relocating for the morning and afternoon programs from Scout Camp to the main Fort Ruins. Units will need to provide transportation for their Scouts from Scout Camp to the main Fort Ruins.

Park Visitors: We are park visitors and have full usage of the park facilities. Other park visitors may be present, so please be courteous. Here are a few guidelines that we will follow:

- The ruins are fragile structures, climbing or entering them is not allowed.
- Keep restroom facilities clean.
- Quiet Hours are from 10pm to 7am.
- Wild animals such as snakes, coyotes, and other species may be present. Let's be respectful of nature.
- Geocaches can be hidden off trail, but will not be buried or made difficult to find. Scouts should remain on the trail as much as possible.

Getting To Camp:

From Elko/Spring Creek/Winnemucca/Reno/Sparks/Carson City/Susanville/Lake Tahoe/Fallon/Fernley

From the 4 way roundabout in Silver Springs, NV. Head south on Highway 95 A. Drive 9.5 miles south to Simpson Road. Make a right hand turn.

GPS Coordinates for intersection 11S 0306570E 4350735N

Please Note: You will not enter the park at the main entrance, rather remain on Highway 95A crossing the Carson River.

Drive approximately 1 mile west on Simpson Road and Scout Camp will be on your left.

From Yerington/Hawthorne/Tonopah

Drive to Yerington, Nevada

Head north on Highway 95 A for 22 miles

Turn right onto Simpson Road

Travel 1 mile to Scout Camp on your left.

Scout Camp can be located in Google Maps under Scout Camp at Fort Churchill State Historic Park

Site Logistics

Camp Check-In will occur at the entrance to Scout Camp throughout the event. Units will drive up to the registration station starting at 5 p.m. on October 11. We will verify your headcounts, check-in your vehicles, and assign you a camping area.

Units will then proceed to their assigned camping area and unload their gear. Vehicles will need to be parked in the designated parking area in the SW Corner of Scout Camp. All vehicles will need to be backed in. Troop Trailers may remain at the unit's campsite.

Campsites will provide a table and fire ring. There is a limited number, so units should consider bringing additional tables. Fires are restricted to the provided campfire rings. There is a limited supply of cottonwood. Units are encouraged to bring their own firewood that is locally sourced.

Meals: The event is not providing any meals to participants other than Saturday Cracker Barrel. If you are serving on Camp Staff, you may register for food service. This is restricted to staff and comes with a higher registration cost to cover the cost of food. If you are on staff and eating with your unit, please register as a participant.

- Friday Dinner in Camp
- Saturday Breakfast in Camp
- Saturday Lunch in the field, should be easy to make
- Saturday Dinner adult leaders prepare for whole unit
- Saturday Cobbler Cracker Barrel (provided)
- Sunday Breakfast in Camp

RVs Must be Offsite: For the event, Recreation Vehicles are not allowed in the Scout Camp area. If you are bringing an RV, please book a site in the main campground located near the Fort through reservenevada.com. All sites are subject to reservations. If you don't make a reservation and a site is not available you will be asked to camp on nearby BLM land.

Tentative Camporall Schedule

Friday October 11	
5:00 p.m. to 9:00 p.m.	Registration / Parking /Campsite Setup
6:00 p.m. to 8:00 p.m.	Hide Geocaches
8:30 p.m. to 9:00 p.m.	Cracker Barrel
Saturday October 12	
7:00 a.m. to 9:00 a.m.	Registration / Campsite Setup
8:00 a.m. to 9:30 a.m.	Hide Geocaches / Relocate to Main Fort
9:30 a.m. to 10:00 a.m.	Opening Flags
9:30 a.m. to 3:00 p.m.	Camporall Program (Geocache Adventure, Trail to First Class, Arrow of Lights, etc)
3:30 p.m. to 4:00 p.m.	100th Anniversary photo (Carl Marsh drone photos)
4:00 p.m. to 6:00 p.m.	Scout Challenges from 1924 era Scout Handbook
5:00 p.m. to 5:40 p.m.	Scoutmaster Dinner Cooking Competition
5:45 p.m. to 6:00 p.m.	Closing Flags
7:00 p.m. to 8:30 p.m.	Cobbler Competition
8:30 p.m. to 10:00 p.m.	Campfire
10:00 p.m. to 11:00 p.m.	Stargazing Program
Sunday October 13	
7:00 a.m. to 11:00 a.m.	Troop Checkout
8:00 a.m. to 8:45	Flags and Awards
9:00 a.m. to 9:30 a.m.	Interfaith Service

Camp Map: Coming soon

Questions:

Questions can be sent to Camporall Camp Director
Kevin Fromherz at: kbfromherz@gmail.com
or Council Advisor Doug Ramsay at
doug.ramsay@scouting.org

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