



2026 Fall Camporee & AOL Adventure



Date:	October 23-25, 2026
Location:	Virginia City Arena & Fairgrounds, 435 L St., Virginia City <i>Due to steep roads, be sure to closely follow the directions for traveling with trailers.</i>
Cost:	\$20 person or \$25/person after October 1 st
Why Attend:	Scouts BSA members will explore merit badges, meet and collaborate with Scouts from other units to solve riddles, make new friends, reconnect with old friends, and celebrate America's 250 th birthday like only Nevada Area Council can! Arrow of Light Scouts will be able to complete Archery, BB Gun, and Slingshot Adventures and learn about Scouting.
To Register:	scoutingevent.com/329-camporee

Welcome:

We have an exciting program planned for your unit and hope you are ready to enjoy the 2026 Fall Council Camporee. America 250...250 years. A proud nation of citizens stands together. Among them, a group of dedicated individuals sent on a mission to uphold the values and laws of its organization - to help, to guide, to lead. We invite your Scouts to explore deeper into the mysteries of its values through a series of riddles and clues made and hosted by Order of the Arrow Tannu Lodge.

Registration:

Units **must** register their individual Scouts prior to the event. Units **must** finalize their Scout registrations by October 1 to avoid the late fee.

Tips to Prepare for Camporee:

Be prepared to have the time of your life! Virginia City is a charming authentic little gem of history. Its narrow steep streets are original and carved into the side of Mt. Davidson by hand. To this day, many streets are the original footprint that carts and wagons traveled in the booming years. Keep this in mind as you pack up your troop trailers for this fantastic weekend.

Getting to Camp:

Trailers:

If you are coming up from Hwy 50 - Lincoln Hwy, be certain to catch the 341 / Occidental Hwy aka TRUCK ROUTE (just before Silver City) that will take you up a proper trailer route and bring you right into town where you will turn RIGHT onto F Street, following along to the RR tracks and intersection of G St. Make your way to G St and to L St. that goes into the fairgrounds.

Non-Trailers:

From Hwy 50 - Grab the 341 cut off, head up to the Comstock! Stay to the left at the TRUCK ROUTE fork in the road (aka 342), and enjoy the drive up past the Silver City, Gold Hill, passing the many mines along the way. Hang onto your pots and pans as you crawl up Grinders bend. Watch for oncoming traffic, and watch your speed as you enter town at just 20 mph. Turn right on 341 just past the Inn. Find F Street on your left, and follow it to where it intersects with RR and G Street leads you into L where you will enter the fairgrounds.

The other way up the mountain is up Geiger grade / 341 from the Reno side. As you enter into town, note that it is only 20mph as you top the climb into town. Take that 1st left onto D St. to avoid all of C St. where there are wide trucks with mirrors, slow walking tourists, and just plain bad parking jobs. Travel on D St. until Taylor. Turn Left onto Taylor for 2 shorts blocks, passing St Mary's, and then turning right onto F Street. This will take you all the way to G and the RR tracks, turning left onto G which takes you to L Street and the fairgrounds.

Important Gear and Food:

- Since Scouts will have a very full schedule on Saturday morning that lasts the entire way until noon, units will need to prepare “grab & go” lunches prior to attending Saturday morning’s opening assembly – including plenty of water to carry along with them through the day.
- Each Scout should carry a daypack with their 10 Essentials.
- All participants need to provide their own camp chair.
- See Scout Handbook for suggested packing checklist.
- Saturday’s dinner will be a potluck with units asked to prepare 110% capacity to feed their own unit. Plan for your own unit’s specific dietary requirements and be sure to mark each item (Ex. “gluten free” or “contains nuts” or “dairy free” or something similar)

Host Location: Virginia City Arena & Fairgrounds

Hosting multiple Scouts from throughout Nevada Area Council requires more space than most commercial campgrounds can provide. As guests, we will follow all Leave No Trace principles throughout the weekend and will be respectful of our host site.

Trash: Pack it in...pack it out. Each unit is responsible for its own trash.

Water: Potable water will be available, but Scouts will need to supply water bottles.

Service: All units will participate in a service projects to show appreciation for our host.

Health & Safety Compliance:

Camp staff and all units will comply with Scouting America’s 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. For Arrow of Light Scouts attending, two registered pack leaders must be present with their AOL Scouts. One leader must be BALOO-certified.

Medical Forms:

All participants must have a current Annual Health and Medical Record (Parts A & B) on site with their Scoutmaster, AOL Den Leader, or designee during the event.

Fires:

No fires are permitted.

Dessert Cooking Competition:

Adults from each unit will prepare one dessert for a panel of judges. Mystery ingredients (labels hidden) that *must* be incorporated into the dessert will be provided. Cooks *may* incorporate additional ingredients provided by their units if they choose. Dessert samples will be delivered at a designated time and entered for judging by a panel of guest judges.

Meals:

Units will provide their own meals for Fall Camporee. Staff may register to have their meals provided for the event. Staff members eating with their units should register as participants. *Be aware that propane or charcoal grills will be the only method of cooking. No open flames of any type are permitted.*

Friday:

Dinner in campsites

Saturday:

Breakfast in campsites

"Grab & Go" lunches to be prepared in the morning

Potluck Dinner

Cracker Barrel ingredients provided to use as basis of dessert entry

Sunday:

Breakfast in campsites

Campfire:

Campfire programs are an important part of the camping experience for all Scouts. As the sun goes down, the fun doesn't stop. Campfire programs provide:

- **Fun** - an enjoyable program of participation for all campers.
- **Entertainment** - like a night at the movies, watching TV, or going to a stage play, entertainment for the audience.
- **Fellowship** - a time of sharing together with fellow Scouts. Deeper than just fun, here we bring the group closer together.
- **Action** - like a three-ring circus - something always going on. A change to let off steam through active participation.
- **Adventure** - the unexpected, new experiences, new stories.
- **Education** - informative, learning something new, learning how to present campfire programs (by example).
- **Inspiration** - motivation, scouting ideals, Scoutmaster moments, character development.
- **Leadership** - opportunities for Scouts to be leaders in the planning and execution of the entire program and its parts.

Note: All entries for the campfire must follow Scouting America standards and must be screened for appropriateness. There will be a Campfire program regardless of restrictions.

Merit Badge Mania:

Scouts will have the opportunity to explore some of the lesser-known and/or new merit badges available. Scouts will *not* be completing requirements at Camporee. There will be introductions to each of the badges.

Arrow of Light Program:

Arrow of Light Scouts will have opportunities to work on Special Electives - Archery, Slingshot, and BB Guns. AOL Scouts will also have the opportunity to interact with Troops and will participate in Saturday evening's Campfire program.

Options for Attendance:

- Attend as a den with their BALOO-trained den leader or cubmaster (camp w/ troops)
- Attend with a parent (camp slightly separated from troops)
- Attend just on Saturday

Stargazing and/or Night Games:

These optional evening programs are open to all who wish to attend. *(Availability dependent upon weather conditions.)*

Interfaith Worship:

The Scout Law teaches, "A Scout is reverent. A Scout is reverent toward God. He or she is faithful in performing religious duties. He or she respects the beliefs of others." It is important that Scouts be taught to recognize the beliefs of other Scouts and to respect those beliefs. As we teach Scouts the skills of outdoor cooking and knot tying, so too must we teach them the skill to stand before their neighbors and to show reverence. Baden Powell once said, "No man is much good unless he believes in God and obeys His laws. So every Scout should have a religion.... Religion seems a very simple thing: First: Love and serve God. Second: Love and serve your neighbor." Interfaith worship isn't meant to preach to anyone or to offer a personal testimony. It's meant to provide resources to help each person reflect on their own personal beliefs. It's meant to offer words of comfort or inspiration. It's meant for attendees to take what is important to them and keep that close to their hearts.

Questions:

Direct any questions regarding Fall Camporee to:

Tammy Rodeback, Staff Advisor, tammy.rodeback@scouting.org, 801-815-4855
John Rees, Camp Director/OA Advisor of Adventure, kd7qyb@yahoo.com, 702-467-6268

Nevada Area Council, 500 Double Eagle Court, Reno, NV 89521, 775-787-1111

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(Subject to Minor Changes)

Friday, October 23

5:00 p.m. to 5:45 p.m.	Staff Check-In/Staff Meeting
6:00 p.m. to 8:45 p.m.	Participant Check-In/Parking/Set-up
	Games Available for Inter-Unit Activities
9:00 p.m. to 9:30 p.m.	SPL & Leader Meeting

Saturday, October 24

7:00 a.m. to 8:30 a.m.	Registration/Campsite Set-up/Breakfast
8:30 a.m. to 8:50 a.m.	Opening Assembly (<i>Field Uniforms</i>)
9:00 a.m. to 12:00 noon	Scouts BSA - Merit Badge Mania & Service Project Time: Artificial Intelligence/Digital Technology, Auto Maintenance, Cybersecurity, Mining in Society, Multisport, Robotics, Test Lab Merit Badges, Wildland Fire Management
9:00 a.m. to 12:00 noon	AOL Scouts - Range and Target Activities Special Electives: Archery, BB Guns, Slingshots
12:00 noon to 12:50 p.m.	LUNCH in Campsites
1:00 p.m. to 4:50 p.m.	Mixed Patrol America250 Clue Challenge
5:00 p.m. to 5:50 p.m.	Dinner Prep in Campsites
6:00 p.m.	Closing Assembly (<i>Field Uniforms</i>)
6:15 p.m. to 7:30 p.m.	Camp Potluck Dinner - Prepared by Scouts
7:00 p.m.	Dessert Competition Entries Submitted by Leaders (<i>no late entries accepted</i>)
8:00 p.m. to 9:00 p.m.	Campfire Program
9:15 p.m. to 10:15 p.m.	Stargazing/Night Games

Sunday, October 25

7:00 a.m. to 8:15 a.m.	Breakfast
8:30 a.m. to 9:00 a.m.	Interfaith Worship (<i>Field Uniforms</i>)
9:10 a.m. to 9:30 a.m.	Closing Assembly and Awards (<i>Field Uniforms</i>)
9:45 a.m. to 11:00 a.m.	Clean up, check out, and depart