

# Scouting Adventure Weekend



## 2022 ARMADILLO SCOUTING ADVENTURE WEEKEND

### LEADERS' GUIDE

November 11-13 2022

Smilin' V Ranch

Liberty Hill, Texas

REGISTER ONLINE AT

<https://scoutingevent.com/564-61366>

QUESTIONS?

Scouting Adventure Chairs:

Jon Graf 512-797-6728 [jongrafacc@gmail.com](mailto:jongrafacc@gmail.com)

Jayne Walters 512-422-8681 [jaynewalters@msn.com](mailto:jaynewalters@msn.com)

## GENERAL INFORMATION

The Armadillo District **Scouting Adventure Weekend** will be held **November 11-13** at **Smilin' V Ranch**. This event is for both Cub Scouts and Scouts BSA.

Cub Scouts will have the opportunity to complete two rank requirements. They may camp on Saturday night and may participate in the campfire program. They will have an opportunity to meet and observe different Scouts BSA Troops.

Scouts BSA Troops will compete in several Camporee-style events and will work with the Cub Scouts on their rank requirements. They may camp on Friday and Saturday nights, and may participate in the campfire program. There will be an Order of the Arrow call-out ceremony on Saturday night.

## REGISTRATION INFORMATION

Early bird fee is **\$10** per Scout and **\$10** per adult. Fees after October 1 are \$20 per Scout and \$20 per adult. All registrants will receive a **Scouting Adventure Weekend** patch.

**ALL UNITS SHOULD REGISTER ONLINE BEFORE FRIDAY, NOVEMBER 4.** This will allow us to assign campsites, have enough material for the activities, and have sufficient staffing. Additional leaders can be added after that date, including registering them during check-in at the event. Additional Scouts cannot be added as there would not be sufficient supplies; new Cub Scouts can be substituted for registered Cub Scouts as long as they are the same rank.

Please register your Unit online by going to:

<https://scoutingevent.com/564-61366>

Each Pack and Troop should register as a Unit. Cub Scout Dens should make sure they are registered under their Pack number. Payment may be made online or by check at the Scout office. If you register late, you may pay at check-in.

If you are an individual who is not with a Unit (such as a staff member), you must register as an individual. If a Troop or Pack registers you, you should NOT register as an individual.

If you have trouble paying online or need registration assistance, contact one of the **Scouting Adventure Weekend** Chairs.

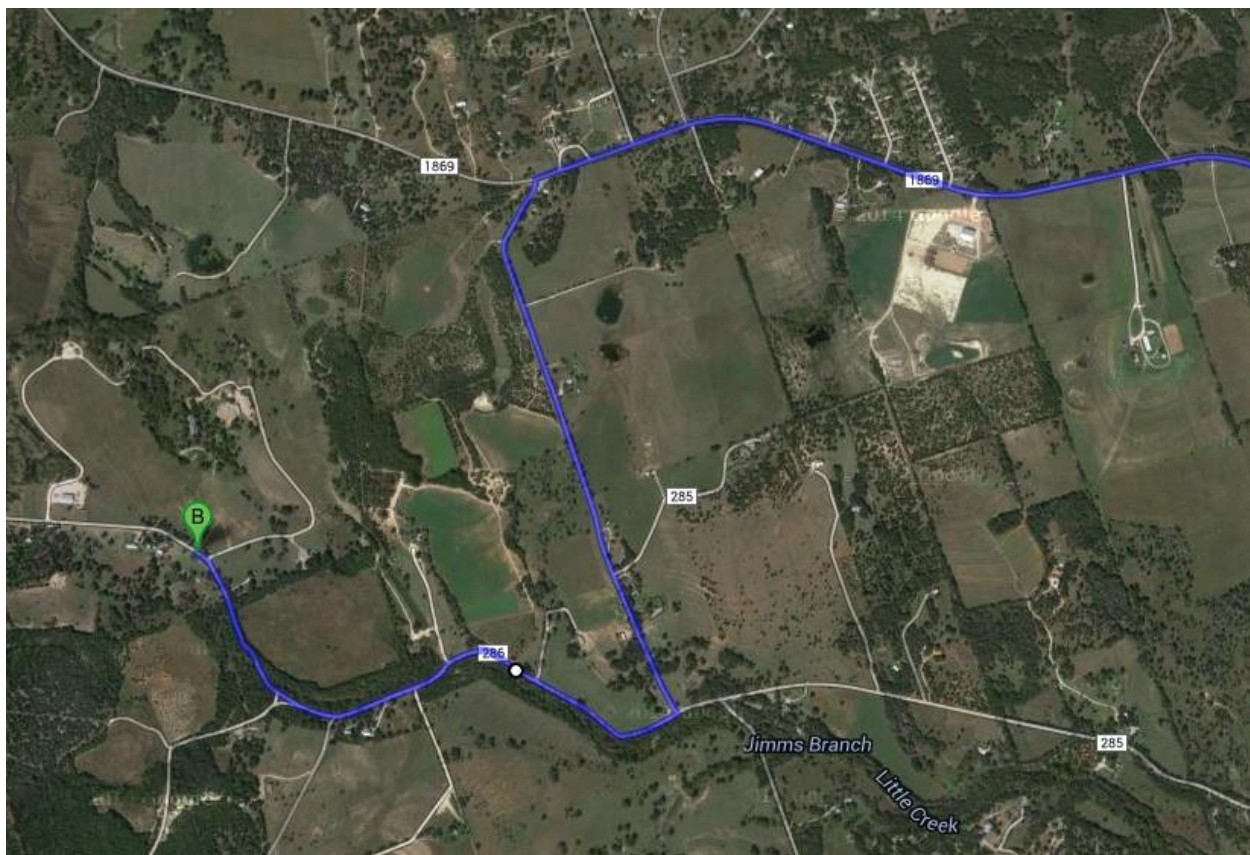
Following registration and payment, refunds will be considered only according to standard Council policy.

## ELIGIBILITY

Only registered Scouters and youth members are eligible to attend the **Scouting Adventure Weekend**. No siblings, guests, or any others not registered with BSA are allowed to attend. However, guests are welcome to attend the Saturday night campfire, but must leave once the campfire has ended.

## DIRECTIONS

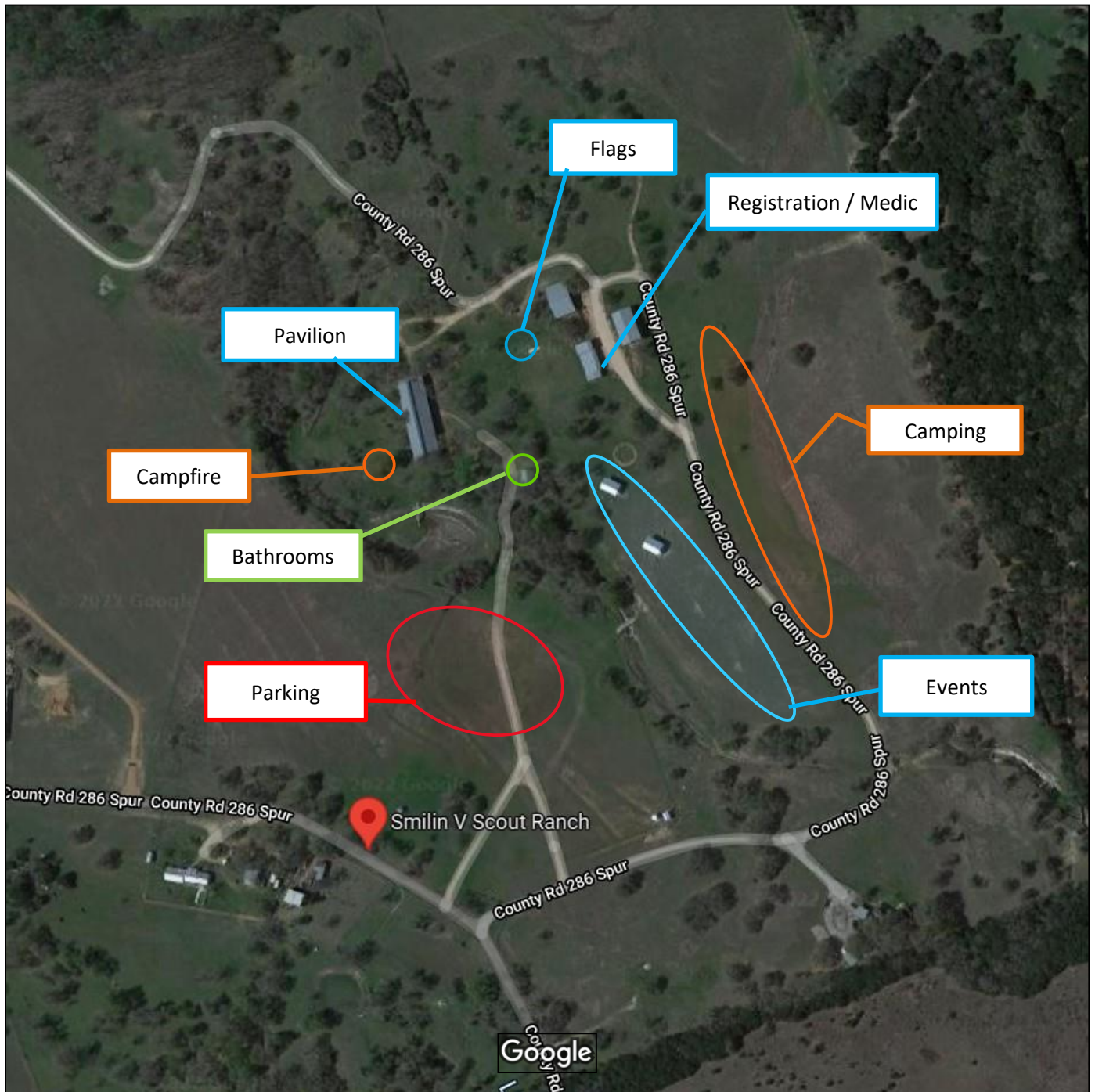
- Take US-183 N to Highway 29 West
- Turn left onto Highway 29 West; Go 2.4 miles
- Slight left onto FM1869/RR1869; Go 6.6 miles
- Turn left onto CR 285; Go 1.0 mile
- Turn right onto CR 286; Go 0.7 miles
- Slight right onto CR 286 Spur; Go 0.3 miles
- Take the **2<sup>nd</sup> right** to enter Smilin' V Ranch parking area (250 County Road 286 Spur, Liberty Hill, TX 78642).



## PARKING

Parking attendants will direct traffic onto the campgrounds on Friday night and Saturday morning. To facilitate the large number of vehicles arriving at the event, we ask that Units consolidate equipment into **one** vehicle or trailer if possible. All vehicles will be directed to the parking lot. Only Unit trailers will be allowed to enter the camp and park near the campsites. We ask that Scouts and adults carry their personal equipment from the parking lot to their designated campsite. There will be space designated at the Pavilion for those units not camping to store food and any other material.

## SCOUT ADVENTURE WEEKEND MAP



### FOOD, WATER, AND UTILITIES

Each unit is responsible for providing food and drinks for their Scouts and adults for the weekend. Breakfast and lunch should be quick and easy to prepare.

There will be a Dutch oven cooking contest on Saturday evening. Bring your favorite recipe!

Potable water is available at Smilin' V Scout Ranch. However, we strongly encourage Units to bring adequate water as needed for their purposes during the weekend. Plan on one gallon of water per person per day. **Each person should carry a water bottle or hydration pack with them throughout the day. Please make sure that everyone stays hydrated.**

No electricity is available at the camping sites. Gas engine generators are not allowed. Cell phone service is available at the Scout Ranch, in some places better than others.

## **BATHROOMS**

There are permanent restroom facilities available for adults, visitors, male Scouts, and female Scouts. Port-a-potties will be added based on enrollment.

## **CAMPSITE ASSIGNMENT**

Camping is available for Troops Friday and Saturday evening. Camping is available for Packs on Saturday evening.

Troops and Packs will camp within their designated boundaries, the size of which is set by the number of attendees that the unit registers. Campsite boundaries will be designated by stakes and marking tape plus signs with unit numbers. You will be assigned a campsite and given a map to locate it. Some units may share campsites. In those cases, please be considerate in leaving enough space if you are first to arrive.

## **GEAR DROP OFF FOR COMPETITIONS**

If your Unit has equipment needed for competition or activities, you may leave it in the staging area close to the Pavilion rather than taking it to your campsite. Do NOT drive off the gravel roads.

## **UPON ARRIVAL**

Troops, send a single person to check-in on Friday evening between 6:00 and 9:30 PM (Registration Office). Late registration is also at the Registration Office, if you are delayed. Packs, send a single person to check-in on Saturday morning between 7:30 and 8:45 AM.

You will need:

- Final unit roster
- Copy of BSA medical forms Parts A & B for all participants
- Order of the Arrow call-out list, if applicable
- Payment due for late registration
- Copy of Youth Protection Training (YPT) Certificates for all adults staying at **Scouting Adventure Weekend**

## LATE ARRIVALS

Late arrivals should report to the Registration Office, where they will receive directions to their campsites and to pay any remaining fees. Please note that individual Units are responsible for keeping track of which members are present at all times.

## EVENT OVERVIEW

There will be an Opening Ceremony Saturday morning at 8:45 AM. Patrol competitions and Cub Scout activities will begin afterwards. There will be a campfire program Saturday evening including skits and awards, and an Order of the Arrow call-out. On Sunday morning, there will be a Scout's Own Service, camp clean up, and check out.

### Skits at Campfire

Packs and Troops may perform skits or songs at the campfire. All skits and songs must be submitted for approval prior to campfire!

### Order of the Arrow Call Out at the evening Campfire

Following skits there will be the Order of the Arrow call out ceremony. If you wish to have your Troop members announced at the **Scouting Adventure Weekend**, please make sure you have sent your list of candidates for the call out to the District Order of the Arrow Lodge Advisor, **Gilbert Perez** at **gsperez13@yahoo.com** as soon as possible. *This call-out is dependent on the potential candidates from respective Troops attending the Scouting Adventure Weekend.*

### Uniforms

Scouts are encouraged to wear activity uniforms ("Class B") during all activities for comfort and to save field uniforms ("Class A") for campfire and Sunday's Scouts Own Service.

## SCHEDULE

<b>Friday November 11</b>		
6:00 – 9:30 PM	Scouts BSA arrival and campsite setup Final unit roster and payment	Registration Office
10:00 PM	Cracker Barrel (bring your own food) – SMs / SPLs Staff Chaplain Aid Meeting	Pavilion
11:00 PM	Lights out	
<b>Saturday November 12</b>		
7:30 – 8:45 AM	Cub Scout arrival and campsite setup Final unit roster and payment	Registration Office
8:15 AM	Event coordinator meeting Hand out event maps and assignments	Pavilion
8:45 AM	Flag and opening ceremony	Flagpole
9:00 – 12:00	Cub Scout Adventures and Patrol Competitions	
12:00 -1:00 PM	Lunch	Campsites or Pavilion
1:00 – 4:00 PM	Cub Scout Adventures and Patrol Competitions	
4:30 – 7:00 PM	Skit Auditions reviewed at Pavilion Tally awards points at Registration Dutch oven cooking competition Free time and dinner Pack up if not camping for the night	
7:00 PM	Skits, Awards, Campfire and Order of the Arrow call-out	
11:00 PM	Lights out	
<b>Sunday, November 13</b>		
8:30 AM	Flag ceremony	
8:45 AM	Scouts Own Service	
9:45 AM	Pack up Clean camp	

## CUB SCOUT ADVENTURES

Each Cub Scout will work on two rank requirement adventures. The adventures offered are:

Tiger	My Tiger Jungle
	Tigers in the Wild
Wolf	Call of the Wild
	Paws on the Path
Bear	Bear Necessities
	Fur, Feathers and Ferns
Webelos	First Responder
	Webelos Walkabout
Arrow of Light	Outdoor Adventurer
	Building a Better World

The Cub Scouts should carry water bottles or hydration packs and snacks. Materials for the adventures will be provided. There will be instructions for the Scouts BSA to use when working with the Cubs; they do not need to provide the materials.

There will be a rotation schedule indicating when the Cub Dens and Scouts BSA patrols will be at each station. Please follow the schedule so everyone has an opportunity to participate.

## SCOUTS BSA COMPETITIONS

Patrols will compete in the following events:

### LAND SKIS

Patrols must walk as a group 20 feet forward and then 20 feet in reverse, using 2 – 2”x4”x10’ boards with ropes attached for 5 people to hold onto.

**Scoring:** Time to completion

### MINEFIELD

A “minefield” is laid out with multiple obstacles. One Scout must direct the rest of their patrol through the minefield using verbal instructions. All participants except the one giving guidance must be blindfolded in advance. If a Scout touches any obstacle with their foot, they must return to the start, escorted by the person giving guidance. All members of the patrol must cross the minefield while blindfolded to complete the station.

**Scoring:** Timed and then averaged for number of Scouts.

### NOT KNOTS

Make a cup (the size of a coffee cup) out of duct tape without using an already structured item (this includes your body, fist, etc.). The patrol will use this cup to transfer water from a bucket of water to a container with a fill line that is 20 feet away using a fire line (“bucket brigade”). If a



patrol is small, only members between the first two Scouts and last two Scouts can walk on the “bucket brigade.”

**Scoring:** Time to completion

### PAPER AIRPLANE

Your patrol must hit 6 objects that are at least 20 feet apart. Your patrol must start by making one paper airplane with an 8.5”x11” sheet of paper. Take turns throwing the airplane until the first object is destroyed (hit with the airplane), and continue to the next until all six objects are hit. The next person who throws the plane must stand in the spot where the plane landed from the previous person’s throw, and a player cannot throw again until all of their team has thrown the plane.

**Scoring:** Number of total throws to completion (time it takes will be tiebreaker)

Patrol members should carry water and snacks. Participants should have **neckerchiefs or bandanas to use as blindfolds**. Other material will be provided.

There will be a rotation schedule indicating when the Scouts BSA patrols will be at each event. Please follow the schedule so everyone has an opportunity to participate.

### **AWARDS**

Each event coordinator will score their own activity and report the results to Scouting Adventure Weekend Staff. They will provide a skill score and a spirit score. Each patrol will be scored on skill (shortest time, success, etc.) and Scout spirit. The scale is 0-10 for each item, with an 11 reserved for exceptional performance.

### **CAMP RULES**

**This is a Scouting event!** As such, proper Scout-like behavior is expected of all Scouts and all Scouters at all times. Individual Units are responsible for monitoring their Scouts and adults. In addition, camp staff will be available, if needed, to address specific instances of unScout-like behavior. We are guests at Smilin' V Scout Ranch, and have an obligation to leave it better than we found it.

#### **Important ‘Do’s’:**

- Have Fun!
- Obey the Scout Law!
- Leaders: Keep track of your Scouts.
- Scouts: Let your leaders know where you are.
- Keep a clean camp. All campsites will be periodically inspected, and campsites must be completely clean prior to departure.

### Important 'Don'ts':

- No smoking – Adults or Scouts
- No vaping – Adults or Scouts
- No alcohol – Adults or Scouts
- No damaging of property – including the camp and other Scout units
- No trash left for others to clean up
- No personal firearms

## CAMPER SECURITY

Make sure all forms are filled out **prior** to arriving at Camp please, think of those waiting to be checked in after you. A Scout is courteous.

All fields on the unit registration form for each camper must be filled out and turned into admin. Standard AO-804

**No** youth camper can leave camp without the unit leader first bringing the camper to admin and meeting the person signing the camper out in the presence of an admin staffer. Standard AO-804

**Arm Bands** will be used throughout the event, any person who is not wearing an arm band should be reported to an adult Scouting Adventure Weekend staff member right away. Standard AO-804

Any **unauthorized person** in camp who may pose a possible threat should be reported to 911 and Scouting Adventure Weekend staff notified right away. Standard AO-804

Per BSA requirements, at least two registered adult leaders who are 21 years of age or older are required to attend with each unit, and to be present during the entire Scouting Adventure Weekend. Units bringing female youth must bring at least one registered adult female who is 21 years of age or older. All leaders must have a current Youth Protection Training certification.

## IMPORTANT REMINDERS

The following are some important reminders for Scouting Adventure Weekend (in no particular order):

<b>Fires</b>	Any fires at the individual campsites must be off the ground so as to not burn / scorch the grass. Check current burn bans in effect before having any fire.
<b>Trash</b>	All unit trash should be packed out by the unit when they depart
<b>Troop and Pack gear</b>	Large, bulky and heavy unit gear should be consolidated into one vehicle or trailer that will be allowed to pull up next to the campsites. The walk from the main parking area to the camping sites is not far.
<b>Cracker Barrel</b>	Please feel free to bring your own snack, food and drink to the Friday night Cracker Barrel at the Pavilion
<b>Bandana / Neckerchief</b>	As some of the Scouts BSA events require individuals to be blindfolded, please <b>bring a bandana or neckerchief</b>
<b>YPT Certificates</b>	All adults must provide a copy of their YPT certificate at check-in.

## EMERGENCY ACTION PLAN

Smilin' V Scout Ranch  
250 County Road 286 Spur  
Liberty Hill, TX 78642

**EMERGENCY: Medical, Fire, Sheriff: CALL 911.** Address of camp is 250 County Road 286 Spur, Smilin' V Scout Ranch. Notify camp headquarters immediately after calling 911.

### IMPORTANT PHONE NUMBERS:

Scouting Adventure Weekend Chairs: Jon Graf 512-797-6728  
Jayne Walters 512-422-8681

First Aid at camp: TBD xxx-xxx-xxxx

### EMERGENCY SHELTER:

In case of dangerous weather, the pavilion will be used as an emergency shelter. If you cannot get to that building, the following standard safety procedures should be followed:

### LIGHTNING:

1. Adults keep your car keys with you at all times
2. When lightning and thunder are less than 30 seconds apart, seek shelter in an enclosed vehicle or building.
3. Do NOT seek shelter under a lone tree.

### TORNADO:

All campers will seek shelter in a ravine or other low area. Lie flat with hands/arms shielding head and face.