

ARMADILLO DISTRICT

Capitol Area Council, Texas

CUB SCOUTING ADVENTURE WEEKEND



LEADERS' GUIDE

CSAW25 FINAL VERSION

October 17-18-19, 2025

Smilin' V Scout Ranch

250 County Road 286 Spur, Liberty Hill, TX 78642

REGISTER ONLINE AT

<https://scoutingevent.com/564-96703>

Scouting Adventure Chair: Bill McGuire 443-622-9662 wm_mcguire@comcast.net

Health Officer: Basic First Aid at Admin Bldg

District Order of the Arrow Lodge Advisor: Chris Connell 512-426-0472

ChrisConnell.Scouting@BioExSystems.com

GENERAL INFORMATION

Armadillo District Scouting Adventure Weekend is a two-night outdoor campout event for Cub Scouts with Scouts BSA and Venturers providing cub advancement instruction and event staffing.

When: October 17, 18 , 19, 2025

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

What: Cub Scout will work on rank requirements under the direction of Scouts BSA and Venturers during an Adventure Hike. There will be Range and Target Activities in BB guns, archery, and slingshots.

Cub Scouts have an opportunity to:

- Work on outdoor adventure rank requirements
- Interact with Scouts BSA and Venturers leading activities
- Camp for one or two nights (optional)
- Campfire and skits on Saturday night
- Connect with Troops and Crews

Scouts BSA Troops and Venturer Crews have an opportunity to:

- Lead Cub Scout activities
- Earn service hours
- Camp for two nights
- Compete in Dutch Oven Challenge
- Order of the Arrow call-out ceremony
- Connect with Cub Scout Packs

ELIGIBILITY

All Scouters and youth members registered with Scouting America are eligible to attend the Scouting Adventure Weekend. Guests are welcome to attend the Saturday night campfire, but must leave once the campfire has ended. Siblings, guests, or any others not registered with Scouting America must be accompanied at all times by a registered Scouting America leader and cannot stay overnight.

Per Scouting America requirements, all adults (18 and older) attending a Scouts BSA, Venturing, Sea Scout or Exploring OVERNIGHT event / activity must be currently registered in a position in Scouting America and have a current, valid YPT certificate.

Cub Scout EXCEPTION: Cub Scout parents or legal guardians taking part in an overnight Cub Scout program with their own child or legal ward are **not required** to register as leaders in Scouting America. All adults must review the *"How to Protect your Children from Child Abuse: A Parent's Guide"* that can be found in the front of each Cub Scout handbook. In addition, the parent or legal guardian must be accompanied by a registered Scouting America leader any time they are with youth members other than their own child/ward.

REGISTRATION

All participants must register for the Armadillo Scouting Adventure Weekend. Normal registration fee is **\$20** per Scout and **\$20** per adult. Register online at <https://scoutingevent.com/564-96703>

All registrants will receive an **Armadillo Scouting Adventure Weekend** patch.

Each Pack, Troop, and Crew should register as a Unit. Cub Scout Dens must register under their Pack number. If you are an individual who is not with a Unit (such as a staff member), you should register as an individual. If a Troop or Pack registers you, you should NOT register as an individual.

All payment adjustments after ONLINE registration closes may be made at Friday night or Saturday morning check-in with event staff.

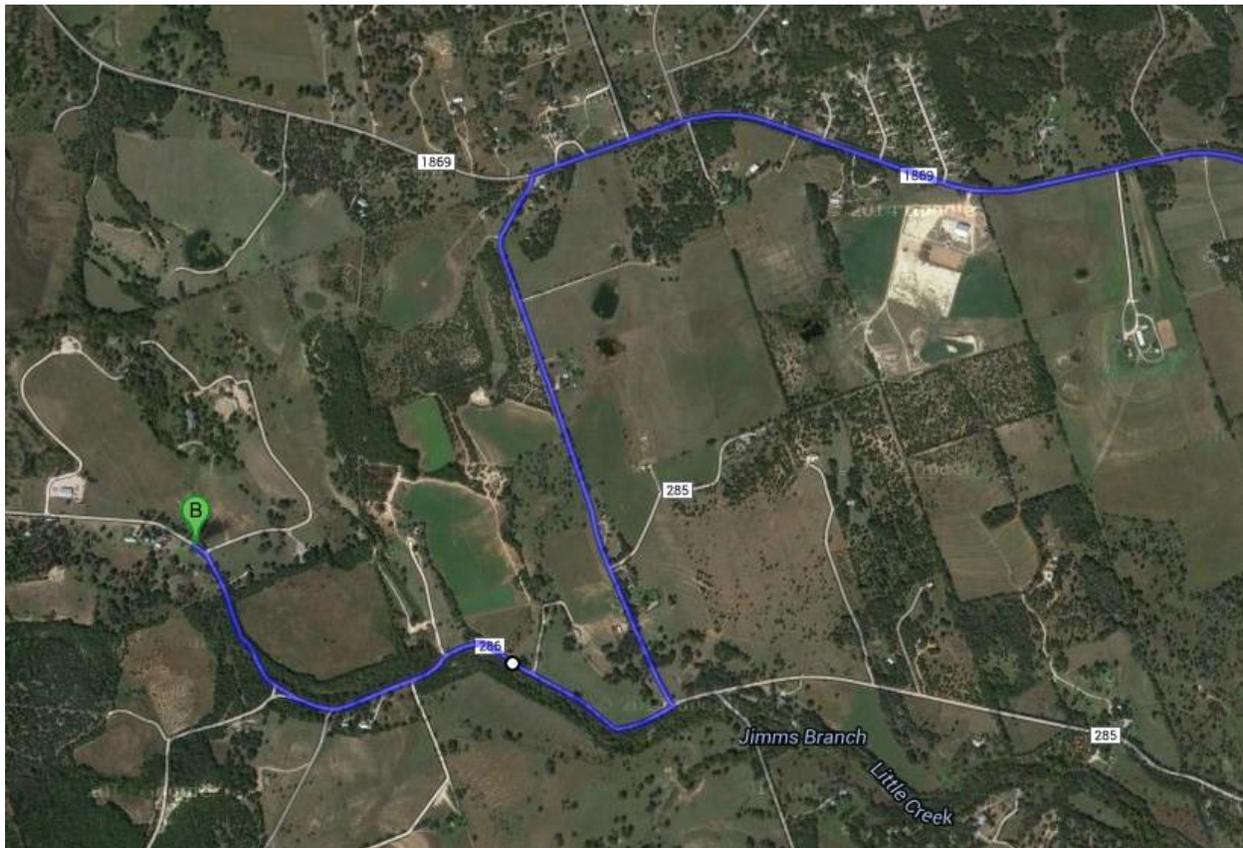
Planning for campsites, material for the activities, and staffing are done in advance. You may add leaders anytime, including registering them during check-in at the event. Additional Scouts may be added at check-in.

If you have trouble paying online or need registration assistance, contact the Scouting Adventure Weekend Chair, Bill McGuire, 443-622-9662 or wm_mcguire@comcast.net.

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

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 **2nd right** to enter Smilin' V Scout Ranch parking area (250 County Road 286 Spur, Liberty Hill, TX 78642).



FACILITIES & LOGISTICS

PARKING

- Volunteers 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 vehicle with trailer.
- Do NOT drive off the gravel roads. All other vehicles will be directed to the Parking Lot.
- Only one vehicle (and trailer) will be allowed to enter the camp and park near their campsite.

CHECK-IN

Please send 1-2 adults to check in upon arrival to Registration Office. Check-in is Friday evening starting at 5:00 pm or Saturday morning starting at 7:30 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 for any additional attendees
- Copy of current Youth Protection Training (YPT) certificates for all registered adults

Notes:

- At least one leader per Troop must have current Hazardous Weather Training
- Packs staying overnight must have at least one leader with BALOO Training
- Unit rosters are collected at check-in. All youth and adults are issued a wrist band indicating that they have checked in.
- If any person is identified as not properly checked in (no wristband), then they must be escorted to the designated area to verify that they have permission to be on camp and to get properly signed in.

Emergency or adult contacts on the BSA medical form should be available to pick up their Scout within a few hours after being notified of the Scout becoming sick or of other medical issues.

Late arrivals should check-in at the Administration Building to receive directions to their campsites. Please note that individual units are responsible for keeping track of which members are present at all times.

CAMPING

Camping is available for Packs, Troops and Crews on Friday and Saturday nights.

Troops, Crews and Packs will camp within their designated boundaries, the size of which is set by the number of attendees that the unit registered. There is a separation requirement between Packs, Troops and Crews: each have different camping requirements. Campsite boundaries may be designated by stakes and marking tape plus signs with unit numbers. You will be assigned a campsite and guided in or given directions to locate it.

What to expect:

- You arrive, park, and carry gear across the bridge to pavilions. You may want to bring small wagons to carry gear. Feel free to reach out to a staff volunteer for help.
- Packs will camp around Pavilions #1, #2, #3, #4
- Troops will camp across the road (east) in the troop camping area.
- We will make an effort to assign associated units (e.g., they have the same chartering organization) across the road from each other. Please notify the Scouting Adventure Weekend Chair if you need this accommodation.
- Crews will camp around the Chuckwagon next to the Large Pavilion kitchen.

Currently, there is no burn ban in our area. Be prepared for changing burn ban decisions.

Campfires will be allowed. However, in case of a burn ban, gas stove cooking is allowed. Elevated off the ground charcoal cooking is allowed. Dutch oven cooking may be conducted with charcoal on the road in front of Admin Building. ALL ASHES MUST BE CARRIED HOME; not disposed of at Smilin' V.

BATHROOMS

There are **twelve (12) permanent restrooms** available for adults, visitors, male Scouts, and female Scouts. Port - a - potties will supplement these facilities.

FOOD, WATER, AND UTILITIES

Each unit is responsible for providing food and drinks for their Scouts and adults for the weekend.

Potable water is available at Smilin' V Scout Ranch. Water spickets are located at Pavilion #1, Pavilion #4, Administration Building, Stable, and Large Pavilion kitchen. We encourage units to bring adequate water as needed for their purposes during the weekend. Plan on at least 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 campsites, but certain nearby Pavilions do have electricity if needed for cooking. Gas engine generators are not allowed.

Cell phone service is available, but reception is better in some spots than others.

There will be a Dutch oven cooking contest for Packs, Troops, and Crews on Saturday evening. Bring your favorite recipe! There are two prizes – one for Savory and one for Sweet.

EVENT OVERVIEW

- There will be an Opening Ceremony Saturday morning at 9:45 AM.
- Cub Scouts will be divided into groups of Lions, Tigers, Wolves, Bears, Webelos and Arrow of Light.
- **BRING YOUR CUB SCOUT HANDBOOKS! The handbook has answers in your adventures.**
- Troop provided guides will lead Cub by rank-groups on their ADVENTURE HIKE along a marked trail leading to Adventure stops. Cubs can complete outdoor adventure requirements.
- All Cubs complete their 2-mile, 1-mile, shooting sports and walkabout trails. Trails will be marked with trail-tape. Maps will be provided.
- There will be a campfire program Saturday evening with skits and awards, and possibly 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, Troops and Crews may perform skits or songs at the campfire. All skits and songs must be submitted for approval at the Administration Building porch prior to the campfire!

Order of the Arrow Call Out at the evening Campfire

Following skits there may be an 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: Chris Connell 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.

Friday October 17		
5:00 – 9:30 PM	Arrival and campsite setup Final unit roster and payment	Administration Building 6:57 PM Sunset // 7:23 PM it's dark
10:00 PM	Leader Meeting / SPLs & Staff Troop Leaders Adventure training talk-thru-rehearsals & hike guides Coordinate activities & assignments Venturing & >14 yr youth MIXER	Large Pavilion
11:00 PM	Lights out	
Saturday October 18		
7:30 – 8:45 AM	Wake-up and Breakfast One-night arrivals -- campsite setup Final unit roster and payments due	Nautical twilight: 7:05 AM Sunrise: 7:35 AM Administration Building
9:45	Flag and opening ceremony	Flagpole
10:00–12:00	Walking the Trails. Cub Scout Advancement and Target Shooting Coffee for Adults 9:30 AM to 10:30 AM	Troop Adventure Areas and Shooting ranges Administration Building
12:00 -1:00	Lunch	Campsites or Pavilions
1:00 – 3:30	Cub Scout Adventures and Target Shooting (continues)	Troop Adventure Areas and Shooting Ranges
3:30-5:00	Scout Games and Amusements	Next to Administration Building
4:00 – 5:00	Open Shoot for TOP SHOT competition	BB gun, Archery, Slingshot
3:30 – 8:00	Skit Auditions Flags taken down Dutch oven cooking competition Free time and dinner Pack up if not camping for the night	Reviewed at Administration Building porch Tally awards points at Administration Building
8:00	Campfire Program and Order of the Arrow call-out	Campfire Circle
After Campfire	Venturing and >14 yr youth MIXER	Large Pavilion stage area
11:00 PM	Lights out	
Sunday, October 19		
8:45 AM	Scouts Own Service	Individual campsite or open pavilion

9:45 AM – 12:00	Pack up, clean camp, check out and pick up medical forms	Administration Building
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CUB SCOUT ADVENTURES

Cub Scouts will be taking an ADVENTURE HIKE. The Adventure Hike has activity stop points along the hike where Cub Scouts complete requirements for their respective rank. Scouting Adventure Weekend is an opportune time to complete outdoor requirements.

Cub Rank	Cub Adventure	Lead by:
Lion	Mountain Lion (20-minute walk)	TBD
Tiger	Tigers in the Wild (20-minute walk)	TBD
Wolf	Paws on the Path (30-minute walk)	Troop 89
Bear	Bear Habitat (One -1- mile walk)	Troop 408/508
Webelos	Webelos Walkabout (Two -2- mile walk)	Troop 421
Arrow of Light (AOL)	Outdoor Adventurer (Overnight Camping)	Troop 8787
Arrow of Light (AOL)	High Tech Outdoors	Troop 685
Activity	Nothing but Knots	Troop 711
Activity	Hammer, nails and Wood	Troop 9

Cub Scout Advancement Adventures are conducted at stops along your travels. The trail will be well marked: activity stops will be staffed with Scouts BSA or Venturers. The Large Pavilion will be the center of DRAWING activities, with paper and markers. All Cub Scouts should carry water bottles or hydration packs and snacks. Materials for the adventures will be provided.

Scout troops will lead the adventure games and activities. See Armadillo Scouting Adventure Weekend lesson plans for Lions, Tigers, Wolves, Webelos, AOL and Shooting Sports.

Cub Scout Outdoor Adventure Stops are guided by Troop “pathfinders” along the well-marked Walkabout hiking trail. At each Adventure Stop, Troops/Crews will lead Lion, Tiger, Wolf, Bear, Webelos and Arrow of Light in advancement activities. Teaching guides for each Cub Scout rank will be provided to the troops.

Range and Target Activity Schedule

10:00-12:00	12:00—1:00	1:15 – 3:45	4:00-5:00
Lions, Tigers, Wolves	LUNCH	Bears, Webelos, AOL	Top Shot Competition
120 min		150 min	60 min

Pack, Troop, and Crew Cooking Competitions

- Dutch Oven Contest: Sweet
- Dutch Oven Contest: Savory

AWARDS

- #1 Best ADVENTURE Stop Cub Adventure (survey says!)
- #2 Best ADVENTURE Stop Cub Adventure
- BB gun Top Shot competition
- Archery Top Shot competition
- Slingshot Top Shot competition

CAMP RULES

This is a Scouting event! As such, proper Scout-like behavior is always expected of all Scouts and all Scouters. 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 in to admin.

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.

Wristbands will be used throughout the event. Any person who is not wearing a wristband should be reported to an adult Scouting Adventure Weekend staff member right away.

Per Scouting America 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.

EMERGENCY ACTION PLAN

Smilin' 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 Chair: Bill McGuire 443-622-9662
First Aid at camp: NAME AND PHONE NUMBER

EMERGENCY SHELTER:

In case of severe weather, the Large Pavilion can be used as an emergency shelter.

Flash Floods

The dangers of flash flooding can occur suddenly and usually within hours of excessive heavy rainfall. Flash floods become raging torrents of water through low areas that can become quickly become hazardous. Campsites should not be established along the low banks of slews, ravines, and washes. Even small amounts of rainfall on the camps may be the fringe area of a large rainfall event close by. Camping in low areas can be hazardous due to flash flooding therefore observe the following.

- Camp on the highest ground available within the established camping area.
- At the first sign of rapidly rising water, move to highest ground possible; leave all gear and or equipment as necessary.

Thunder/Lightning

In the event thunder or lightening is monitored in the areas, care should be taken to prevent injury.

- Stay away from natural lightning rods: trees in open areas, high ground, aquatic areas, climbing tower, canoes, and any metal object.
- If near a building or vehicle, get inside.
- In a wooded area, seek shelter in a growth of trees in a low area and not under the tallest tree in the area.
- If in the open seek a low area, such as a ravine or valley.
- Groups should spread out.
- Never stand under a tree, tall structures, or out in the open during a thunder/lightning storm.

If unable to safely find shelter during a thunder/lighting storm, crouch down in a ball-like position with head tucked and hands over their ears to make minimal contact with the ground.

High winds

- Everyone should move to a shelter or an open area away from trees.
- Be aware of dead trees and trees with dead limbs.
- Monitor for power lines that may have fallen due to high wind in the area.

Tornados

Camp leadership should become thoroughly familiar with the terrain adjacent to their campsite as to the best location for everyone when a tornado warning is in effect. Everyone should try and lay down in a depression, ditch, or ravine to be as low as possible.

IMPORTANT REMINDERS

The following are some important reminders for Scouting Adventure Weekend

Fires	Fire ban determinations will be made just prior to event. Gas stove cooking allowed. Elevated off the ground charcoal cooking allowed. Dutch oven cooking may be conducted with charcoal on the road in front of Admin Building. ALL ASHES MUST BE CARRIED HOME; not disposed of at Smilin' V.
Trash	All unit trash should be packed out by the unit when they depart.
Troop, Crew and Pack gear	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.
Cracker Barrel & Crew Mixer	Please feel free to bring your own snack, food, and drink to the Friday night Cracker Barrel that we will have at the Large Pavillion.