

THE OLD WEST



2023 ARMADILLO DISTRICT CAMPOREE

LEADERS' GUIDE

February 24-26, 2023

CAMP GREEN DICKSON

Gonzales, Texas

REGISTER YOUR TROOP ONLINE AT

<https://scoutingevent.com/564-65880>

QUESTIONS?

Camporee Chair: Stephen Harris

512.632.2918

sharrisTX410@gmail.com



CAMPOREE THEME – THE OLD WEST

In recent years, you have survived deep freezes, a global pandemic, and virtual learning. You will now travel back more than 100 years to a simpler time and enjoy the challenges and frontier adventures of the early 1900's.

The Armadillo District Camporee 2023 will revolve around the theme of OLD WEST and will draw from various aspects of frontier and cowboy/cowgirl life. All games and activities will in some way reflect this theme.

Please embrace the theme wholeheartedly! Keep it in mind when preparing for troop and patrol challenges, the costume contest, and our campfire program. You are also welcome and encouraged to design gateways, props, signs and decorations that depict the theme. Actual projectiles or edged weapons are prohibited.

GENERAL INFORMATION

Our Armadillo District Camporee will be held February 24-26th at Camp Green Dickson. If certain individuals, patrols, or entire units elect not to camp on February 24th or 25th, please make sure to follow the proper check out procedures after cracker barrel and/or campfire. Make sure proper two deep leadership is present in any decisions made.

Camporee is an outstanding opportunity for Troops and Venturing Crews to showcase Excellence in Teamwork, Scout Skills, and Spirit. Camporee is also a fantastic opportunity for fellowship and camaraderie with scouts from other Troops in the District.

Awards will be given for each event, top patrol for overall skill, top patrol for overall spirit, top troop, best campsite, best gateway, and possibly a few others. Campsite inspections will be judged on the traditional Jamboree camping style. This includes orderly tents and kitchen area, cleanliness of site, signage, proper storage of tools, etc.

REGISTRATION INFORMATION

Fee is \$15 per Scout and \$15 per adult. All registrants will receive a Camporee Patch.

ALL UNITS SHOULD BE REGISTERED ON-LINE BEFORE FEBRUARY 17th (Friday), to allow us to identify camp sites, have sufficient staffing, etc. Additional scouts and leaders can be added after that date, up to and including registration at the camp.

Please register your Troop online by going to:

<https://scoutingevent.com/564-65880>

It is best that you register as a Unit. Payment may be made online or by check to the scout office. If you are an individual not with a Unit (such as a staff member), you will select the link to register as an individual and pay the fee online. If your Troop registers you, you do NOT need to register as an individual. If you have trouble paying online, contact the Camporee Chair. If you are a late registrant, you may pay at check-in. Those requiring registration assistance should contact the Camporee Chair.

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

ELIGIBILITY

All adults should bring a copy of their current and valid YPT certification and all youth members should be registered with their unit. No siblings, guests, or any others not registered with BSA are allowed to attend. HOWEVER, guests are welcome for the Saturday night campfire, but should leave once the campfire has been completed.

EVENT OVERVIEW

We need Troop participation in sponsoring/manning an event station so please look over our events section and sign up for a hosting leadership role. You will be responsible for staffing and supplying these stations. Let the Camporee Chair know which event your Unit is choosing to host by emailing your choice to sharrisTX410@gmail.com.

There will be an Opening Ceremony Saturday morning. Patrol competitions will begin afterwards. Each patrol should complete at least 8 of the 10 events. Saturday evening, we will have campfire, skits, awards and an Order of the Arrow call-out (*dependent on Troops and nominated individuals attending*). Sunday morning, we will have a Scout's own service, clean up and check out.

Patrol Competitions

Each troop is encouraged to participate in all of the events. Scouts are encouraged to wear Old West themed uniforms or class B shirts during all activities for comfort and to save Class A's for Campfire and Sunday's Scouts Own Service.

Skits at Campfire

Each Troop should create an original skit based on the Old West theme. Higher scores will be awarded for originality and consistency with the Camporee theme. ALL troop skits will be scored by a panel of independent scouters. **All skits must be submitted for approval prior to campfire!**

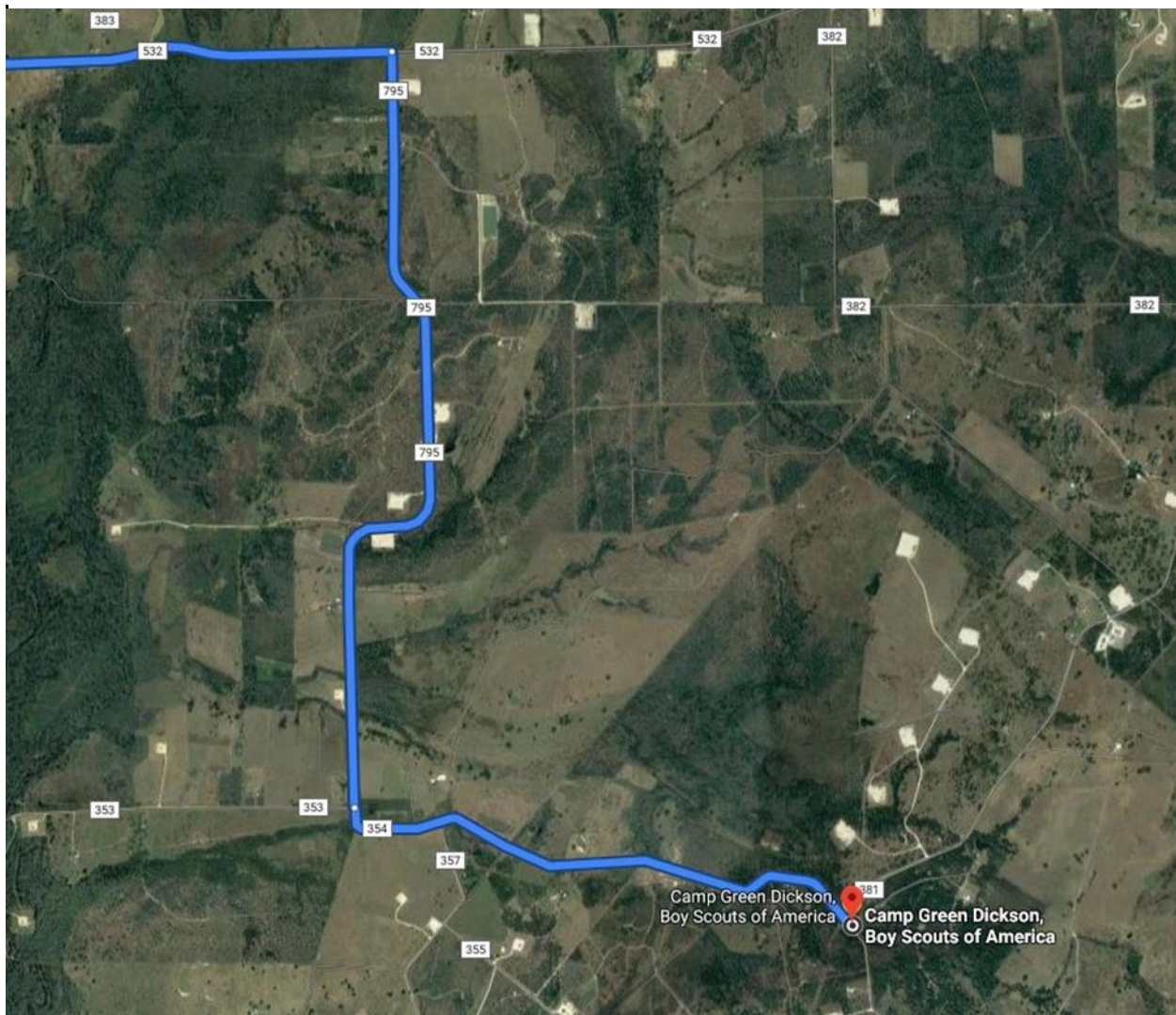
Order of the Arrow Call Out at the Evening Campfire

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

TRAVEL DIRECTIONS

Camp Green Dickson:

- Take US-183 S to Gonzales, TX (70 miles from Austin)
- Turn left onto FM 532 East in Gonzales, go 8.5 miles
- Turn right onto FM 795; go 3.2 miles
- Bear left to continue on Co Rd 354; go 2.2 mile
- Entrance gate on left



If using Google maps for directions input "Camp Green Dickson" for destination.

TROOP ARRIVAL & CAMPING ARRANGEMENTS



PARKING

Parking attendants will be available to 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 as few vehicles and trailers as possible. Vehicles/trailers carrying troop equipment will be directed to the camp site. All other vehicles will be directed to the parking lot. We ask that scouts and adults carry their personal equipment from the parking lot to their designated campsite. We will have large maps and signage to guide you.

UPON ARRIVAL

Send a single person to check-in on Friday evening between 6:30 and 9:30 PM (front part of Pavilion Building). Late registration is also available if you are delayed. You will need:

- Updated attendance list
- Copy of BSA medical forms Parts A & B for all participants
- Order of the Arrow Tap-out List
- Payment for additional fees if you have additional attendees or other fees.
- Copy of YPT Certificates for all adults staying at Camporee.

CAMPSITE ASSIGNMENT

Troops will be camping 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 troop numbers. You will be assigned a campsite and given a map to locate it. Some Troops will share campsites. In those cases, please be considerate in leaving space, if you are first to arrive.

GEAR DROP OFF FOR COMPETITIONS

If your Troop has equipment needed for competitions, you may leave it in the staging area close to the Pavilion, to avoid the need of taking it to your camp site.

LATE ARRIVALS

Late arrivals should report to the Registration Office, to be given directions to campsites and to collect fees, if they have not already paid. Please note that individual Troops are responsible for keeping track of which members are present at all times.

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 Troops are responsible for monitoring their scouts and adults. We are guests at Camp Green Dickson and have an obligation to leave it better than we found it!

Among the 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 camps will be periodically inspected, and camps must be completely kitchen-clean prior to departure on Sunday.

Among the list of 'Don'ts':

- No smoking – Adults or Scouts
- No alcohol – Adults or Scouts
- No damaging of property – including the Camp, other patrols, other Troops, etc.
- No trash left for others to clean up
- No personal firearms

No wandering into back woods or other campsites not in use.

SCHEDULE

Friday, February 24

6:00-9:30 PM	Arrival; Setup Camp; Final unit roster/payment – Registration Office
10:00 PM	Cracker Barrel (bring your own food) – SMs / SPLs and Staff Chaplain Aid Meeting – at Pavilion
11:00 PM	Lights out

Saturday, February 25

8:30 AM	Event Coordinator Meeting; Handout Event Maps; Pass out & explain score sheets --- Pavilion
9:00 AM	Flag and Opening Ceremony at Flagpole. Bring your unit's flag.
9:30-11:45 PM	Patrol Competitions
11:45 -1:30 PM	Lunch at your campsite
1:30-2:45 PM	Patrol Competitions continue
3:00-4:30 PM	Service Project
4:30-7:00 PM	Skit Auditions reviewed at Pavilion Tally awards points at Registration Free time and Dinner Pack up if not camping for the night
7:00 PM	Skits, Awards, Campfire and OA Call-out
11:00 PM	Lights out

Sunday, February 26

8:30 AM	Flag Ceremony
8:45 AM	Scouts Own Service
9:45 AM	Pack up/Clean Camp/Depart

Final Schedule – But Subject to Change

The 2023 Camporee Theme is "The Old West"

UNIT COMPETITIONS

All participants should carry water and snacks to get through the morning. Competitors will be attending various stations and performing physical as well as mental challenges, so "be prepared." At some events, the Event Coordinators will have materials that you may need to complete the event. Remember that scout skills are the basis for all events.

Event coordinators (Troops) will have the basic materials needed at each event. However, each patrol should at least have the following basic gear:

Patrol Flag

Scout Handbook (for reference, if needed) Weather appropriate clothing

Sturdy walking/hiking shoes Snacks/drinking water

Sun protection, if needed

Paper/pen/pencil

Bandana or scarf

Scoring

At each event, the patrol will be scored on a) skill (shortest time, success, etc.), and b) Scout Spirit. The scale is 0-10 for each item, with an 11 reserved for exceptional performance. The skills for almost every event are found in the requirements for Tenderfoot, 2nd Class, and 1st Class. Practice makes perfect.

In order to qualify for the Spirit Award or the Top Patrol Award (skill), a patrol must complete at least 8 of the 10 events. If a patrol completes more than 8 events, the best 8 scores will be used. Patrols can attempt an event one time.

Events

Each attending unit will manage one of the planned activities. The list of events follows. Please contact the Camporee Coordinator as soon as possible with your "Top 3" preferred activities. SPL Colin Horwedel will work with your SPL or Crew leader to help coordinate the activities.

CAMPOREE 2023 ACTIVITIES

1. Collapse at the Gold Mine (Crew 3)

Blackout Fun

The Last Nugget mine has collapsed and all of the gold miners are trapped. Sheriff Sam and Doc Smith are organizing a rescue party, but it could take days. The miners have to make it through the night, and all they have to eat to stay alive are the canned goods stored in the mine. Before you eat it, you better know what it is!

Equipment: Blindfold and various canned goods (with distinct smells)

Objective: Prepare cans with different ingredients (onions, cloves, mints, etc.) and try to identify the ingredients by smell.

2. Stampede (Troop 9)

Human Obstacle Race

Rancher Jones and his cowpokes lost control of the herd, and there is a stampede headed toward town. Everyone needs to get to safety, but Peterstown is in chaos. Each team needs to work together to get over, get under, and get out of the way!

Equipment: Stopwatch

Objective: These are three races with obstacles formed by team members for team members.

1st race: Team members stand in a line far enough apart from each other that they can clasp hands with straight arms. One player then runs in a zig-zag fashion underneath all their arms.

2nd race: Team members crouch on their hands and knees and the runner jumps over them one at a time, leapfrog style.

3rd race: The team stands with their legs spread and the runner becomes the crawler and must go through all their team member's legs.

Scoring: 1 point per heat for the fastest time, and when everyone has gone the team with the highest score wins.

3. Train Bridge (Troop 89)

Team Nail Driving

The train bridge is out, and Grandma Peterson, Mayor Watson, and Miss Anne the schoolmarm are on the train. You have to work as fast as possible to re-build the bridge before the train gets to Cactus River!

Equipment: Each team will need a piece of wood, a hammer, and a nail

Objective: Line up teams 20 feet away from their materials. The first player will run up and has one swing with the hammer to hit the nail in, and then must run back and tag the next person.

Rules: Bent nails must be extracted and unbent.

Scoring: The first team to drive their nail all the way in wins.

4. **Cowboy Coffee** (Troop 511)

Fire Building Challenge

You have to dynamite the earth dam on Cactus River to release enough water to turn the mill wheel. The Savings & Loan is coming to inspect the mill, and if the wheel is not turning, they will foreclose the property. How quickly can you light the fuse and save the mill?

Equipment: Tinder, kindling, fuelwood, matches, string, wire hangers or fire platform and metal cup/pot

Objective: Patrols build a fire and try to be first to burn through a string suspended over the fire or boil water for coffee.

**Time deductions can be given for each match used, for adding more wood, for rearranging the original fire lay.*

Instructions: Cut apart a wire clothes hanger into two 12-inch lengths. Bend one end of each wire into a tight J shape. Insert wires into the ground on opposite sides of designated fire “pit” and string a string from one to the other, putting tension on the wires. Measure that all the strings are at the same height for fairness. Time ends when the string burns through, the wires snap outward so it is obvious.

Alternate: Instead of burning through a string, a wire cup holder can be made and suspended between the hanger wires for a water boiling competition. (A fast, hot fire is needed for string burning, while a hot, sustained fire is needed to boil water, so adding wood should not be a deduction)

5. **Snake Bit** (Troop 797)

First Aid Challenge

Fort Prescott scouts had a shootout with the Hollow Tree Gang and have to get to the infirmary, but their stagecoach overturned. You and Doc Smith have to help, but there’s danger all around: a storm is coming, you hear a cougar scream, there’s lightning, and the temperature is dropping. Doc Smith has the needed instructions. How quickly can you help an injured frontier scout?

Equipment: Two 6’ spars, blanket, 4 triangle bandages, two 4” elastic bandage rolls, two splinting sticks or SAM splint, 8 index cards with one scenario written on each and a hat or bag.

- *Scenario A*: A Scout zigzagging on a bicycle is hit by a car. They receive a cut on their left forearm that severs an artery. They also sustained a simple fracture of their lower right leg.
- *Scenario B*: A driver is speeding along a country road when one of their tires blows out. The car crashes into a pole. The driver receives a simple fracture of the right forearm and a gash on their right shoulder, causing arterial bleeding.
- *Scenario C*: While on a hike, a Scout patrol finds an electrical repairman lying at the bottom of a transformer pole. They are not breathing and have burns on both hands.
- *Scenario D*: While swimming in a country pond, one Scout jumps from a rock ledge and does not come back up to the surface. The other Scouts notice they are gone, jump in, and pull them out. They are not breathing and have a gash on their forehead that is bleeding profusely.
- *Scenario E*: A Scout is riding their bicycle when a dog bites them on the right ankle. The Scout swerves to get away and falls heavily on the road. They lacerate a large area of their left elbow into which dirt and sand are ground. Their left wrist is swollen and painful.

- *Scenario F:* A woman is pinned under a pickup truck that has overturned at the side of the road. When she is released, it is found that she has a cut over her right eye and is spurting blood. Her right ankle is very painful and swelling rapidly.
- *Scenario G:* On an extremely hot day, several Scouts are sitting on a fence in front of their high school, watching a parade. One of the Scouts falls to the ground. Their face is hot, dry, and flushed, and their pulse is exceptionally rapid. Their left ear is torn and bleeding profusely.
- *Scenario H:* On a very cold day, an unconscious man is found lying behind a train shed. It is evident that he slipped on the railway track and struck his head. There is a gash running five inches from the front to the back of his head and it is bleeding profusely. The skin on his face is very cold, and his ears are pale.

Instructions: Write out one scenario on each card and place into a hat or sack for blind drawing by a patrol. After drawing a card, patrols are allowed two minutes of deliberation before demonstrating a course of action that includes administering appropriate transport and first aid for the emergency scenario drawn. The patrol with the highest scoring demonstration wins.

Scoring: Patrols can be scored by points (earn points for each correct step of response in the scenario, i.e.: triage/assess, call for help, transport, render first aid, etc.), time (complete task within a set amount of time, 15-30 sec penalty for improper transport and/or first aid application), or a combination of time and points.

6. Escape from Tomlin County Jail (Units TBD)

Tarpsy-Turvy

Sheriff Sam is sure you and the Johnson brothers were trying to rob First Union Bank, and now you are all locked up in Tomlin County jail. But Jailor Joe is asleep, and you know a trick that can help you all get out of the cell and tell your story to Judge Hammer. Everyone has to work together to create an illusion and confuse Jailor Joe. Make him think he is in the cell, and he'll spring the locks and you can go tell the truth!

Equipment: Tarp, Ball

Objective: While standing on top of a completely open tarp, the group must get everyone on the opposite side (underside) of the tarp without anyone stepping off. The size of the tarp should be defined by the number of individuals in the group.

Extra Challenge: Standing in a circle, group members begin by holding the edges of a tarp with both hands. A ball is placed in the middle of the tarp. The objective is to flip the tarp so that the object rests on the opposite side of the tarp, facing up. Participants cannot let go of the tarp at any time and the object should remain on the tarp at all times.

7. Quicksand (Troop 413)

All Aboard

The stagecoach to Fort Prescott is stuck in quicksand and sinking. You must get to higher ground and avoid getting trapped in the quicksand. Space is shrinking and you have to save everyone! Keep climbing!

Equipment: Tarp

Objective: The entire group must fit completely within the area of the laid-out tarp without anyone touching the ground in the process. When the group succeeds, decrease the area (fold the tarp in half) and challenge the group again and again reducing the area of the tarp each time. How far can the group go?

8. Safe Passage on the Ferry (Troop 49)

River Crossing

The drought knocked out this year's crop and Cactus River is low. You have to leave the farm with all that you have – a chicken and your last bag of grain, and you still need to catch Franklin Ferry and cross the river. But that pesky fox that got all your other chickens has followed you all the way to the ferry. You have to get across to make it to the General Store for supplies. You know the fox will follow. Left alone, the fox will eat the chicken and the chicken will eat the grain. How do you get everyone across the river?

Equipment: Two sections of rope and toys representing a Fox, Chicken, and bucket of Grain

Objective: Get all three across the "river," one a time without leaving two together where one will eat the other at any time.

Instructions: Put the two sections of rope on the table parallel to each other representing the two opposite banks of a river. On one side of the "river" place the toy fox, chicken and grain.

9. Rustlers (Troop 410 & Troop 2019)

Human Knot

The Hollow Tree Gang came in from the hills to rustle your cattle. Your homestead is out alone on the prairie and away from town. These rustlers plan to take their time and get your whole herd. Everyone on the ranch is tied up together. You have to work with each other to undo the knot, but first you have to untwist so you can see what the rustlers are up to. Flip your circle to get a jump on the Hollow Tree Gang!

Equipment: One bandana per participant. Game can also be played holding hands with no equipment.

Objective: Without releasing hands or bandanas, untwist participants until everyone forms a circle and no arms/bodies are crossing.

Instruction: Standing in a circle, each person holds one end of a bandana in their left hand. Then, with their right hand, each person grabs the other end of a bandana held by someone across the circle. Everyone should now have a bandana in each hand crisscrossing the middle of the circle. Without letting go of a bandana, participants must untwist to get themselves back into a circle.

10. Midnight Posse (Troop 50)

Pitch a Tent in the Dark

Sheriff Sam got word that the Hollow Tree Gang have the herd and are camped out by the bend in Cactus River. You are part of the posse sent to catch them. But it is dark with no moon. You can't let them get away, so you need to make camp and keep watch. Don't let them know you are here. No lights and no fires. Pitch your tent as quickly as you can!

Equipment: One small tent

Objective: Setting up a tent blindfolded – individual or team for the fastest time

11. Sheriff's Suitcase (Troop 33)

Memorize the Contents

Sheriff Sam has travelled to Fort Prescott to testify against the Hollow Tree Gang, but he forgot his suitcase with all the evidence. The stagecoach is about to leave and you have to get the right suitcase on board quickly or the gang goes free. All you found was this one suitcase in the sheriff's office. Is it the right one? Identify the contents quickly and Tom the telegraph operator will send a message to Sheriff Sam. Get is right and the Hollow Tree Gang will face frontier justice!

Equipment: Single suitcase with a mixed collection of easily recognizable, small objects

Objective: Work as team and view the open suitcase briefly, remember and name as many items as you can in a timed period (+/- 15 second per person). Work to get as many objects correctly identified.

Old West Campfire and Awards Ceremony

Each patrol should be prepared to perform a song, skit or cheer on Saturday evening. All planned songs, skits or cheers should be Old West themed so pull out those old favorites and rewrite them to match the theme. All skits must be submitted for approval prior to campfire!

ALL DAY ALL THE TIME

Proudly display your Old West costumes. All Scouts and leaders are encouraged to wear frontier or cowboy/cowgirl inspired outfits and accessories. NO WEAPONS allowed.

GATEWAY COMPETITION

There will be a Troop award for Spirit Gateways. Your gate doesn't have to be big, but it should be festive and represent your take on the Old West!

AWARDS

Each Troop-sponsored event will score their own activity and report results to Camporee Staff. They will provide a skill score and a spirit score.

Traditional Camporee Awards will also be provided for best Gateway and best Troop campsite.

CAMPSITE INSPECTION SHEET

Troop & Patrol Sites

- 1. Evidence of Scouts camping as Patrols (tens together, etc.) _____
- 2. Dining fly is properly pitched _____
- 3. Tents properly pitched _____
- 4. Evidence of campsite improvements/gadgets _____
- 5. Proper display of United States and Troop flags _____
- 6. Tents have uniform and neat appearance _____

Health & Safety

- 1. All tools & equipment safely stored _____
- 2. If ax(es) present, ax yard properly marked and safe _____
- 3. Liquid fuels properly stored _____
- 4. Firewood neatly stacked in safe place _____
- 5. Tent lines flagged for safety _____
- 6. First Aid kit marked and in plain view of all _____
- 7. Campsite clean and free of litter _____

Camp Kitchens

- 1. Fire, if any, are in fire rings _____
- 2. Troop use "Bearmuda Triangle Method" _____
- 3. Kitchen clean and orderly _____
- 4. Duty roster posted _____
- 5. Menu posted _____
- 6. Food properly and safely stored _____
- 7. Dishwashing station set up properly _____

Total Score (maximum 100 points)

Total _____

EMERGENCY ACTION PLAN

**Camp Green Dickson
3360 County Road 381
Gonzales, TX 79629**

EMERGENCY:

Medical, Fire, Sheriff: CALL 911. The physical address of camp is noted above. Notify camp headquarters immediately after calling 911.

IMPORTANT PHONE NUMBERS:

**Camporee Chair: Stephen Harris 512-632-2918
First Aid at camp: Matt Kressin 615-496-6015**

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 sec 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.

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 camporee staff member right away. Standard AO-804

Any **unauthorized person** in camp who may pose a possible threat should be reported to 911 and camporee 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 Camporee. 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 Camporee (in no particular order):

Work gloves	Bring work gloves for the service project that we will work on with the camp ranger.
Fires	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.
Trash	All respective troop trash should be packed out by the unit when they depart.
Troop 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.
Event gear	Make sure to read the event that your unit is hosting and bring all applicable items and gear to host the event. Camporee staff will provide scorecards. Contact Stephen Harris if you have any questions concerning items that you might need for your event.
Water	Camp Green Dickson has reported some issues with their well. Please plan to bring water for your unit.
Toilets	Portable toilets will be provided at Camporee.
Cracker Barrel	Please bring your own snack, food, and drink to the Friday night Cracker Barrel that we will have at the Pavilion.
Bandana / Blindfold	As some of the events require individuals to be blindfolded, please bring a bandana or blindfold for the Camporee events.
YPT Certificates	All adults should bring a copy of their YPT certificates upon unit check-in. Don't forget to bring a copy.