

# The Games of the 17th Armadilliad

## Leader's Guide

Version 1.0

March 21-23, 2025

Lost Pines Scout Reservation

785 FM 1441

Bastrop, Texas

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## Revisions

2/28/25      Initial Version (1.0)

## Welcome!

The theme of Armadillo District's 2025 Camporee is playing games, specifically the *Armadilliad Games*. Not to be confused with the Olympic® Games, our district Armadilliad Games will still feature traditional competition like Soccer, Badminton, and Volleyball. However, we stretch boundaries and add a few new ones like a summertime Ski Slalom, Disc Golf, and Kubb. Not to worry—unlike the Olympics®, we are keeping Breaking\*

Your hosts are Troop 2G and Troop 3B. We invite everyone in Armadillo District to enjoy our youth inspired games (with adult leader supplied rules). Most games have a twist to the rules, so we want to keep the specifics from Scouts until Armadilliad day. We'll make sure Saturday is fun-filled, but loooong day.

The morning features patrol games and the afternoon offers tournaments and open activities like the climbing tower. The tournament games will feature adult competitions, too.

This is a multiple-unit scouting activity, so the national Short Term Camping rules will apply. This means everyone needs medical forms, proof of adult registration, plus a few other rules, so please read this guide.

You can register online here: <https://scoutingevent.com/564-92379>, the cost is \$15/person. Advance registration for Saturday-only attendees is \$10/person. Register early—we'll add more games if the crowd grows!

We do ask adults from each unit to run a game—that way Scouts can play. We supply materials, you supply the (adult) workers. Sign up for your game here: <https://signup.com/go/vXYgaqK> This signup also lists a few pieces of equipment we need to run the tournaments, e.g. a corn hole set or extra basket balls.

### Key steps to participate

- Register soon, you can always add Scouts at arrival: <https://scoutingevent.com/564-92379>
- Signup to help run a game or bring equipment: <https://signup.com/go/vXYgaqK>
- Get your Scout Spirit clothing/accessories together for the Armadilliad theme.
- Don't forget your paperwork for check-in

Questions? Comments? Typos? Contact...

### Camporee Chair

Jeff Russell  
Troop 3 Scoutmaster  
[jrussell.axt@outlook.com](mailto:jrussell.axt@outlook.com)  
512-415-9809

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\* Known as "Break Dancing" to the adult leaders.

## Description

This section outlines our Camporee, describes check-in procedure, and provides an overview of the competition.

## General Information

We have plenty of room this year at Lost Pines! We will cook/eat as units and make use of the common areas for games and activities. Depending on available help, we will open up the climbing tower, a shooting range, axe throwing, and some tournament style competitions. This is on top of the traditional patrol challenges.

There will be an Opening Ceremony Saturday morning, and patrol challenges will start shortly afterwards. Troops will “register” one or more patrols so we can better keep track of who participates (and scores points). We’ll conclude Saturday with a campfire that includes skits, awards, and optionally an Order of the Arrow callout. Sunday morning, we will have a Scout’s own service, cleanup, and check-out.

Each troop is encouraged to participate in all the events. Patrols should consist of 4-8 people to compete in the challenges, and some afternoon tournaments might require fewer (or larger) groups. Participation and spirit count as much as “winning” the challenges!

The theme is “games”, so wear your activity uniforms, i.e. class B. Patrols should show spirit with a patrol flag, a yell, and great sportsmanship. Troop adults will also have a chance to compete in the afternoon.

Each Troop should create a marginally original skit, preferably not in the genre of “invisible”. Skits will be judged by an independent panel and scores will contribute towards the troop competition. Higher scores will be awarded for originality, visibility, Armadilliad theme, and lack of “1-800-...” content. All

Awards will be given for each event, top patrol, top troop, and possibly a few others. Campsite inspections will be judged on orderly tents and kitchen area, cleanliness of site, signage, proper storage of tools, etc.

## Order of the Arrow Call

At the end of campfire, there 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, Chris Connell at [ChrisConnell.Scouting@bioexsystems.com](mailto:ChrisConnell.Scouting@bioexsystems.com) or 512-426-0472. Call-out is dependent on potential candidates and ceremony members from respective troops attending Camporee.

## Registration & Check-In

Register online at: <https://scoutingevent.com/564-92379>. The fee is \$15 per person (Scout or adult). Everyone will receive a Camporee Patch.

Please register your unit by March 7, 2025, which is two weeks in advance. This gives us time to plan campsites, identify staffing, and go on vacation. Additional scouts and leaders can be added after that date, up to and including registration at the camp. Everyone is welcome!

Please 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.

Two registered adult leaders 21 years of age or over are required to be always on camp, per BSA policy. Additionally, there must be a registered female adult leader 21 years of age or over in every unit serving females. No siblings, guests, or any others not registered with BSA are allowed to attend. Guests are welcome for the Saturday night campfire, but should leave once the campfire has completed.

## Paperwork

Every youth and adult participant attending Winter Camp will need to have a completed Annual Health and Medical Record (Parts A & B). No physician signature is needed for this weekend campout.

Ideally, bring copies of medical forms to camp in a three-ring binder for youth and adults. Alphabetize the forms, with youth in front and adults in back. The binder will remain in the Health Lodge for the duration of camp and be returned when you depart.

All adults staying overnight with a unit must submit the following items:

- Proof of current BSA membership. Each unit MUST bring a printed unit roster from <https://my.scouting.org/>. (Remember, not all troop leaders have the privilege to pull the unit roster from my.scouting.org. Please ensure that it is pulled in advance and sent to camp with one of the on-site leaders. Highlight the members who are attending. Note that a unit roster from ScoutBook, or any other troop management software, is not sufficient.
- Current Youth Protection Training (YPT) certification. Each unit MUST bring a printed YPT Aging Report from <https://my.scouting.org/>. Again, not all troop leaders have access to this report in my.scouting.org. Please ensure that it is pulled in advance and sent to camp with one of the on-site leaders. Highlight those adults who are attending. In lieu of a YPT Aging Report, a printed copy of the Youth Protection Training Certificate for each adult is sufficient.

## Parking

We are implementing the standard Lost Pines parking protocol: all cards in the main parking lot. One vehicle attached to a troop trailer is allowed to park outside your campsite. 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.

## Check-In

Send a single person to check-in on Friday evening between 6:30 and 9:00 PM at Lindsay Lodge. 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, hopefully organized in a binder
- Printed unit roster with attendees highlighted.

- YPT Aging Report (with attending adults highlighted) or a copy of YPT certificates for each adult staying at Camporee.
- Payment for additional fees if you have additional attendees or other fees.
- Order of the Arrow call out list

## Campsite Assignment

We will use the normal Lost Pines campsites, and assign shared sites based on registration two weeks prior to the event. We are saving the open fields for games!

## Gear Drop-Off

If you have heavy equipment you need to drop off for the patrol challenges, talk to the check-in staff at Lindsay Lodge for access to the game area. For example, if you bring a Bobcat T66 for the Dirt Pile Moving Challenge, you can drive up to the competition pool for drop-off. There is no need to keep the equipment in your campsite or the parking lot.

## Late Arrivals

Late arrivals should report to Lindsay Lodge and check the map for directions to campsites. Find staff the next morning to turn in paperwork and pay collect fees. Please note that individual Troops are responsible for keeping track of which members are present at all times.

## Important Reminders

The following are some important reminders for Camporee (in no particular order):

- **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:** Most game event equipment is provided. See the sign up for a list of things we need help with: <https://signup.com/go/vXYgaqK>. Camporee staff will provide scorecards. Contact Jeff Russell if you have any questions concerning items that you might need for your event.
- **Toilets:** Bath houses will be open 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.

## Check-Out

We need to clean the bath houses and the campsites before departing. Please work with the units sharing our campsite to make sure everything is cleaned up. Please pack out your own trash—ranger Charlier will appreciate us! Note that we want to keep non-trailer vehicles in the parking lot. When your campsite is cleared of gear, request a campsite inspection.

Departure steps:

1. If needed, request transportation help to move gear to parking lot (A Building porch)

2. Request campsite/bath house inspection (A Building porch)
3. Pick up medical forms (Lindsey Lodge)

## 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 Lost Pines and have an obligation to leave it better than we found it!

Among the important 'Do's':

- Have Fun!
- Obey the Scout Law!
- Demonstrate good sportsmanship.
- Be nice to Scouts from other troops.
- 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 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 backwoods, front woods, or other campsites not in use.

## Emergency Action Plan

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

### Address

Lost Pines Scout Reservation  
 785 FM 1441  
 Bastrop, TX 78602

### Emergency Phone numbers

Camporee Chair:	Jeff Russell	512-415-9809
First Aid at camp:	Nicole Howard	516-637-1552
Armadillo District Executive:	Danielle Miller	914-494-9206
Clogged Toilets:	Jon Graf	512-632-2918

## **Emergency Shelter**

In case of dangerous weather, the bath houses, pavilions in campsite, or building near the Living History area will be used as an emergency shelter. If you cannot get to a shelter, 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**

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

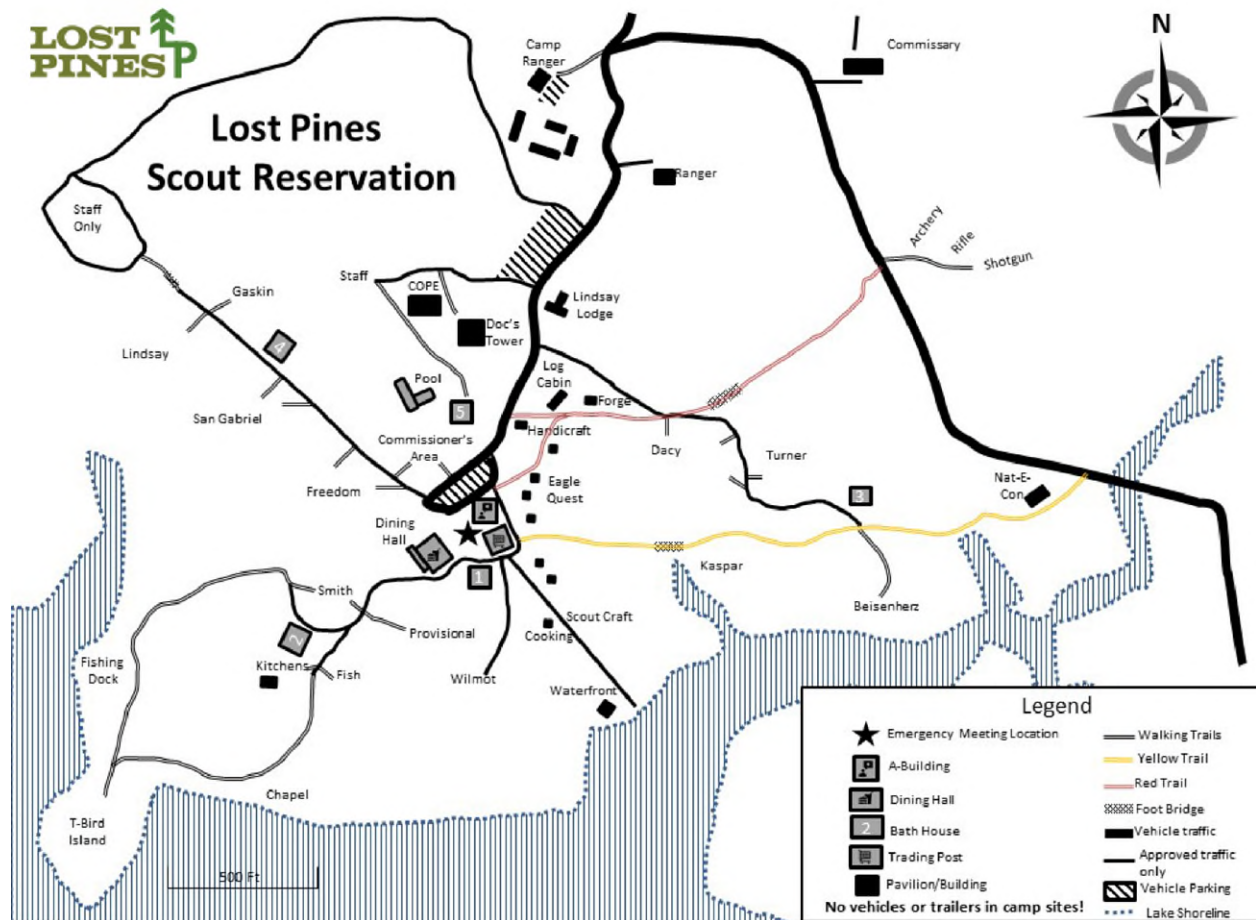
No youth camper can leave camp without the unit leader first bringing the camper to admin and meeting the person signing the camper out in the presence of an admin staffer. [Ref Standard AO-804]

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. [Ref 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. [Ref Standard AO-804]



# Camp Map



## Schedule

Friday, March 21

6:00-9:00 pm	Arrival; Setup Camp; Final unit roster/payment – Lindsay Lodge
9:30 pm	Cracker Barrel – SMs / SPLs at A-Building porch
11:00 pm	Lights out

Saturday, March 22

7:30 am	Sunrise
8:30 am	Event Coordinator Meeting; Hand out Event Maps; Pass out & explain score sheets
9:00 am	Flag and Opening Ceremony at Flagpole. Bring your unit and/or patrol flags.
9:30--12:30pm	Patrol Games
12:30-1:30 pm	Lunch at your campsite
1:30-6:00 pm	Afternoon activities and tournament competition
6:00-7:00pm	Dinner with units. Skits and breaking songs due by 7:00pm
8:00 pm	Skits, Awards, Campfire and OA Call-out
7:42 pm	Sunset

Sunday, March 23

7:28 am	Sunrise
9:00 am	Scouts Own Service, Troop awards announced Simultaneous: clean bath houses if not attending service
9:30 am	Pack up/Clean Camp/Depart. Check-out help at A Building.
11:00 am	Go Home!

## Games and Activities

The Armadilliad theme is “games”, so we have plenty to choose from! The morning will focus on games for patrol-sized groups, and the afternoon will offer activities and contests for individuals and partner pairs. (But don’t forget to circulate with a buddy.)

Before our day of competition starts, we ask that each patrol register with a name, unit number, and a list of patrol members. If we know who is participating, we can determine awards faster and more accurately. For example, a unit might bring two patrols and each patrol is eligible to win contests, and participation by both patrols contributes to unit-level participation awards. In the afternoon, individuals who participate in the offered activities contribute towards unit-level awards.

## Competition and Awards

The Armadilliad Games will be scored at the patrol and unit level. Patrol “wins” will count towards the unit competition, however participation and spirit are most important! These are the broad categories of scoring:

- Patrol games. These are games hosted by different units, and each game will award a “winning” patrol. Some are more physical, some require strategy, and some require Scout skills. The games are aimed at patrols of 4-8 Scouts.
- Participation activities. Experiences that don’t necessarily lend themselves to safe competition, e.g. climbing tower.
- Tournament competitions. Think picnic games like cornhole--available to Scouts and adult leaders as single-elimination brackets.
- Campfire participation events include skits and Breaking (remember Raygun?). Pre-approval required.
- Unit awards such as campsite inspection, gateway contest, and Dutch oven.

We know attendance will be lower than normal due to Spring Break, so we are planning a wide range of activities of shorter duration. The patrol games, which are hosted by the participating units, will be offered before lunch. Competitions and participation activities will be offered in the afternoon.

## Participation

We ask unit adult leaders to sign up to run at least one game: <https://signup.com/go/vXYgaqK> . The games are based on Olympic sports, but with a twist to make them patrol challenges. The specific rules for each game are not listed here so all patrols have a level playing field in terms of learning the specific goals at the time of competition.

We also need units to bring some of the tournament game equipment if available, e.g. a cornhole set. Use the same sign up (previous paragraph).

We hope every Scout participates in at least a few games (or all the them!). Game leaders will have the basic equipment and materials needed at each event. However, each patrol should at least have the following basic gear:

- Patrol Flag
- Accessories or shirts to show your patrol membership (unit class B are perfect)
- Scout Handbook for reference

- Sturdy walking/hiking shoes
- Snacks/drinking water
- Sun protection
- Weather appropriate clothing
- Pocket knife to cut rope, if necessary

The patrol games are designed for patrols with 4-8 members.

### **Scoring**

At each event, the patrol will be scored on a) participation, b) skill (shortest time, success, most points, etc.), and c) Scout Spirit.

In order to qualify for the Spirit Award or the Top Patrol Award (skill), a patrol must participate in at least ¾ of the games. Patrols can attempt an event one time for score.

### **Morning Patrol Games**

There are several patrol-level games throughout the day.

#### **Athletic Games**

These are physical movement or ball games with a twist to keep the whole team involved. Your patrol will have time to experiment with the game equipment, and then a timed trail begins. The specific rules are not listed here to make the events more challenging.

1. Basketball – A timed event to see which team scores the most points.
2. Badminton – Teams keep the birdie in the air while moving through a course.
3. Disc Golf – A short, scramble-type disc course that benefits from teamwork.
4. Slalom Ski – A dryland slalom ski course
5. Soccer – Teams must kick a soccer ball through an obstacle course. No hands!
6. Speed Walking – A relay race in which each member of the patrol needs to “walk” a leg of the race—no running.
7. Tennis – Longest volley scores the most points.
8. Volleyball – A sand volleyball challenge that tests your team’s ability to accurately hit the ball over the net.

#### **Skill-Based Games**

These games benefit from skills rather than quick execution. If demand is high, these games can be extended into the afternoon session.

9. Olympic Rings – Uses pioneering skills
10. Tomahawk Throw – Everyone can participate
11. Archery - -Traditional archery with a team-based score
12. Shooting - Target shooting with a team-based score

#### **Campfire Related**

13. Skit or song
14. Break Dance

## Afternoon Pursuits

The afternoon choices are pick-your-own-fun with a buddy. Enter a single-elimination tournament bracket (in pairs) or participate in one of the open activities. Adult tournament competition will be offered based on available equipment.

## Tournament Competition

Sign up with a partner to compete in a tournament bracket using the “real” rules. Some games will feature separate Scout and adult competitions.

1. Cornhole
2. Horse Shoes
3. Kuub
4. Washer toss

## Participation Activities

There is no competition or score beyond participating due to safety concerns. The main goal is to encourage older Scouts to attend.

1. Climbing Tower – Everyone can participate
2. Knife Throwing –Everyone can participate
3. Rifle Shooting – Everyone can participate
4. Shotgun (if instructors are available) – Intended for older Scouts

## Appendix: Award Criteria

This summarizes how participation (or winning) contributes to the offered awards.

Awards:	Game Champion (Patrol)	Top Patrol Award (Patrol)	Spirit Award (Patrol)	Tenacity Award (Patrol)	Tourn. Champion (Small Team)	Troop Comp. Award	Overall Troop Award
Quantity:	1 per game	1	Rotating Plaque	1	1st/2nd per game	1 per category	Rotating Plaque

### Patrol Games

1	Basketball	✓	✓	✓	✓		✓
2	Badminton	✓	✓	✓	✓		✓
3	Disc Golf	✓	✓	✓	✓		✓
4	Slalom Ski	✓	✓	✓	✓		✓
5	Soccer	✓	✓	✓	✓		✓
6	Speed Walking	✓	✓	✓	✓		✓
7	Tennis	✓	✓	✓	✓		✓
8	Volleyball	✓	✓	✓	✓		✓
9	Archery	✓	✓	✓	✓		✓
10	Axe Throwing	✓	✓	✓	✓		✓
11	Olympic Rings	✓	✓	✓	✓		✓
12	Shooting	✓	✓	✓	✓		✓
13	Skit	✓	✓	✓	✓		✓
14	Breaking	✓	✓	✓	✓		✓

### Tournament

1	Cornhole		✓	✓	✓		✓
2	Horse Shoes		✓	✓	✓		✓
3	Kubb		✓	✓	✓		✓
4	Washer Toss		✓	✓	✓		✓

### Troop Competition

5	Dutch Oven savory					✓	✓
6	Dutch Oven sweet					✓	✓
7	Campsite Inspect.					✓	✓
8	Campsite Gateway					✓	✓

### Participation

1	Climbing			✓			✓
2	Knife Throwing			✓			
3	Rifle Shooting			✓			
4	Shotgun Shooting			✓			✓
5	Early Registration						✓