

# **Southern District Surviving Webelos October 27-29, 2023 LEADERS GUIDE**

**We welcome the Scouts to the 3rd Annual  
Southern District Webeloree!**



This years patch has a snake and raven with the event already submitted to patch company

Southern District Webeloree  
October 27-29, 2023

On behalf of the Scouts of the Tanugahi/ Coree Chapter of the Order the Arrow we would like to welcome you to the 2023 WEBELOREE. We are proud that this Camporee has been entirely thought out, planned, and supervised by the Scouts of the Tanugahi Chapter with assistance from Coree and Arapahoe Chapters. We would like to thank you in advance for the assistance and support that you have given us to make this event a success. We hope you will find this WEBELOREE interesting and fun.

**CAMPOREE LOCATION, TIME, AND COST**

Where: Camp Sam Hatcher, Newport NC  
When: October 27-29, 2023  
(Check-in will begin at 5 PM on Friday).

Cost: \$15.00 per Webelos and \$10.00 per Webelos Leader/ Adult  
Cost: \$10.00 for Troops, Crews, Ships Scouts/Scouters supporting event

**SCOUT AND UNIT ELIGIBILITY**

Calling all those who will be Webelos and Arrow of Lights in October 2023!

This weekend is filled with fun events at our great Camp Sam Hatcher. Activity Pins and Scout Skills galore. Come interact with some Scouts from BSA Troops, Crews and Ships to get a feel for the adventure at a Troop level. We will offer a rotation style event, where the Webelos Patrols will travel to program areas and complete their Adventure.

**REGISTRATION**

Please register your Webelos Patrol and Adult Leaders no later than October 24<sup>th</sup>, 2023. All registrations must be completed through Tentaroo.

**CHECK-IN AND CAMPSITE ASSIGNMENTS:**

Campsites will be determined based upon unit size. Check in to the main building upon arrival to receive your unit location. Troops and their associated Webelos patrol will be located near one other.

You will need to turn in the roster of all participating Webelos and adult leaders. The roster is found in the back of this packet.

## **LEADERSHIP**

**TWO DEEP ADULT LEADERSHIP IS REQUIRED.** All units must be under the supervision of a trained and registered Adult Leaders. There must always be at least two Adult Leaders supervising their unit at scheduled events/activities.

## **FIRST AID**

Each unit is expected to have a first aid kit for minor injuries. Emergency medical care will be available for severe injuries at the First Aid Station located in the main building.

## **WORSHIP SERVICES**

A non-denominational worship service will be held immediately after colors on Sunday morning. Attendance is highly recommended, and it is the Unit Leader's responsibility to see that each Scout could attend. Class "A" uniform is required.

## **BATHROOMS**

The permanent bathrooms have been fixed; therefore, they will be opened for use. The showers will NOT be available as they diminish the capacity of the septic system. There will also be 10 Port a Johns available for use; they will be placed throughout the camp. Please talk with your Scouts about proper bathroom behavior and cleaning up after themselves. We will be asking for some patrols to volunteer to clean up the restrooms during the following times: Saturday (morning, afternoon, and evening) and Sunday morning. Remember that a scout is CLEAN!

## **TRASH**

Each unit must remove all refuse from their campsite. Remember, "Carry in - Carry Out".

## **FIRES**

All fires must be off the ground and contained in a fire barrel. There will be NO exception to this rule.

## **WATER**

There are water stations available at Sam Hatcher and please bring water containers to store water in and conserve water as much as possible.

Each unit is responsible for providing their own individual camping equipment.

Parking is only permitted in the designated parking areas. Each unit is strongly encouraged to carpool. There will be no vehicles in the event fields; you may have to carry your gear for approximately 100 to 150 yards.

Visitors are welcome and encouraged to attend the daytime activities and campfire. All visitors must check in with the WEBELOREE Staff for youth safety reasons.

## **GENERAL RULES AND REGULATIONS**

1. The following items are prohibited: Sheath Knives, Fireworks, Firearms, Illegal Drugs, Alcoholic Beverages, Tobacco Products, Vaping Devices, and Bicycles.
2. Scouts are not to roam through the campsites at any time.
3. Cutting of live trees is not permitted.
4. Unit leaders are responsible for their units at all times.
5. All vehicles must be parked in the designated parking area. Staff vehicles are to be parked in the staff parking area unless being used to conduct staff duties.
6. Scouts will remain in their unit area between taps and reveille unless on authorized errands.
7. Buddy System will apply for the entire weekend.
8. Defacing, destroying or “trashing” property of others or the property of BSA or Sam Hatcher is strictly forbidden.
9. Scouts are expected to conduct themselves in a manner that will bring credit to their unit and the BSA.
10. Rough housing and horseplay are strictly forbidden.
11. Scouts will keep the campground clean. Throw wrappers and garbage into designated trash receptacles.
12. No pets are allowed in the camp.
13. All fires must be built in off the ground containers

**UNIT LEADERS ARE STRONGLY ENCOURAGED TO DISCUSS THESE REGULATIONS WITH THEIR UNITS PRIOR TO ATTENDING THE WEBELOREE.**

## CAMP USAGE POLICIES

1. **CHECK-IN & CHECK-OUT:** All individuals, groups and units must check in & out with the Camp Staff.
2. **ROSTERS:** All groups must submit a unit or organization roster to the Camp Staff of those in attendance.
3. **ADULT LEADERSHIP:** A responsible adult (21 yrs. or older and a signatory to this agreement) must always be present during group outings.
4. **VEHICLES IN CAMP:** All vehicles must be stored in the designated parking areas. Parking in the campsites or along service roads is prohibited. ATV's, three wheelers, and motorcycles are not permitted beyond the main parking area at any time. Special consideration for handicapped individuals should be arranged with the camp ranger/caretaker. No vehicles are permitted on the wilderness trails
5. **ALCOHOLIC BEVERAGES:** Alcoholic beverages and/or illegal drugs (or those under the influence of the same) are **ABSOLUTELY NOT ALLOWED** on the camp property at any time. Violators will be asked to leave, and local authorities notified.
6. **SMOKING:** Smoking is not permitted in any structure aboard the camp. All smoking materials must be properly extinguished and disposed of in Butt Kits or field-stripped and properly disposed of in trash receptacles.
7. **FIREARMS:** No Firearms may be carried or displayed on camp property.
8. **FIREWORKS:** Fireworks are not allowed on the camp property.
9. **WATER ACTIVITIES:** Units, groups or individuals utilizing water facilities and/or equipment must have a responsible adult in attendance. All State & Federal fishing laws and U.S. Coast Guard regulations must be followed. Be aware: adjacent waters are shallow, muddy and contain oyster beds and hazardous debris. No diving or jumping into water is permitted. **Shoes must be worn when in the water.**
10. **DITCHING:** The ditching of tents or the digging of holes for any reason is not permitted.
11. **FIREWOOD & CAMPFIRES:** Use only fallen dead wood for fires. The cutting of standing trees or shrubs without the consent of the Ranger is prohibited. Unit firefighting equipment must be easily accessible. **Campfires may be laid in designated areas only.**
12. **SANITATION:** always Keep campsites and all facilities clean and free of debris. Basic cleaning gear is provided. Trash must be removed and/or properly disposed of in the trashcans provided.
13. **COOKING:** Pressurized gas or liquid fueled appliances may not be used in the cabins or any other building at any time.
14. **DAMAGES:** Groups will be responsible for any damages which may occur during their use of camp facilities and/or equipment. The Camp Staff will inspect the facilities and/or equipment before the group departs.
15. **WILDLIFE:** Do not injure, collect, feed, molest or otherwise disturb the wildlife, including their nesting areas. *Remember, this camp is their home. We are the visitors.*
16. **OFF-LIMITS AREAS:** No member of any Group can enter OFF-LIMITS areas or facilities at any time.
17. **SAFETY:** Closed-toe shoes must always be worn about the camp.
18. **CHILDREN:** Children under 18 yrs. of age must always be under the direct supervision of a responsible adult.
19. **FIRE ANTS:** Fire Ants can be harmful or fatal and are an ever-present hazard in Coastal North Carolina. Please be aware of nests, particularly when standing or when children are about and in contact with the ground.

# SOUTHERN DISTRICT WEBELOREE SCHEDULE

October 27-29, 2023

FRIDAY, October 27, 2023

5 P.M. Check-in and campsite setup (turn in food drive items)  
830 P.M. Adult Leader Cracker Barrel (Pavilion)  
10 P.M. Staff Turn-in/Lights Out

SATURDAY, October 28, 2023

8:00 Opening Ceremony  
8:15 – 12 P.M. Webelos Activities  
12 -2 P.M. Lunch  
2 P.M.-4:30 PM Webelos Activities  
5:00 Evening Colors (Class “A” uniform)(Turn in all Patrol Sheets with Points)  
5:00 – 7 PM Free time in camp site & dinner  
730 – 8:30 PM Camp Fire and awards  
10 PM Taps

SUNDAY, October 29, 2023

7 AM Morning Colors, Worship Service, and Closing Ceremony  
(Class “A” uniform)  
8:00 AM Check Out

**ALL CAMPERS TO INCLUDE PATROLS AND ADULT LEADERS PLEASE PLAN TO BE OUT OF CAMP NO LATER THAN 10:00 AM SUNDAY MORNING!! THERE ARE NO EXCEPTIONS! PLEASE PLAN APPROPRIATELY!! THE STAFF THANK YOU.**

**(Webelos Leaders please Print 1 copy for each patrol Attending)**

**Southern District**  
**October 27-29, 2023**  
**CAMPSITE INSPECTION FORM**

UNIT \_\_\_\_\_

MAX POINTS

INSPECTION CATEGORY POINTS AWARDED

1. Patrol Flags displayed 10 \_\_\_\_\_
2. Cooking Utensils Cleaned and Stored 5 \_\_\_\_\_
3. Garbage Bag available 10 \_\_\_\_\_
4. No Litter in Campsite 10 \_\_\_\_\_
5. Natural camp cover except in Campfire area 10 \_\_\_\_\_
6. First Aid Kit in a central location and clearly marked 10 \_\_\_\_\_
7. Menu posted in central location 10 \_\_\_\_\_
8. WEBLOREE schedule posted 10 \_\_\_\_\_
9. Tents set up in patrol fashion 10 \_\_\_\_\_
10. Tents properly pitched 10 \_\_\_\_\_
11. Tents at least 10 feet from the fire circle 5 \_\_\_\_\_
12. Food properly stored 5 \_\_\_\_\_
13. Fire Circle clear 10-foot radius 10 \_\_\_\_\_
14. Water or sand and shovel on hand to extinguish fire 10 \_\_\_\_\_
15. Fire out or being monitored 10 \_\_\_\_\_
16. All wood cutting tools properly stored in an ax yard 10 \_\_\_\_\_
17. All personal & patrol equipment properly stored 5 \_\_\_\_\_
18. All participants medical forms 5 \_\_\_\_\_

Total Points 150

**(Webelos Leaders please Print 1 copy for each patrol Attending)**

**Southern District  
October 27-29, 2023  
Registration Form**

Must be turned in upon check in

Unit \_\_\_\_\_

ADULT LEADER \_\_\_\_\_

Phone Number \_\_\_\_\_

Number of Youth \_\_\_\_\_ X \$15= \_\_\_\_\_

Number of Adults \_\_\_\_\_ X \$10= \_\_\_\_\_

PATROL NAME \_\_\_\_\_

PATROL NAME \_\_\_\_\_

PATROL NAME \_\_\_\_\_

PATROL NAME \_\_\_\_\_

PATROL NAME \_\_\_\_\_

Pre-registration must be completed through Tentaroo at <https://ecc.tentaroo.com/>





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## **Activity Pins at the 2023 Webeloree**

1<sup>st</sup> Year Webelos program:

Into the Woods – Requirements 1, 2, 3, 6, & 7

Building a Better World – Requirements 1, 2, 3, & 6

First Responder – Requirements 1, 2, 3, 4, 5, and 8

Cast Iron Chef – Requirements –3 (will also be reviewing the different cooking methods)

Stronger, Faster, Higher – Requirements 1, 2, 5, & 6

Aware and Care = Requirements 1,2,3,4b,4c

2<sup>nd</sup> Year Webelos program:

Scouting Adventure – Requirements 1a, 1b, 1c, 1d, 1e, 4, 5a, 5b, & 6

Castaway – Requirements 1b, 1c, 2a, 2b, 2c, 2d

## **AFTERNOON EVENTS**

**Knot Tying Relay (Overhand Knot, Square Knot, Bowline, Two Half Hitches, Taut-Line Hitch)**

Horse Relay ( ¼ mile with obstacles)

Kim’s Games (items will be survival items)(Troop/ Crew/ Ship running event bring items)

Disc Obstacle Course (frisbee and hula-hoop targets)

Bird Hunt (Slingshot)

Surviving a Scavenger Hunt (see Scavenger Hunt Page)

Webelos Expo’s (new event)

Flag Retirement ceremony (prepare and participate in a flag retirement ceremony)

Tug of War (cumulating event at approximately 430)

\*\*\*\*\*Webelo’s leader Chef cookoff --- (any type of bird with sides cooked in dutch oven)

## **CAMPSITE INSPECTIONS**

Camp site inspections will be conducted at after lunch on Saturday. Make sure that your campsite is cleaned after lunch as it can impact your inspection results. The inspection will follow the criteria established by the checklist provided in this guide.

## AWARDS

Each patrol could earn a ribbon for their efforts during the Webeloree. This gives the Webelos a feeling of how awards will be earned and presented at Council Camporees once they become Scouts.

Patrols will earn points for every event, all points earned throughout the day will be added up in order to determine which color ribbon is earned by each patrol. The ribbons will either be a blue, red, or white ribbon.

There will also be bonus points awarded for participating in the Webeloree food drive, building a video Themed Gateway, building a pioneering camp gadget, and the Webelos leader cauldron cook off. In addition, each pack that participates in the Webeloree will receive an event ribbon for their pack flag. All awards will be presented at the campfire Saturday night.

**Food Drive:** Each pack that brings non-perishable food items to the Webeloree will receive an extra 100 bonus points for each patrol from their pack. Please turn in all donations upon check-in at the Sam hatcher shelter; all food will be donated to a local food pantry. All items must be turned in by 1200 on Saturday 28 October so it can be delivered in afternoon.

**Pioneering Camp Gadget:** Build a pioneering camp gadget within your pack campsite; each patrol within your pack will receive 100 points. The camp gadget must be completed prior to the campsite inspection on Saturday afternoon. All camp gadgets must be taken down before departure on Sunday morning.

**Surviving Themed Gateway:** Build a video game themed gateway for your pack's campsite and each patrol within your pack will receive 100 points. All gateways must be completed prior to the campsite inspection on Saturday afternoon. All gateways must be taken down prior to departure on Sunday morning.

## Event Rules

**Knot tying relay (timed event) (5 scouts)**

The Scout runs up 25 yards and grabs a card that has one of the knots on it. If the Scout knows the knot, he will tie it and get the judge to confirm. If the Scout does not know how to tie the knot, he will then run back to tag the next Scout who will go to tie that knot. Once each knot is complete, the Scout who completed the knot will go back and tag the next Scout who will pull the next knot card. This process will continue until all the knots have been properly tied.

Points are based upon the time that it takes the patrol to correctly tie all five knots. Complete the event in less than 4 minutes = 100 points; less than 5 minutes = 90 points; less than 6 minutes = 80 points; complete in more than six minutes = 70 points; participate; but, not finish all knots = 50 points

**Horse Relay (timed event)**

Scouts will start the event by linking up at the starting line in which they will take their steed and ready to race at which point they will have a cover placed over their face and at which one other scout will tell them how to maneuver the course as they race against time to get as many scouts as they can through the course before time is up.

Points will be awarded for how many scouts they get through depending on the size of their patrol in which they have 5 minutes to get as many through as they can. each pair is worth 25 points trying to get them all through to get max points (100)

Points are based upon the total time that it takes all the

Scouts in the patrol to complete the challenge. Complete the event in less than 3 minutes = 100 points; less than 5 minutes = 90 points; less than 6 minutes = 80 points; complete in more than 7 minutes = 60 points

Kim's Game survival items (Accuracy event)

The Scouts will gather around a table with their patrol in which they will have 30 seconds to look at the items on the table after which they will be covered up and in which the scouts will each take their turn guessing an item on the table they have 3 minutes to guess all the items.

Points are based upon how many items they have guessed each item is worth 4 points each for each of the 25 items.

Disc Obstacle Course (frisbee and hula-hoop targets)

Scouts will be given frisbees and have a trail where they are timed running the course and getting frisbees through hula-hoops. Complete the event in less than 2 minutes = 100 points; less than 3 minutes = 90 points; less than 4 minutes = 80 points; complete in more than 5 minutes = 60 points

Bird Hunt (Sling Shots)

All Scouts from each patrol will take 4 shots at the target to take it down. Points will be awarded upon each time it was hit. Each hit is worth 25 points and then it gets divided by the number of scouts in the patrol.

Tug of War Tournament

This tournament will test each Webelos's strength and resolve and will be a testament to the teamwork displayed by each patrol. Points will be awarded as follows: First Place – 100 points, Second Place – 90 points, Third Place – 80 points, participation 60 points.

Chef Bird Cookout

During this event the Webelos leaders can cook their greatest Dutch oven recipe and submit it to the Official OA Tasting Crew for tasting. All dishes must be delivered to the HQ between 5:00 and 5:30pm. There will be a first, second, and third place award given to the top three dishes.

These dishes will be judged based upon taste and presentation. Each unit that has a leader participate in the Chef Toad Cookout will be awarded an extra 100 points for each patrol from the leader's pack. This event is designed to help patrols and leaders understand how leaders can help contribute to their patrols score during Scouting Camporees.

# Surviving Webelos's Scavenger Hunt

Pack \_\_\_\_\_ / Webelos Patrol \_\_\_\_\_

1. Chapter Chief \_\_\_\_\_
2. Troop Senior Patrol Leader \_\_\_\_\_
3. Troop Scoutmaster \_\_\_\_\_
4. Order of Arrow Member \_\_\_\_\_
5. Scout (rank) \_\_\_\_\_
6. Tenderfoot Scout \_\_\_\_\_
7. Second Class Scout \_\_\_\_\_
8. First Class Scout \_\_\_\_\_
9. Star Scout \_\_\_\_\_
10. Life Scout \_\_\_\_\_
11. Eagle Scout (3) \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
12. Scout that attended a National Scout Jamboree \_\_\_\_\_
13. Scout that has attended a World Scout Jamboree \_\_\_\_\_
14. Scout that has attended Philmont Scout Ranch \_\_\_\_\_
15. Scout that has Attended Northern Tier \_\_\_\_\_
16. Scout That has attended Seabase \_\_\_\_\_
17. Scout that has Staffed Camp Boddie Summer Camp \_\_\_\_\_
18. Eagle Scout who is a Member of NESAA( National Eagle Scout Association) \_\_\_\_\_
19. Talk to 4 other Troops at the Webloree about their unit.  
Troop # \_\_\_\_\_  
Troop # \_\_\_\_\_  
Troop # \_\_\_\_\_  
Troop# \_\_\_\_\_

\*\*\*\*\*This event is for the Webelos's as a patrol to interact with multiple Troops, crews, Ships as a patrol and not done individually to learn what the next adventure in scouting holds  
**(Webelos Leaders please Print 1 copy for each patrol Attending)**

# Saturday Night CampFire 730PM

Master of Ceremonies \_\_\_\_\_

## Campfire Skit

- |          |          |
|----------|----------|
| 1. _____ | 1. _____ |
| 1. _____ | 1. _____ |
| 1. _____ | 1. _____ |
| 1. _____ | 1. _____ |
| 1. _____ | 1. _____ |
| 1. _____ | 1. _____ |
| 1. _____ | 1. _____ |
| 1. _____ | 1. _____ |
| 1. _____ | 1. _____ |
| 1. _____ | 1. _____ |

Last Skit performed by OA Chapter  
Closing

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# Sunday Morning Chapel Service 8AM

Master of Ceremonies \_\_\_\_\_

Opening \_\_\_\_\_

Opening Prayer \_\_\_\_\_

Pray for \_\_\_\_\_

Song He's got the Whole World \_\_\_\_\_

Closing Prayer \_\_\_\_\_

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## Flag Retirement Ceremony

- SPL/ \_\_\_\_\_ The ceremony will begin in 5 Minutes, as you take your seats please turn off or put your cellphones on vibrate, thank you
  - SPL/ \_\_\_\_\_ -Good \_\_\_\_\_ , Welcome to our Flag Retirement Ceremony
  - \_\_\_\_\_ - The U.S. Flag is more than just some brightly colored cloth; it is a symbol of our nation and what she stands for.
  - -Seven red stripes and six white stripes, together they represent the original 13 colonies that gained us our liberty.
  - -the red stripes remind us of lifeblood of brave men and women who were ready to die for this country
  - - the white stripe reminds us of purity and cleanliness of purpose, thought, word and deed.
- the blue is for truth and justice, like the eternal blue of the star-filled heavens the stars represent the fifty sovereign states of our union
- SPL- The U.S. flag should be treated with respect when it's flying and it should be treated with respect when its retired.
- The American Creed states "it is my duty to my country to love it, to respect its Constitution, to obey its laws, to respect its flag and to defend it against all enemies."
- Therefore, we retire flags with dignity and respect when they become worn, torn, faded or badly soiled.
  - SPL- Flag retirement team bring the flag forward.
  - Scouts open the flag (2)



- Scouts prepare the flag for retirement (next 2 scouts cut the flag in to 4 pieces
- Once complete the Scouts place the blue field then the other 3 sections in fire
- \*\*\*as above is being done- SPL Says the following –As parts of flag are placed in fire, Old flags never die,they just get fired up!

\_ SPL- at this time in anyone would like to place a flag in fire please do at this time,

(once completed) We will maintain a vigil on the flags til they no longer remain.

SPL- This concludes our ceremony thank you for attending.

- There are many ways to perform a Flag retirement ceremony this is just one example.
- Please bring Scissors there are never enough and they dull quickly while cutting them.
- This counts as service hours

## New Event Let's See how Great we can make this experience for all Attending

Webelos Expo: This will be along the road just past the Trading Post.

We asked that Troops, Crews and Ships have Scout's bring and display their Eagle, Summit or Quartermaster Projects.

Scouts that have gone to Jamboree, Philmont, Northern Tier, Seabase, we would like you to also set up and display your adventures for the Webelos to see and ask questions.

Any other programs are also encouraged to put up a display we would like to see, National Youth Leadership Training (NYLT), Camp Boddie Summer Camp 2024, Spring Cub Camporee, and any other future scout events coming up.

For our Adult Leaders -Wood Badge, Commissioners College

## Event Leaders tracking page:

Into the Woods – Unit \_\_\_\_\_  
Building a Better World – Unit \_\_\_\_\_  
First Responder – Unit \_\_\_\_\_  
Cast Iron Chef – Unit \_\_\_\_\_  
Stronger, Faster, Higher – Unit \_\_\_\_\_  
Aware and Care Unit \_\_\_\_\_

2<sup>nd</sup> Year Webelos program:  
Scouting Adventure – Unit \_\_\_\_\_  
Castaway – Unit \_\_\_\_\_

Knot Tying Relay Unit \_\_\_\_\_  
Horse Relay Unit \_\_\_\_\_  
Kim's Games Unit \_\_\_\_\_  
Disc Obstacle Course Unit \_\_\_\_\_  
Bird Hunt Unit \_\_\_\_\_  
Surviving a Scavenger Hunt  
Flag Retirement ceremony Unit \_\_\_\_\_  
Tug of War Unit \_\_\_\_\_

### Webelos Expo's (new event)

#### Eagle Scout/Summit/ Quartermaster Projects Coming( the more the better)

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

NYLT \_\_\_\_\_  
Camp Boddie Summer Camp \_\_\_\_\_  
WoodBadge \_\_\_\_\_  
Commisioners College \_\_\_\_\_  
Leave No Trace \_\_\_\_\_  
Another Scout Program : ie camporees, event that would like to participate

## Into the Woods

Complete at least Requirements 1-4 and one other.

1. Identify two different groups of trees and the parts of a tree.
2. Identify four trees common to the area where you live. Tell whether they are native to your area. Tell how both wildlife and humans use them.
3. Identify four plants common to the area where you live. Tell which animals use them and for what purpose.
4. Develop a plan to care for and then plant at least one plant or tree, either indoors in a pot or outdoors. Tell how this plant or tree helps the environment in which it is planted and what the plant or tree will be used for.
5. Make a list of items in your home that are made from wood and share it with your den. OR: With your den, take a walk and identify useful things made from wood.
6. Explain how the growth rings of a tree trunk tell its life story. Describe different types of tree bark and explain what the bark does for the tree.
7. Visit a nature center, nursery, tree farm, or park, and speak with someone knowledgeable about trees and plants that are native to your area. Explain how plants and trees are important to our ecosystem and how they improve our environment.

## Building a Better World Adventure

**Adventure Goal:** Practice citizenship at the local, national, and world levels.

**Adventure Requirements:**

Complete Requirements 1-6.

1. Explain the history of the United States flag. Show how to properly display the flag in public, and help lead a flag ceremony.
  2. Learn about and describe your rights and duties as a citizen, and explain what it means to be loyal to your country.
  3. Discuss in your Webelos den the term "rule of law," and talk about how it applies to you in your everyday life.

4. Meet with a government or community leader, and learn about his or her role in your community. Discuss with the leader an important issue facing your community.

5. Show that you are an active leader by planning an activity for your den without your den leader's help. Ask your den leader for approval first.

6. Do at least one of these:

a Learn about Scouting in another part of the world. With the help of your parent, guardian, or den leader, pick one country where Scouting exists, and research its Scouting program.

b Set up an exhibit at a pack meeting to share information about the World Friendship Fund.

c Under the supervision of your parent, guardian, or den leader, connect with a Scout in another country during an event such as Jamboree on the Air or Jamboree on the Internet or by other means

d Learn about energy use in your community and in other parts of the world.

e Identify one energy problem in your community, and find out what has caused it.

## First Responder

Complete Requirement 1 and at least five others.

1. Explain what first aid is. Tell what you should do after an accident.
2. Show what to do for hurry cases of first aid: Serious bleeding, heart attack or sudden cardiac arrest, stopped breathing, stroke, poisoning
3. Show how to help a choking victim.
4. Show how to treat for shock.
5. Demonstrate how to treat at least five of the following: A. Cuts and scratches, B. Burns and scalds, C. Sunburn, D. Blisters on the hand or foot, E. Tick bites, F. Bites and stings of other insects, G. Venomous snakebites, H. Nosebleed, I. Frostbite
6. Put together a simple home first-aid kit. Explain what you included and how to use each item correctly.

7. Create and practice an emergency readiness plan for your home or den meeting place.
8. Visit with a first responder or health care professional.

### **Cast Iron Chef**

Complete at least Requirements 1 and 2 below.

1. Plan a menu for a balanced meal for your den or family. Determine the budget for the meal. If possible, shop for the items on your menu. Stay within your budget.
2. Prepare a balanced meal for your den or family. If possible, use one of these methods for preparation of part of the meal: camp stove, Dutch oven, box oven, solar oven, open campfire, or charcoal grill. Demonstrate an understanding of food safety practices while preparing the meal.
3. Use tinder, kindling, and fuel wood to demonstrate how to build a fire in an appropriate outdoor location. If circumstances permit and there is no local restriction on fires, show how to safely light the fire, under the supervision of an adult. After allowing the fire to burn safely, safely extinguish the flames with minimal impact to the fire site.

### **Stronger, Faster, Higher**

Complete Requirements 1-3 and at least one other.

1. Understand and explain why you should warm up before exercising and cool down afterward. Demonstrate the proper way to warm up and cool down.
2. Do these activities and record your results: 20 yard dash, vertical jump, lifting a 5 pound weight, push-ups, curls, jumping rope.
3. Make an exercise plan that includes at least three physical activities. Carry out your plan for 30 days, and write down your progress each week.
4. Try a new sport that you have never tried before.
5. With your den, prepare a fitness course or series of games that includes jumping, avoiding obstacles, weight lifting, and running. Time yourself going through the course, and try to improve your time over a two week period.
6. With adult guidance, help younger Scouts by leading them in a fitness game or games.

## Aware and Care

Complete the following Requirements.

1. Develop an awareness of the challenges of the blind or visually impaired through participation in an activity that simulates blindness or visual impairment. Alternatively, participate in an activity that simulates the challenges of being deaf or hard of hearing.
2. Engage in an activity that simulates mobility impairment. Alternatively, take part in an activity that simulates dexterity impairment.
3. With your den, participate in an activity that focuses on the acceptance of differences in general.
4. Do two of the following:
  - a. Do a Good Turn for residents at a skilled nursing facility or retirement community.
  - b. Invite an individual with a disability to visit your den, and discuss what activities he or she currently finds challenging or found challenging in the past.
  - c. Attend a disabilities event such as a Special Olympics competition, an adaptive sports event, a performance with sign language interpretation, or an activity with service dogs. Tell your den what you thought about the experience.
  - d. Talk to someone who works with people who have disabilities. Ask what that person does and how he or she helps people with disabilities.
  - e. Using American Sign Language, sign the Scout Oath.
  - f. With the help of an adult, contact a service dog organization, and learn the entire process from pup training to assignment to a client.
  - g. Participate in a service project that focuses on a specific disability.
  - h. Participate in an activity with an organization whose members are disabled.

## Scouting Adventure

**Adventure Goal:** Introduction to how Scouts BSA patrols and troops work.

**Adventure Requirements:**

Complete the following Requirements.

1. Prepare yourself to join a troop by completing at least a-c below:
  - a. Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain their meanings to your den leader, parent, or guardian.
  - b. Explain what Scout spirit is. Describe for your den leader, parent, or guardian some ways you have shown Scout spirit by conducting yourself according to the Scout Oath, Scout Law, Scout motto, and Scout slogan.
  - c. Give the Scout sign, salute, and handshake. Explain when to use each.
  - d. Describe the First Class Scout badge, and tell what each part stands for. Explain the significance of the First Class Scout badge.
  - e. Repeat from memory the Pledge of Allegiance. In your own words, explain its meaning
2. Visit a Scouts BSA troop meeting with your parent or guardian and, if possible, with your den members and leaders. After the meeting, do the following:
  - a. Describe how the Scouts in the troop provide its leadership.
  - b. Describe the four steps of Scouts BSA advancement.
  - c. Describe ranks in Scouting and how they are earned.
  - d. Describe what merit badges are and how they are earned.
3. Practice the patrol method in your den for one month by doing the following:
  - a. Explain the patrol method. Describe the types of patrols that might be part of a Scouts BSA troop.
  - b. Hold an election to choose the patrol leader.
  - c. Develop a patrol name and emblem (if your den does not already have one), as well as a patrol flag and yell. Explain how a patrol name, emblem, flag, and yell create patrol spirit.
  - d. As a patrol, make plans to participate in a Scouts BSA troop's campout or other outdoor activity.
4. With your Webelos den leader, parent, or guardian, participate in a Scouts BSA troop's campout or other outdoor activity. Use the patrol method while on the outing.
5. Do the following:
  - a. Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.
  - b. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.



6. Demonstrate your knowledge of the pocketknife safety rules and the pocketknife pledge. If you have not already done so, earn your Whittling Chip card.

## **Webelos/AOL Elective Adventure: Castaway**

Complete the following requirements.

1. Complete A. and your choice of B. or C.
  - A. On a campout or outdoor activity with your den or family, cook two different recipes that do not require pots and pans.
  - B. With the help of an adult, demonstrate one way to light a fire without using matches.
  - C. Using tree limbs or branches that have already fallen or been cut, build a shelter that will protect you overnight.
2. Do all of the following.
  - A. Learn what items should be in an outdoor survival kit that you can carry in a small bag or box in a day pack. Assemble your own small survival kit, and explain to your den leader why the items you chose are important for survival.
  - B. With your den, demonstrate two ways to treat drinking water to remove impurities.
  - C. Discuss what to do if you become lost in the woods. Tell what the letters "S-T- O-P" stand for. Tell what the universal emergency signal is. Describe three ways to signal for help. Demonstrate one of them. Describe what you can do to help rescuers find you.

Make a list of four qualities you think a leader should have in an emergency and why they are important to have. Pick two of them, and act them out for your den. Describe how each relates to a point of the Scout Law. Describe how working on this adventure gave you a better understanding of the Scout motto, "Be Prepared."

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**This is a Living Leaders Guide always improving, in need of correction that our scouts build.**

D.