

Webelos Manual



Designed by Worth Gillentine

Pathfinder Spring 2023 Camporee
May 5 – 7, 2023
Shippey Field, Beaumont Scout Reservation

Pathfinder 2023 Spring Camporee

May 5 - 7

Shippey Field –Beaumont Scout Reservation

All 4th grade Webelos/Arrow of Light Scouts are invited to attend the Spring Camporee.

The theme for the Spring Camporee is **Avatar: The Last Airbender**. Plan to attend so your Webelos can help Aang and the gang stop the fire nation from taking over the world by mastering all four elements (fire, water, earth, and air).

At the Camporee, the Webelos Skills Program will be held on Saturday morning, where the Scouts will earn Outdoor Adventurer and complete select skills from **First Responder**.

The afternoon will feature the Avatar- The Last Airbender themed den flag, yell, skit and costume contest, as well as the game, “The Great Bending Olympics” with the Troops.

If your den is in the top three for the competitions, you will earn points toward your Camporee score. “Be Prepared” and come with an **Avatar themed den name; den flag, yell and skit; as well as themed costumes.*

Webelos/Arrow of Light Leader Role

Because the Camporee is skills-focused, we ask Leaders and attending parents to roll-up their sleeves and get “hands on” to help Scouts succeed. A Scouter Volunteer will lead the activities, so no special skills are required. Please review the Outdoor Adventurer requirements in the Webelos Handbook to know what to expect. **Note that a small of pre-work is required; see the description below.**

Food Drive – Do A Good Turn

We will be holding a **Food Drive** for local food pantries. Points will be award based on the number of non-perishable items donated. Details appear later in the manual.

Contacts

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Outdoor Adventurer
<ul style="list-style-type: none">• Locate and Pitch a Tent• Outdoor Weather Safety• Knot Challenge• Outdoor Code/Leave No Trace• Select First Responder Requirements
Pre-work: The planning element of Outdoor Adventurer Requirement #1.

Camporee Information

Troop Sponsorship

Each Cub Pack must be registered with a Boy Scout Troop to camp over the weekend. If you are planning to camp and do not have a sponsoring Troop, we will be happy to work with you to find one. Also see the [Pathfinder Unit Directory](#) for Troop contact information. Consider camping with different units while your Scouts are Webelos/Arrow of Lights. This is a great way to meet Scouts and Leadership to help your Scouts find a Troop that fits their interests.

Meals - Webelos units should coordinate with their sponsoring troop for all meals.

Registration

- Registration opens on **Tuesday, April 11**. Packs must register through their hosting troop. This **must be completed online by Sunday, April 23 at 11:59 pm** to pay the “on time” price.
 - The cost to attend Camporee is **\$12 per attendee** (Scout and/or Adult).
- **Pricing increases to \$17 per attendee** if you have not registered by the “on time” deadline. **Final registration closes Sunday, April 30 at 11:59 p.m.** so we can be prepared.
- All fees are used to cover supplies, camping fees, etc.

Roster

Every unit attending the Camporee (both Pack and Troop) must turn in a roster on Friday night at check-in. Please provide all the information required (name, address, phone, age, etc.). A printed sheet from Excel, Troopmaster, Scoutbook, or some other similar format is acceptable

Den Registration Form

Every Pack must turn in in the Den Registration Page when they turn in their rosters. The form is attached in the back of this manual.

Health Information

Be sure to have health information forms on all your participants (adults and scouts). This information should be readily accessible at your campsite. In case of emergency, all leaders in camp should know its location.

Participation

Camporee events are separated into two programs: Scouts BSA and Webelos. Each program has its own activities and Youth should only participate in the program for their group. However, during non-event times Webelos should spend time with the Troop in all campsite activities (setting up camp, cooking, clean-up, camp games, etc.).

Arrival and Check-In

Do **not** arrive earlier than 5:00 pm on Friday. While camp is being set up, please have an adult come to District Headquarters to check in with complete rosters, Den registration forms, and final payments. **Please check in between 7:00 and 9:00 pm.**

Webelos Leader Meeting: Friday Night at 9:30 at District HQ

Make sure to send a leader to this meeting! We will cover the plans for the weekend, including any last-minute changes to the program, and answer any questions you have.

Religious Services

“A Scout is Reverent”. We ask all leaders to encourage their Scouts to attend the religious service of their choice, in **Field (Class A) uniforms**. Locations of religious services will be shared at the Webelos Leader Meeting Friday evening. Those not attending religious services need to stay quiet in their campsites.

Campfire Program

Saturday night the staff will put on a campfire with skits from the Scouts BSA and Webelos. This is a camp wide activity This is a camp wide activity. Scouts should attend in **Field (Class A) uniforms**.

Roundtable Attendance

New this Spring! Important information about the Camporee is given at the two Roundtables before the event (March and April). The Roundtables are your opportunity to ask questions about the Camporee. Your Den(s) will earn 10 points for each Roundtable a leader in your pack attends for a total of 20 points. (This change was announced at the February Roundtable.)

<h3>Recommended Personal Equipment List</h3>

- A sleeping bag and pad to sleep on
- Pillow (optional)
- At least two complete changes of clothing (plus extra socks...especially if a damp week-end)
- Complete Scout Uniform
- Toiletry items (tooth brush, tooth paste, soap, comb/brush)
- An extra pair of shoes (especially if the weather is wet)
- Outer wear appropriate to the weather (rain gear / poncho / jacket) – think Layers
- Gloves / Hat
- Flashlight
- Water Bottle
- Pencil and paper
- Book bag or day pack
- Other equipment as recommended by your Cubmaster and/or host Scoutmaster. Please be sure to get with your host Troop to determine responsibilities for group gear, site set up, etc.

WEBELOS Program Sessions

Your Pack leadership will be responsible for your group during program sessions, lunch, and their participation in the afternoon activities. Again, because the morning program is hands-on, Pack leadership will need to support the volunteers teaching the Adventure. Please review the Outdoor Adventurer Adventure requirements in the Webelos Handbook to know what to expect.

Pre-work

Please complete the **first portion of Requirement 1, plan a Campout, of the Outdoor Adventurer Adventure** prior to attending the Camporee so your Webelos can earn the adventure.

The Webelos Program will begin Saturday morning at 9 a.m. in Nusser field. The first part of the morning will focus on Outdoor Adventurer. Your group will be assigned to a Volunteer who will lead your Scouts through the achievement. Then, the Eureka Fire Protection District will lead the Scouts through selected First Responder requirements. The first aid requirements that will be covered specifically relate to weather disaster scenarios. ***If your group happens to finish Outdoor Adventurer activities early, stay with your volunteer until time is called. Please be prepared with additional activities to help keep your Den engaged.***

Webelos are not required to wear their full uniform during the day on Saturday; however, a scout related T-Shirt (day camp, mini-camp, etc.) is encouraged. Clothing with offensive language or illustrations is prohibited. If seen with these items on, the Scout will be required to change clothes or leave camp.

What EACH SCOUT Should Bring to the Session Areas

Each scout and adult should bring the following items with them on Saturday morning to the program area:

- **Weather-appropriate clothing:** Rain gear/poncho/jacket is strongly recommended as the weather can change quickly! Watch the forecast to make sure your Scouts have appropriate outdoor wear: hats, gloves, etc., so they stay comfortable and happy! Always think layers.
- **Filled water bottle:** Drinking water may not be available at the program sight.
- **Book bag or daypack:** This is convenient for carrying a coat/jacket, paper and pencil, and your water bottle.
- **A tarp or large sheet of plastic:** Each group should bring one or two of these (depending on the size of your group) to sit on during some sessions. Adults may want to bring chairs.
- **Pencil and paper:** An adult in each group may want to jot down notes about what was completed for advancement.
- **Den Flag:** The flag should be Avatar theme related and include the themed den name.

Schedule

Friday	
5:00 pm	Arrival and setup. Please do not arrive before 5:00 p.m.
7:00 pm-9:00 pm	Check-In @ HQ (turn in roster and den registration form)
9:30 pm	Webelos Leader meeting at HQ
11:00 pm	Lights out / all quiet
Saturday	
6:30 am	Reveille, Breakfast at campsites
8:30 am	Flag Raising/Opening Ceremony at HQ (Uniforms required)
9:00am – 12:00pm	Webelos Event Time – Nusser Field <i>***Koffee Klatch is a Troop Leadership Event only – please stay with your Den***</i>
12:00 pm	Lunch at campsites with Scout Troop
1:00 pm	<ul style="list-style-type: none"> • Avatar-themed Skits, Flag/Yell & Costume Judging • Food Bank – Canned Food Collection <p>Optional Leader Activity Pressurized Fuel Training at District HQ</p>
2:00 pm	Game – The Great Bending Olympics
4:00 pm	Scorecard & Evaluation Form Turn-In at District HQ
5:00 pm	Dinner at campsites
7:00 pm – 7:45 pm	Religious Services (<i>Please wear uniforms</i>) - Those not attending services should stay quiet in their campsite
8:30 pm	Campfire (<i>Please wear uniforms</i>) <i>***The after-campfire program is for Order of the Arrow members only***</i>
11:00 pm	Lights out / quiet
Sunday	
6:30 am	Reveille & Breakfast at campsites
8:30 am	Closing and Award Ceremony at HQ (Uniform required)
9:00 am	Break down camp (Your site must be inspected and approved by your hosting Troop prior to leaving Camp.)

All units must leave camp by 11:00 am.

Point System

Webelos will have the opportunity to earn points and compete to determine which group is awarded 1st, 2nd, and 3rd place Den. Final awards will be announced Sunday morning at closing. Earning points is covered later in the manual.

Points will be awarded for creativity, engagement, Scout Spirit, and teamwork. The Top 3 scoring Dens will receive award plaques to recognize their performance at the closing ceremony on Sunday.

Campsite Inspection	50 points
Camp Gateway	75 points
Game: The Great Bending Olympics	50 points
Winning Den	15 points
Skit Competition	50 points
Top 3 Skits	15 bonus points
Avatar Themed Costume Contest	20 points
Top 3 Costumes	15 bonus points
Den Flag, Theme, and Yell	30 points
Charity Donation	50 points
Evaluation Turn In	10 points
Roundtable Attendance	20 points
Total Points Available for Camporee:	400 points

*** The Top 3 Dens will receive award plaques at the closing ceremony Sunday Morning. ***

Webelos Program - Saturday Morning Events

Outdoor Adventurer - Webelos & Arrow of Light Scouts will complete the Outdoor Adventurer Adventure and select requirements from First Responder if they participate in the morning events. Because the activities are skill building, no points are awarded for these activities. But of course, we want to see Scouts demonstrating the Scout Law with Scout Spirit during activities.

- **Aang Goes Camping** – Outdoor Adventurer Requirements 2 - 6

Frozen in ice for 100 years, Aang has forgotten most of his camping skills. Sokka teaches Aang how to act in the outdoors and how to treat the natural world with respect. He then sends him and his buddies on a challenge to camp with tents & basic camping gear for a weekend. Aang and his crew head out, but as the afternoon wears on, they run into unknown challenges: a rogue fire nation firebender has let a fire get out of control and causes a wildfire and a threatening storm front, with dark clouds and high winds, sweeping in from the west. Can Aang find a good place to complete his camping challenge? Can he deal with the challenges he might encounter?

Pre-work: Outdoor Adventurer Requirement 1 – Plan and Participate in a Campout

- **Wilderness First Aid** – First Responder Requirements – Requirements 3, 4, and 8; partial from 2 & 5
Toph has been out practicing her earthbending skills in the wilderness, miles away from the village where the Avatar crew is staying. She overdoes a ground shift and knocks herself into a ravine and is injured. You and your hunting party are returning to the village and hear Toph crying for help. You have ropes and get down to her easily. Can you treat her injuries?

***Leaders are required to attend the morning program with their dens. ***

Other Events

Campsite Inspection – On Saturday morning, a Staff Member will inspect your Campsite during the Troop Inspection. Points will be award as follows to the Pack (not individual dens).

Tents and flies are properly pitched and organized	Up to 15 points
A properly equipped first aid kit is kept in a common area	Up to 10 points
Area is clean and free of trash	Up to 15 points
Walkway is clear	Up to 10 points
	50 Total Possible Points

Camp Gateway – The Lashed Chairbender

Work with your hosting Troop to create a Gateway for your Campsite. Your host troop is required to use at least 3 lashings. Your den’s contribution is one lashing per den. It would be a good idea to discuss/coordinate with the Troop beforehand. Points will be awarded for displaying Den Flag(s), the quality of the Webelos lashing(s), and Webelos Scout Spirit/participation in helping construct the Gateway.

Displaying Pack/Den flag on the Gateway	Up to 15 points
Overall quality of lashings	Up to 30 points
Scout Spirit (level of enthusiasm, helpfulness, etc.)	Up to 30 points
	Up to 75 points possible

Skit

Prepare a skit for the Camp Staff to judge after lunch. Bring your Den to HQ at 1:00 pm. Your Den will receive up to 50 points for participating in the skit contest. The Top 3 Den's skits will receive 15 bonus points and will perform their skit at the campfire. Make sure the skit is Avatar – The Last Airbender related, Scout appropriate, and well executed.

*Dens must present the attached skit application form when performing their skit. It includes the scoring scheme.

Up to 50 points possible
Top 3 skits: 15 points

Den Flag & Yell

Show off your flag and yell. For the highest possible points, keep it theme related and scout appropriate. Each are worth up to 15 points.

Patrol Flag (15 points)	0 or 5 points	Patrol Yell (15 points)	0 or 5 points
Theme Related	1 – 5 points	Theme Related	1 – 5 points
Overall Design	1 – 5 points	Enthusiasm & Originality	1 – 5 points

Costume Contest

Here's your chance to show the staff the best Avatar – The Last Airbender themed costume. Earn up to 50 points for participating in the costume contest. The Top 3 will receive 15 bonus points & will get to show off their costumes at the campfire.

Costumes will be judged on the following:

- Creativity – How well does the costume show creativity and personality?
- Originality – Does the costume stand out from the rest?
- Complexity – Did the costume take time and effort?
- Theme/Authenticity – How accurate and thorough is the costume?
- Scout Appropriate – Is the costume appropriate for all ages of Scouts?

Up to 20 points
Top 3 skits: 15 points

Canned Food Drive

The scout slogan is “do a good turn daily.” Please fulfill the promise by bringing at least 1 non-perishable food item per registered Webelos Scout to District HQ at the designated time. Please do not bring any glass items. Collected food will be donated to local food pantries.

Points Based on Participation

100% Participation	50 points
75% - 99%	40 points
50% - 74%	30 points
25% - 49%	20 points
1% - 24%	10 points

The Great Bending Olympics

After the 100 years' war, the four nations decided to make the Great Bending Olympics. Your dens have the chance to compete in them! It will be a relay race, requiring 9 scouts. Scouts can do multiple activities if you do not have enough Scouts. Each den will play once, and the top 4 dens with the fastest times will play to be the winner.

- **Airball:** Score a goal with a soccer ball (1 scout)
- **Powerdisc:** Hit 3 poles with a frisbee (1 scout)
- **Penguin Egg:** Safely transfer an “egg” with a spoon (1 scout)
- **Cabbage Sack Race** - A potato sack race, but cabbages (1 scout)
- **Waterbending Range:** Knock over a small tower with a water gun (1 scout)
- **Knot Tying:** Tie three scout knots drawn at random (1 scout)
- **First Aid Carry:** Carry a scout across a short distance using a proper technique. (3 scouts)

Participation and Scout Spirit: 50 points
Winning Den: 15 points

Camp Rules and Guidelines

Camp Code

The Scout Oath and Law is the camp code at all times. Violations of the Scout Oath and Law may result in the individual, or their entire Unit, being asked to leave the event.

Parking

Parking is allowed only in parking areas designated by the staff. Each unit should only park in front of their Troop's camping area. **Please do not park in front of another Troop's campsite.**

We have made it District policy to leave room for a walkway in the grass, between parked cars and each Troop's camping area. This is to allow Scouts to move from campsite to campsite without getting on the road. Please keep this grass easement open after your camp is completely set up.

Garbage

All trash must be put into trash bags and disposed of properly off the Camporee site. **Pack out all trash!** Only use the dumpsters at the Ranger Maintenance Area if they are not already full.

Fires

Ground fires are allowed, but should be placed in existing fire pits if possible.

Pressurized Fuel

Pressurized fuel lanterns and stoves are allowed, and must be operated by Scouts with proper training. Supervising adults must also be trained. All fuel must be properly stored, and away from tents. Optional adult training will be available during the Camporee. See the schedule.

Alcohol, Drugs

Alcohol, drugs are simply not allowed. Period.

Sheath Knives

Sheath knives are not permitted on Council property or at any Council activities.

Transportation

When transporting Scouts in vehicles, they must be in proper passenger seats wearing seat belts at all times. Riding in the back of trucks or on tailgates is prohibited.

Skit Application

This Form needs to be brought with you when you perform your Skit.

The Den skit judging contest will be at **1:00 pm** at Headquarters.
Each Den that performs a skit will earn **points** just for participating.

The top skit will be awarded **bonus points** towards their final score and will perform their skit at the closing campfire. Scoring used to determine the top 3 skits is at the bottom of the page

Remember the Scout Law – a Scout is clean; clean in mind as well as body, so treat your skit accordingly.

Pack Number: _____ Den Name: _____

Name of skit, song, cheer: _____

Brief description of skit: _____

Scoring to determine top three skits

ENJOYMENT How well did you enjoy the skit?	1 - 10	Score _____
ORIGINALITY Did the skit look original or put a new spin on an old skit?	1 - 10	Score _____
PREPERATION Did the Den look like they practiced and were prepared?	1 - 10	Score _____
THEME How well did the skit fit the theme?	1 - 10	Score _____
SCOUT APPROPRIATE Is the skit appropriate for Scouts?	0 or 10	Score _____
Total Score		_____

Den Registration Form

Pack # _____

We Are Camping with Troop # _____

Den 1 Name: _____

Den Leader: _____

How Many Den Members Participating? _____

Den 2 Name: _____

Den Leader: _____

How Many Den Members Participating? _____

Den 3 Name: _____

Den Leader: _____

How Many Den Members Participating? _____

CAMP ROSTER

Event _____ Dates: From _____ To _____

Unit # _____ District _____

Name	Address	Phone	Rank	Age
1.				
2.				
3.				
4.				
5.				
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20.				
Adult Leaders (2 minimum)	Address	Phone	Position	Gender