# NWMS DISTRICT WEBELOS ENCAMPMENT March 22-24, 2013



## ON THE TRAIL OF THE ARROW

March 22-24, 2013 - Camp Currier, Eudora, MS

### Updates for 2013

For 2013, we will stick with same basic format as implemented in 2012 and hope to follow the path of improvement we have seen over the past couple of years. We are maintaining our focus on using this event not only as a showcase and competition for the Webelos, but also to help promote retention through offering opportunities for the Webelos I scouts to earn activity badges to aid in preparing for their Arrow of Light quest and through promoting interactions with the Boy Scouts for the Webelos II scouts.

For 2013, we will be opening the attendance policy to allow packs to bring any of their members to experience the event. Webelos scouts will have priority over any non-Webelos participants in the challenges. If time permits, non-Webelos scouts can sample the activities, but must yield to competing Webelos scouts. Packs are expected to work with their parents to ensure that the younger attendees are properly supervised throughout the entire event. 1st Year Webelos will to have the opportunity to earn Activity Pins as they have in the past. 2nd Year Webelos will be offered more Boy Scout related skill training to prepare them for their transition into Boy Scouts. Events and scoring have been updated again this year to keep the events challenging, but fair to all. Be sure you review the information in this guide and are aware of the changes.

No Refund Policy in effect for 2013. Much of the money paid to attend encampment is spent well before the event arrives to provide supplies for the classes and events. Unfortunately, a no refund policy is necessary to ensure that funds do not fall short.

March 22-24, 2013 - Camp Currier, Eudora, MS

**Important Information and Dates to Remember:** 

Unit Check In: Friday, March 22<sup>nd</sup> 4pm – 9pm – Camp sites assigned at check in. Unit Check Out: Sunday, March 24<sup>th</sup> 9:30am – Noon

Registration will be available via Doubleknot.

#### All Units MUST Be Preregistered.

- Units registered and paid by February 22nd, will receive a \$5 discount per unit and \$5 per scout discount.
- Units registered and paid by March 1st will qualify for the discounted rate above and receive 25 bonus points for their unit.
- Units registered and paid by March 8th, will qualify for the discounted rate above and receive 15 bonus points for their unit.

#### Attention Unit Leaders: You must have the following items for check in:

- Medical forms for all attendees in your camp.
- Permission slips for attendees under 18 years old.
- Copy of the Guide to Safe Scouting
- Completed copy of the Unit Leader Confirmation Letter

In order to ensure that your AOL recipients receive their AOL awards, names must be submitted to bwolfe01@comcast.net or iam1bigdaddy@comcast.net by March 1<sup>st</sup>.

All unit leaders are asked to wear the same Class B uniforms that their units are wearing during activities on Saturday. Only encampment staff should be wearing Class A uniforms during the activity periods.

#### **Opportunities for Bonus Points:**

Units can earn 15 Bonus Points for attending the March Roundtable. Units can earn 15 Bonus Points for attending the Friday night Cracker Barrel.

#### **Volunteers Needed:**

All units are asked to provide at least one volunteer for each class or activity period. Units that provide volunteers to help with classes or events will receive 15 bonus points for their unit. Units that volunteer to run an event/class will receive 25 bonus points added to their overall score.

#### Fees

\$25 Unit Registration Fee (includes 2 patches)(\$20 if registered by 2/22/13) \$20 Per Webelos Scout (\$15 if registered by 2/22/13) \$5 Extra Patch \$5 Siblings\*

\* Parents of siblings must remain with the siblings at all times. Parents will be recruited to help run events to occupy siblings. All children must be registered and have a permission slip and medical form on file with the unit leader.

March 22-24, 2013 - Camp Currier, Eudora, MS

#### Leader's Cracker Barrel - Cubmaster and/or Webelos Leaders only

Unit Leaders should plan to attend a Cracker-Barrel Friday evening from 9:15pm to 10pm at the Dining Hall to get information on any changes, last minute instructions and to review the procedures for the next day's events. At this time we will go over the details for the emergency procedures for the weekend.

#### Each unit must have a representative at this meeting.

\* Extra points awarded to units who have a representative at Cracker-Barrel. **No Smoking at Cracker Barrel.** 

#### **Saturday Campfire Ceremony Information**

Parents and family are urged to attend the campfire ceremony Saturday night. It will be an impressive event for younger Cub Scouts to witness.

All Scouts and Leaders should wear Class A uniform to the campfire ceremony.

To conclude the campfire, we will be conducting an Arrow of Light recognition ceremony.

\*Note: The NWMS District will recognize those scouts who have earned their Arrow of Light award and will present a token of achievement during the campfire program, but we will NOT be awarding the actual Arrow of Light badge. This should be done within the unit itself so the boys are recognized among their peers for this achievement.

The Council Ring will be blocked off prior to the campfire ceremony to allow for setup. Please do not enter the Council Ring Area until asked to do so.

We will make arrangements for individuals who need extra time to get to the campfire, are disabled, etc. Notify us at check in or see the contacts page in this document.

UNIT LEADERS: You are responsible for your parents. Make sure that all parents are aware of the rules inside Camp Currier, see next page for Currier Rules. General Rules for Encampment

- 1. Units should move together to all assemblies with no lagging behind. Units could run out of time if all members aren't at events on time.
- 2. Any use of tobacco should be out of sight of the scouts. This applies to all leaders and parents.
- 3. For the safety of all attending, Cub/Webelos scout aged children must NOT have possession of any type of knife, hatchet, axe, saw, pointed stick, walking stick, or burning stick in the public areas of the camp. If the scouts have earned their Whittling Chit, then it is up to the discretion of the unit leaders if they will allow the scouts to have pocketknives inside the pack campsites. Should the boys have knives in the campsites, encampment staff reserves the right to ask the boys to show their Whittling Chit card. If they do not have the card on them at the time, 25 points will be deducted from the unit scores.

- 4. Adults and leaders are asked to wear the same Class B uniform their unit is wearing. This helps identify which adults and leaders are with which group.
- 5. Campsites must be cleaned and inspected before you leave on Sunday. Encampment patches will be presented to leader at final inspection.
- 6. No pets of any type. Units with pets in their campsite will have 50 points deducted from their score.

March 22-24, 2013 - Camp Currier, Eudora, MS

#### **Camp Currier Rules**

- 1. Speed limit is 15MPH throughout the camp.
- 2. No alcohol or drugs at any time. Failure to comply with this will result in an escort off the premises.
- 3. No parking or driving in the campsites. Load and unload from the road. Unit trailers can be parked on the side of the site, but will be inspected as part of the judged camp area.
- 4. No blocking of roads, emergency vehicles need to be able to move freely throughout the camp in case of emergencies.
- 5. All vehicles must be parked in camp parking areas only, no driving or parking on the activity fields.
- 6. No digging in the campsites.
- 7. No nails in any tree or cutting of live trees.
- 8. No pets of any type.
- 9. Fires must be in fire pits at least 8" off the ground and must be attended at all times. When putting out a fire, it must be out with cold water. After putting out your fire, neatly stack any reusable firewood out of the mower's path. Please restore the fire area back to a natural state.
- 10. When ready to check out, remove all gear and police all of your campsite and common areas (water point, parking lot, etc.) Wash out latrines using water. The Camp Ranger must do the final inspections before unit will receive patches.
- 11. Plan to "pack in, pack out". The dumpster onsite is not large enough to hold all the trash generated during events such as Encampment and could be locked. Please make arrangements to haul trash off site when you leave the event.

March 22-24, 2013 - Camp Currier, Eudora, MS

#### What to Bring

Your unit is responsible for bringing all necessary food, cooking and camping gear, etc. for a full weekend camping trip. Your individual Webelos Scouts will need to pack for a normal weekend outing. Scout uniform, change of clothing, sleeping bag, hygiene items, mess kit (if your unit requires it), flashlight, rain gear, etc. Scouts will be required to wear their Class "A" uniform to the Opening and Closing flag ceremonies and the Saturday night Campfire / Arrow of light Ceremony. Scouts may want to bring a notebook and pencil to take notes during the activity badge classes. Unit leaders must ensure that they have brought all forms and documentation necessary for check in such as tour permit, permission slips for each scout and medical forms on every camper and a copy of the Guide to Safe Scouting.

What NOT to Bring - Scouts are not allowed to bring the following: Radios, MP3 players, cell phones, or portable game devices — This is an outdoor event and often involves dirt, rain, mud and activities that aren't compatible with delicate electronics. Use of walkie-talkies should be limited to leaders and only in emergencies. Failure to comply could result in lost points for your unit.

Footballs, basketballs, soccer balls, kick balls, Nerf products, Frisbees, etc. — Camp sites will likely be close together and throwing or kicking objects in an area filled with people, items that can be knocked down or broken, open flames and a cooking area is not generally a good idea. Failure to comply will result in confiscation of the item and could result in lost points for your unit.

Knives, "Leatherman" type multi-tools, hatchets, axes and bow saws – Any Webelos Scout carrying a knife, Leatherman, etc, outside of their marked-off campsite, even if they have their Whittling Chit, will be in violation of rules and will cause their unit to lose 50 points off their total score. Axes, hatchets, etc should be limited to the campsite "chop yards".

\*\* Per BSA rules, no Webelos Scout can enter the marked off area.

Unit leaders must sign the confirmation letter on the back page of this guide and turn in at registration. This letter will confirm that the leader is aware of this information and has reviewed this information with the parents.

March 22-24, 2013 - Camp Currier, Eudora, MS

## Friday March 22<sup>nd</sup>

4:00pm - 9:00pm Check-in & Campsite Set Up 9:15pm-10:00pm Leader's Cracker Barrel

10:30pm Lights out

## Saturday March 23<sup>rd</sup>

6:30am Reveille 6:30am - 8:00am Breakfast

8:00am - 8:15am Assemble at the flagpole (Class A)

8:15am - 8:45am Uniform inspections and Opening Ceremony (Class A)

8:45am - 8:55am Change in to Class B uniform

Unit leaders: Plan to have someone collect Class A uniforms at

the flagpole so scouts can get to classes on time.

9:00am - 10:00am Class Period I 10:00am - 11:00am Class Period II

11:00am - 12:00pm Campsite Skill/Activity Demonstration - Group I

12:00pm - 1:30pm Lunch & Ready Campsite for Inspections

1:30pm - 2:30pm Campsite Skill/Activity Demonstration - Group II

2:30pm – 5:00pm Activities and Challenges

5:00pm - 5:30pm Activity Tear Down and Clean Up Period – All Scouts

Assisting

5:30pm - 7:30pm Supper/Rest

7:00pm Deadline to turn in Dutch Oven dish for judging (Dining

Hall)

7:30pm - 7:45pm Assemble at Dining Hall

7:45pm - 8:00pm Closing Ceremony & Lowering Flag (Class A)

8:00pm - 9:30pm Campfire Ceremony (Class A)

11:00pm Lights out

## Sunday March 24th

7:00am Reveille

7:00am - 9:00am Breakfast & Campsite Clean up 9:00am - 9:30am Devotional Service - Council Ring

9:30am – noon Final Campsite Inspection & Check Out\*

<sup>\*</sup>Campsites must be inspected before units are allowed to depart camp. Unit Scores and event patches will be distributed at the campsite when inspected

March 22-24, 2013 - Camp Currier, Eudora, MS

ATTENTION UNIT LEADERS: The intent of this guide is to be the documented source for the judging of all competitions included in encampment. In the event of any discrepancy between information in this guide and any other related materials, this guide supersedes that information for the purpose of this event.

#### **Class Periods**

This year classes will only be offered during 2 class periods in the morning. It will not be necessary to register for classes this year as scouts will be placed in classes based on their rank. Classes may vary depending on volunteers available. 2nd Year Webelos will have the opportunity to take Boy Scout skills-related courses to prepare them for their transition to Boy Scouts.

#### **Activity and Challenge Periods**

This year we will be combining our competitive challenges with some "just for fun" activities to allow the scouts the opportunity to participate in activities solely for their enjoyment.

#### **Just for Fun Activities**

Since we are asking each unit to host at least one "just for fun" activity, our activity list is still in progress. Please send an email to <a href="mailto:bwolfe01@comcast.net">bwolfe01@comcast.net</a> or <a href="mailto:iam1bigdaddy@comcast.net">iam1bigdaddy@comcast.net</a> to let us know what activity your unit would like to host.

#### **Challenges/Competitions**

As in years past, we will have a number of opportunities for scouts to show off their abilities and compete against other patrols in attendance. This year, we will offer 8 different areas for Webelos to compete against their peers and show off their skills. This year's challenges will include the following:

- 1. Uniform Inspection
- 2. Flag Etiquette
- 3. Scout Spirit
- 4. Physical Feats
- 6. Tarp Tent / Scout Skills
- 7. Campsite Inspection
- 8. Scout Knowledge

Details and preparation guides for challenges can be found in the back of this document. In the event a unit has more scouts that needed to compete in an event, the unit may choose which scouts will participate. Scouts may not "sit out" an event unless their unit exceeds the number of participants. Scouts must indicate who will participate in each challenge phase as they approach the judges.

March 22-24, 2013 - Camp Currier, Eudora, MS

#### **Scored Events:**

- 1. **Uniform Inspection** (Class A) Conducted at the morning assembly at the flagpole. Uniforms will the checked that they are neat, worn properly, and that all insignia is properly displayed.
- 2. **Flag Etiquette** Units will show their knowledge and ability to properly perform tasks related to the American Flag. Units may be asked to properly raise, lower or fold the flag. Scores will be based on time and quality of work.
- 3. **Unit Cheer/Spirit** Units should be prepared to show their spirit at each event. Patrol flags, yells or cheers will be the admission into each activity. Spotters will also be roaming the grounds all day looking for units who display unit cheer by proudly carrying their unit flag with them to events, proudly (loudly) doing their patrol yells and any other creative ways they can think of to portray their unit pride.
- 4. **Physical Feats** Units will have the opportunity to participate in obstacle course and relay race events. Scores will be based on time, teamwork and sportsmanship.
- 6. **Scout Skills** Scouts will have the opportunity to show off their scout skills and abilities including knot tying, lashing and even some simple first aid. See pages 10 12 for details on the scout skills events offered.
- 7. **Campsite Inspection** See page 13 for a sample inspection sheet.
- 8. **Scout Knowledge** Scouts will be asked a series of questions to demonstrate their overall scouting knowledge. Scores will be based on percentage of correct answers and time to complete the questions. See pages 14-15 for a list of questions.

Overall scores for units will be a combination of points scored in events above, bonus and volunteer points each unit earns. Winners will be announced at the campfire on Saturday evening.

Judges will be on the lookout for scouts who are willing to do the right thing without being asked or told to do it. Scouts will have the opportunity to "**pick up**" additional points if they are caught in the act of doing the right thing on their own. This could be an opportunity to "**pick up**" some extra points throughout the day and "**trash**" the competition.

March 22-24, 2013 - Camp Currier, Eudora, MS

## Challenge: Constructing a Tarp Tent

Knots Used: Two Half Hitch and Taut Line.

Time Limit: 15 Minutes / Bonus points for finishing in less than 5 minutes.

For this event, scouts will need to construct a Tarp Tent in the specified area using the supplied tarp, ropes, and rocks.

NOTE: If a standard tarp with grommets is provided, do not use the grommets to construct your tarp tent.

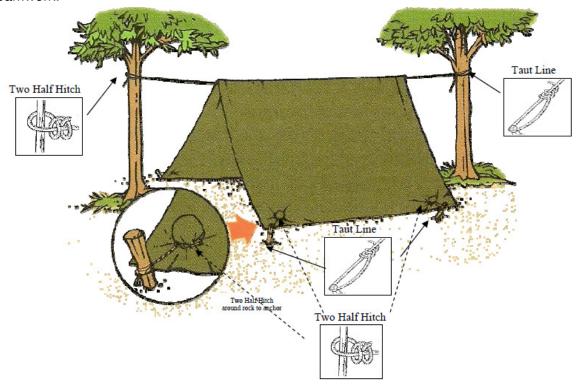
\* Points will be subtracted.

Scouts should tie a rope around a tree using a two half hitch on one end, then connect to the other tree using a taut line to allow for tightening the ridge of the tent. Scouts will use the supplied rocks for an anchor on each of the four corners of the tarp. Scouts will use two half hitch knots on one end of the remaining ropes to secure the rocks in place. The other end of each of the corner ropes should be tied to the 4 supplied pegs with a taut line. Pegs may be moved if needed.

Scouts may complete the steps of this challenge in any order they wish, but the knots and locations should match this guide.

While there are multiple ways to complete this challenge, for the purpose of this event, the judges will refer to this document for the correct knots and locations. Judges will also be looking at neatness of the work as well as how well the scouts work together as a team.

\* Teams will have the opportunity to earn additional points in this event for neatness and teamwork.



March 22-24, 2013 - Camp Currier, Eudora, MS

## **Challenge:** Constructing a Stretcher

Knots Used: Scouts Determine

Time Limit: 15 Minutes / Bonus points for finishing in less than 5 minutes.

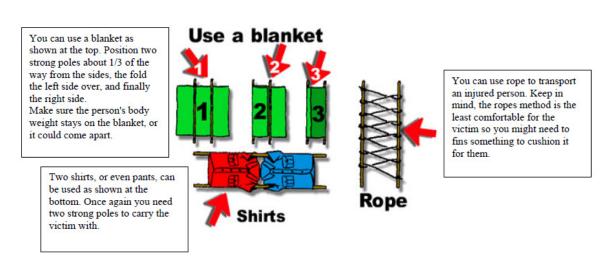
For this event, scouts will need to construct stretchers and carry victims to safety.

Scenario: Joe Camper and his faithful canine companion Roadkill were out for a pleasant weekend camping in the WeePewPew Forest. Joe and Roadkill were setting up camp when tragedy struck. Something spooked the animals of the forest causing a stampede of 10,000 terrified skunks. Thankfully for Joe and Roadkill your scout patrol is out for a hike. After you stop and wait for your leader to give the ok, you rush to check on our victims. Thankfully neither is injured, but the smell of 10,000 angry skunks was too much for them to handle and they are both passed out cold. You can't leave them in the forest because they might get eaten by a bear, so your patrol decides to build stretchers and carry them to the local ranger station. All you have to work with is what's left of Joe and Roadkill's campsite after the skunks demolished it and other forest animals carried off all the good stuff to make their lives more comfortable.

Scouts will gather at the starting line. At the starting signal scouts will first go to the victims and check on their condition. After verifying the victims are ok, scouts will search through the debris of the campsite to find materials for stretchers. Scouts must build one stretcher, carry the victim to the ranger station (finish line) and set the victim on the ground without dropping him. For safety, the stretcher must be carried by 4 scouts, one on each corner (exception made for groups smaller than 4). For groups with more scouts than are needed to carry the stretcher, the remaining scouts will each have to pick a wild animal and make wild animal noises while transporting the victim. **Scouts may not reenter the area until all scouts have reported to the ranger station (crossed the finish line).** Scouts will then return to victim #2, locate materials for and assemble a second stretcher and transport victim #2 to the ranger station. Task is completed when all scouts cross the finish line for the second time.

If the stretcher collapses or the victim falls off, the patrol and the victim must return to the victim's original location, reassemble the stretcher and make a second attempt to transport the victim to safety.

Some examples are given below; any of these are acceptable for this competition. However, scouts should be prepared to adapt since it's possible that some items below may have been substituted. While substitutions add complexity to the solution, patrols that are creative enough to assemble stretchers from materials other than those below will have the opportunity to earn bonus points for adapting. Scouts should carefully consider their chosen materials and inspect them for any flaws that might result in a stretcher failure and injured victim.



## **2013 Webelos Encampment**March 22-24, 2013 – Camp Currier, Eudora, MS

## CAMPSITE INSPECTION CHECKLIST

UNIT
Points (0-5 each)
<ul> <li>1. GENERAL CAMPSITE <ul> <li>a. Unit and U.S. flags at camp entrance; properly displayed</li></ul></li></ul>
<ul> <li>4. TENT AREAS <ul> <li>a. Tents set up in orderly manner/5</li> <li>b. Webelos camp separate from parent/siblings/5</li> <li>c. Tents set up properly (Stakes &amp; Poles)/5</li> <li>d. Tents closed - gear stowed properly/5</li> <li>e. Area clean, neat, and orderly - free of litter/5</li> <li>f. Camp craft built by patrols/Bonus</li> </ul> </li> </ul>
TOTAL SCORE/100

March 22-24, 2013 - Camp Currier, Eudora, MS

## Scouting Knowledge Questions:

- 1. What is the first badge you receive as a Boy Scout? (Scout)
- 2. What is the only Cub Scouting badge that can be worn on the Boy Scout Uniform?

(Arrow of Light)

3. Repeat from memory the Law of the Pack.

(The Cub Scout follows Akela. The Cub Scout helps the pack go. The pack helps the Cub Scout grow. The Cub Scout gives goodwill.)

4. What does Akela mean?

(Good Leader)

5. What is the Boy Scout motto?

(Be Prepared)

- 6. What is the Cub Scout motto? (Do Your Best)
- 7. Repeat from memory the Cub Scout Promise.

(I, \_\_\_\_\_, promise to do my best, to do my duty to God and my country, to help other people, and to obey the Law of the Pack.)

- 8. How many activity badges are there in the Webelos program? (twenty)
- 9. How many activity badges are required for the Webelos badge? (three)
- 10. Name the activity badges that are required for the Webelos badge. (Fitness, Citizen, and one other from a different activity badge group.)
- 11. How many activity badges are required for the Arrow of Light award? (eight)
- 12. Name the activity badges that are required for the Arrow of Light award? (Fitness, Citizen, Readyman, and Outdoorsman, at least one from the Mental skills group, one from the Technology skills group, one more of your choice, plus the badge of your choice you earned to receive your Webelos badge.)
- 13. What should the seven rays of the sun, over the Arrow of Light badge remind you of?

(To do your best daily, seven days a week.)

14. What does the Arrow of Light badge tell everyone that you have prepared yourself for?

(To be a Boy Scout or Scouting)

15. What does WEBELOS mean?

(We'll be loval Scouts.)

March 22-24, 2013 - Camp Currier, Eudora, MS

2nd Year Webelos are responsible for knowing the answers for all 20 questions contained in this guide, 1-15 on the previous page and questions 16 – 20 below.

#### 16. Repeat from memory the Boy Scout Oath.

(On my honor, I will do my best, to do my duty to God and my country and to obey the Scout Law; to help other people at all times, to keep myself physically strong, mentally awake and morally straight.)

#### 17. What is the Boy Scout Law?

(A scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean and reverent.)

- 18. Demonstrate the Boy Scout sign and salute.
- 19. Demonstrate the Boy Scout handclasp.
- 20. What is the Boy Scout Slogan?

(Do a good turn daily)

March 22-24, 2013 - Camp Currier, Eudora, MS

#### **Adult Competitions**

**Dutch Oven Cook off** – There will be two categories: Dessert and Other (main dish or side item). Items must be delivered to the Dining Hall by 7:00pm for judging. <u>Your unit may enter multiple times</u>, but can only win once.

### Contact Information

If you need to contact event staff during Encampment while on the grounds of Camp Currier, see contact information below:

**Encampment Directors:** 

Brian Wolfe 901-483-7563, <a href="mailto:bwolfe01@comcast.net">bwolfe01@comcast.net</a>
Russell Sinclair 901-268-9751, <a href="mailto:iam1bigdaddy@comcast.net">iam1bigdaddy@comcast.net</a>

District Executive: Alex Pelletier apellet@bsamail.org

#### **DIRECTIONS TO CAMP CURRIER**

9700 Highway 304, Hernando, MS

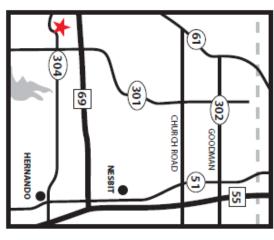
From Memphis, take I-55 South to Hernando exit #280 which is Highway #304.

Proceed west on highway #304 through Hernando town square and on to Eudora, MS which is approximately 10 miles.

Continue through Eudora, past intersection of Highway #301 & Highway #304 for approximately one mile.

Camp Currier road will be on your right before you enter a left hand curve. Look for the yellow sign which says "Camp Currier Rd."

Camp Ranger is Dennis Johnston - 662-429-6931



- •Travel south on I-55 to the I-69 exit.
- •Take I-69 west to the Highwy 301 exit
- Exit onto 301 heading south.
- Arriving at the 4-way stop at Hwy 304, turn right, heading west.
- After a mile or so, Hwy 304 will make a sharp turn to the left. You will veer right at the Camp Currier sign.
- Take the first right into the camp.
- Speed Limit in camp is 15mph.
- Please unload vehicles and remove them from the site BEFORE setting up camp.
- Vehicles to be parked in the designated areas only.



March 22-24, 2013 - Camp Currier, Eudora, MS

## **Unit Leader Letter of Confirmation**

This signed letter must be turned in at registration.

By signing below you are confirming that:

- You are familiar with all the rules and changes contained in the 2013 Webelos Encampment Leader's Guide.
- You have reviewed the rules and information regarding items not allowed at encampment as well as the consequences for infractions with your parents.
- You have informed your parents that only registered and active Webelos will be allowed to take part in the Encampment events and classes.
- You and the unit parents understand that the leader's guide will be the judges' resource for scoring events and that it supersedes any other material or documentation on the matter.

Unit Number:	City / St:
Leader's Signature:	
Leader's Name (Print):	