

RIVERSIDE DISTRICT'S WEBELOS WOODS LEADER AND PARENT GUIDE



NOVEMBER 15 – 17, 2024
WICKHAM PARK YOUTH CAMPING AREA
2500 PARKWAY DR., MELBOURNE, FL

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GENERAL SCHEDULE

Friday, November 15

| | |
|-----------------|--------------------------|
| 5:00pm -10:00pm | Check-In / Set up camp |
| 10:00pm-10:15pm | Leader / SPL Meeting |
| 11:00pm | Light's Out / Quiet Time |

Saturday, November 16

| | |
|-----------------|--------------------------|
| 6:30am | Reveille |
| 7:00am-9:00am | Breakfast |
| 9:00am-9:30am | Opening Flag |
| 9:30am – noon | Activities |
| Noon – 1:30pm | Lunch |
| 1:30pm – 3:30pm | Activities |
| 3:30pm-4:30pm | Visit with Troops |
| 4:30pm-5:00pm | Closing Flag |
| 5:00pm-7:00pm | Dinner |
| 8:00pm-9:00pm | Campfire Program |
| 11:00pm | Light's Out / Quiet Time |

Sunday, November 17

| | |
|---------------|------------------------|
| 6:30am | Reveille |
| 7:00am-9:00am | Breakfast |
| 9:00am-9:30am | Scout's Own |
| NLT 11:00am | Break Camp / Check-Out |

MAP

To be provided at Check-in. See Appendix C.

REGISTRATION

Participation in the November 2024 Webelos Woods “Riverside Tea Party” is open to both Webelos and Arrow of Lights, Scouts BSA, registered Scouters, and parents/adults. Webelos/AOLs will be camping as patrols. Parents are invited to attend this event but should be camping and cooking separately from the Scouts. There will be sessions designed for parents sprinkled through the weekend. We suggest that all Webelos and AOL parents attend these sessions.

Registration is available through the Councils online registration system or at [\[https://scoutingevent.com/083-RiversideWebelosWoods.\]](https://scoutingevent.com/083-RiversideWebelosWoods.)

Everyone must check in at the check in station or HQ to receive their camp site info. All camp sites will be inspected by staff before departure to receive patches, ribbons, or other awards.

CHECK-IN PROCEDURES

Check-in WILL BEGIN AT 5:00 p.m. ON FRIDAY, November 15, 2024. Check-in does not begin before 5:00 pm; Troops wanting to arrive early will need to contact Christopher Ratzel. Check-in will be at the headquarters. All registered scouters listed on the adult roster who will be staying at camp more than 24 hours must have a current Youth Protection Training Certificate and current registration.

PARKING AND TRANSPORTATION

Only one vehicle per unit towing trailers or carrying unit gear will be allowed in camp for up to disconnect the trailer or unload gear and return to parking lot. This needs to be completed as quickly as possible. Please park in the designated area.

INFORMATION / LOST AND FOUND

Staff will man the headquarters throughout the weekend for your safety needs, information, and questions concerning general assemblies, flag ceremonies, events, and lost and found.

Lost and found will be located at the headquarters throughout the weekend. Any unclaimed gear will be brought to the November and December Riverside Roundtables. Gear still not claimed by then will be donated.

HEALTH FORMS

A copy of your BSA Health and Medical Form, Parts A & B (one for everyone in your group including Scouts and adults) must be completed prior to arrival. These forms must be collected and retained by a responsible adult in your group. Any sickness and/or health incident must be reported to the camp headquarters.

PATROL SYSTEM

Our Cub Scouts experience wonderful activities, but few are exposed to the fun that Scouting under the Patrol Method offers. Webelos Woods is designed to allow Webelos and Arrow of Lights to experience what it is like to camp and act under the Patrol Method with older Scouts guiding and leading the way. Webelos Woods also gives participating older Scouts the opportunity to share the skills they have learned with younger Scouts, thus improving their leadership and camping skills while providing fellowship and positive role modeling. Webelos/AOLs will camp with their dens for the weekend much like a Patrol in a Scouts BSA troop.

UNIFORMS

Friday; arrive in Class A, Field Uniform

Saturday; Flag Ceremony, Class A, Field Uniform. For Activities, Class B Uniform

Sunday; Scouts Own Ceremony, Class A, Field Uniform.

LEADER'S MEETING

Each Webelos/AOL Den Leader, Denner (or Patrol Leader), and Cubmaster or his/her designated representative **MUST** attend the Cracker Barrel on Friday evening, November 15, 2024, at 10:00 p.m. at the HQ. Remember to leave 2-deep leadership at the campsite. Questions about Check-In materials received, or the schedule of activities can be resolved at this time. Any additional information on activities will also be presented at this meeting.

LIGHTS OUT

Lights out will be at 11:00pm Friday and Saturday nights. There should be no activities planned after this time. A Scout is courteous.

TRASH

Each patrol will have its own plastic bags for garbage. Each patrol is to take its garbage out of camp as they are checked out. Campsites will be inspected at the end of Webelos Woods.

DRINK WATER

The park does have potable water however, campsites do not have water in them, so each patrol should bring a water container that can be filled at the bathhouses located throughout park.

BATHROOMS

Please keep them as clean as possible. We urge everyone to supply their own hand sanitizer.

CAMPING

All sites will be clearly marked. Please stay within your unit's boundaries. If for some reason you need more space, please see a staff member to help you with this issue. We have more than enough green space to accommodate everyone comfortably.

CAMPFIRE PROGRAM

There will be a camp wide campfire program on Saturday evening that will feature a variety of songs, skits, and cheers performed by the Scouts. Patrols are encouraged to join in the fun and should plan what they would like to do beforehand. Scouts wanting to perform must sign up prior to the campfire on Saturday evening. Details on how to sign up will be provided at the leaders meeting on Friday evening.

Appendix A - ACTIVITIES

Activity 1 Spies Among Us - Invisible ink & Coded Messages

Dr Joseph Warren (June 11, 1741 – June 17, 1775) was an American physician who played a leading role in Patriot organizations in Boston during the early days of the American Revolution, eventually serving as President of the revolutionary Massachusetts Provincial Congress. It was Joseph Warren, who would direct Paul Revere and William Dawes to warn the two leaders that British soldiers were heading toward their sanctuary in Lexington, MA to arrest them on 18 April 1775. The British forces, upon taking the field, placed Warren's body in a common mass grave. His remains were later identified by Paul Revere, who identified him by the set of false teeth he had fashioned for him.

Points for Deciphering your secret mission.

1 minute - 10 points

2 minutes - 9 points

3 minutes - 8 points

4 minutes - 7 points

5 minutes - 6 points

6 minutes - 5 points

7 minutes - 4 points

8 minutes - 3 points

9 minutes - 2 points

10 minutes - 1 point

Decoding Messages

Participants: 8

Staff: 1

Equipment Needed:

Lemon juice

Water

Cotton swabs

Paper

Baking soda

Stopwatch

Activity 2 The Old North Church - Light the Lantern

Visit the site that launched the American Revolution! Built in 1723, Boston's oldest church is best known for the midnight ride of Paul Revere and "One if by land, two if by sea." The place for the signal, the Old North Church in Boston's North end was chosen for two reasons. One was that the Old North was at the time the tallest building in Boston. Even today its steeple is easily visible from far away in many directions standing high at 191 feet the evening of April 18, 1775, Robert Newman and John Pulling quietly entered Old North and carefully climbed to the top of the church's bell tower. They briefly hung two lanterns near the windows and made their escape. Despite its historical significance, the "One if by Land Two if by Sea " signal was just a backup plan. It was meant to warn patriots in Charlestown, a borough across the river from Boston in case the messenger himself could not make it there from Boston to start his ride. Why did the deacon in Boston hang two lanterns from his church? It was a signal because the British were using the Charles River to cross into Cambridge. Where did the British soldiers move on to after Lexington? A battle of the Revolutionary War that occurred in Massachusetts after the Battle of Lexington in 1775.

Flint & Steel - points for lighting a candle.

1 minute - 10 points

2 minutes - 9 points

3 minutes - 8 points

4 minutes - 7 points

5 minutes - 6 points

6 minutes - 5 points

7 minutes - 4 points

8 minutes - 3 points

9 minutes - 2 points

10 minutes - 1 point

Fire building

Participants: 4

Staff: 1

Equipment Needed:

4 Candles

4 Flint & Steel

Stopwatch

Activity 3 The Midnight Ride - Rope & Saddle Paul Revere's Horse

Samuel Larkin was a local stable owner who kept horses for use by others. When Paul Revere got the word that the British were Coming, he rushed to the stable and hired Brown Beauty for the ride.

Points for Brown Beauty, the horse that made the Midnight Ride

1 try - 10 points

2 tries - 9 points

3 tries - 8 points

4 tries - 7 points

5 tries - 6 points

6 tries - 5 points

7 tries - 4 points

8 tries - 3 points

9 tries - 2 points

10 tries - 1 point

Ring toss

Participants: 4

Staff: 1

Equipment Needed:

4 Horse heads (Stick horses)

Rings

Activity 4 Lexington Green - Make a Blanket & Pole Litter

The British marched into Lexington and Concord intending to suppress the possibility of rebellion by seizing weapons from the colonists. Instead, their actions sparked the first battle of the Revolutionary War. The Battles of Lexington and Concord on 19 April 1775, the famous 'shot heard 'round the world', marked the start of the American War of Independence (1775-83). Politically disastrous for the British, it persuaded many Americans to take up arms and support the cause of independence. The first battle of the Revolutionary War, fought in Massachusetts on April 19, 1775. British troops had moved from Boston toward Lexington and Concord to seize the colonists' military supplies and arrest revolutionaries.

Make litter and move all patriots.

1 minute - 10 points

2 minutes - 9 points

3 minutes - 8 points

4 minutes - 7 points

5 minutes - 6 points

6 minutes - 5 points

7 minutes - 4 points

8 minutes - 3 points

9 minutes - 2 points

10 minutes - 1 point

Litter bearing

Participants: 4

Staff: 1

Equipment Needed:

Two long poles

Blanket

Stopwatch

Activity 5 Dr. Joseph Fiske takes Charge - First Aid Challenge

Eight Lexington men were killed, and ten were wounded. The only British casualty was a soldier who was wounded in the thigh. The eight colonists killed were John Brown, Samuel Hadley, Caleb Harrington, Jonathon Harrington, Robert Munroe, Isaac Muzzey, Asahel Porter, and Jonas Parker.

Stop the Bleeding

1 minute - 10 points

2 minutes - 9 points

3 minutes - 8 points

4 minutes - 7 points

5 minutes - 6 points

6 minutes - 5 points

7 minutes - 4 points

8 minutes - 3 points

9 minutes - 2 points

10 minutes - 1 point

First Aid relay

Participants: 4

Staff: 1

Equipment Needed:

Index cards with first aid problems written on them.

First aid supplies

Stopwatch

Activity 6 Minutemen Assemble - Map Making Lexington to Concord

Minutemen were a small hand-picked elite force which were required to be highly mobile and able to assemble quickly. Minutemen were selected from militia muster rolls by their commanding officers. Typically, 25 years of age or younger, they were chosen for their enthusiasm, reliability, and physical strength. The first minutemen were organized in Worcester County, Massachusetts, in September 1774, when revolutionary leaders sought to eliminate Tories from the old militia by requiring the resignation of all officers and reconstituting the men into seven regiments with new officers. They were known for being ready at a minute's notice, hence the name. Minutemen provided a highly mobile, rapidly deployed force that enabled the colonies to respond immediately to war threats. They were an evolution from the prior colonial rapid-response units.

Points for making a usable Map.

1 minute - 10 points

2 minutes - 9 points

3 minutes - 8 points

4 minutes - 7 points

5 minutes - 6 points

6 minutes - 5 points

7 minutes - 4 points

8 minutes - 3 points

9 minutes - 2 points

10 minutes - 1 point

Map Making

Participants: 8

Staff: 1

Equipment Needed:

Paper

Pencils

Compass'

Stopwatch

Activity 7 North Bridge - bridge building over the Concord River

Concord's North Bridge where the "shot heard round the world" was fired, April 19, 1775.

Significance: Concord's North Bridge is where colonial minutemen and militia were first ordered to fire upon British soldiers. The first British soldiers of the American Revolution died here. Three British soldiers were killed and nine wounded. On the provincial side two were killed and four wounded. This first instance of Americans fighting in military order and firing to deadly effect on British troops was a key turning point in the Battles of Lexington and Concord.

Assemble a model bridge that patriots can cross without lashings.

1 minute - 10 points

2 minutes - 9 points

3 minutes - 8 points

4 minutes - 7 points

5 minutes - 6 points

6 minutes - 5 points

7 minutes - 4 points

8 minutes - 3 points

9 minutes - 2 points

10 minutes - 1 point

Da Vinci Stick Bridge

Participants: 4

Staff: 1

Equipment Needed:

Jumbo popsicle sticks (multi-colored)

Instructions

Stopwatch

Activity 8 Barrett Farm - ladder to the barn loft

James Barrett Farm. The Col. James Barrett Farm (Barrett's Farm) is a historic American Revolutionary War site in Concord, Massachusetts, associated with the revolution's first battle, the 1775 battles of Lexington and Concord. On April 19, 1775, British Regulars searched this home looking for stores of artillery and ammunition. Though they found nothing there, Colonel Barrett and members of his family played significant roles in the first battle of the American Revolutionary War. James Barrett (July 31, 1710 – April 11, 1779) was an American colonel in the Concord, Massachusetts militia during the Battles of Lexington and Concord that began the American Revolutionary War.

Assemble a ladder to climb to the top of Colonel Barrett's barn with poles and twine

1 minute - 10 points

2 minutes - 9 points

3 minutes - 8 points

4 minutes - 7 points

5 minutes - 6 points

6 minutes - 5 points

7 minutes - 4 points

8 minutes - 3 points

9 minutes - 2 points

10 minutes - 1 point

Knots and Lashings

Participants: 8

Staff: 2

Equipment Needed:

2 long poles

4 "rungs"

Twine

Stopwatch

Activity 9 The British Threaten to Burn Concord - Fire brigade.

Relay bucket of water from point to point by Patriots with points to the bucket with the most water.

1 minute - 10 points

2 minutes - 9 points

3 minutes - 8 points

4 minutes - 7 points

5 minutes - 6 points

6 minutes - 5 points

7 minutes - 4 points

8 minutes - 3 points

9 minutes - 2 points

10 minutes - 1 point

Bucket Brigade

Participants: 8

Staff: 1

Equipment Needed:

Small buckets / cups

Large Bucket

Water

Stopwatch

Appendix B – [Detailed Schedule]

Friday 1/12/2024

| | Patrol A | Patrol B | Patrol C | Patrol D | Patrol E | Patrol F | Patrol G | Patrol H | Patrol I |
|-------------|--------------------------|----------|----------|----------|----------|----------|----------|----------|----------|
| 5:00-10:00 | Check-in / Set up camp | | | | | | | | |
| 10:00-10:15 | Leader / SPL Meeting | | | | | | | | |
| 11:00 | Light's Out / Quiet Time | | | | | | | | |

Saturday 1/13/2024

| | Patrol A | Patrol B | Patrol C | Patrol D | Patrol E | Patrol F | Patrol G | Patrol H | Patrol I |
|---------------|--------------------------|----------|----------|----------|----------|----------|----------|----------|----------|
| 6:30 | Reveille | | | | | | | | |
| 7:00-9:00 | Breakfast | | | | | | | | |
| 9:00-9:30 | Opening Flag | | | | | | | | |
| 9:30 - 10:00 | 1 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 |
| 10:00 - 10:30 | 2 | 1 | 9 | 8 | 7 | 6 | 5 | 4 | 3 |
| 10:30-11:00 | 3 | 2 | 1 | 9 | 8 | 7 | 6 | 5 | 4 |
| 11:00-11:30 | 4 | 3 | 2 | 1 | 9 | 8 | 7 | 6 | 5 |
| 11:30-12:00 | 5 | 4 | 3 | 2 | 1 | 9 | 8 | 7 | 6 |
| 12:00-1:30 | LUNCH | LUNCH | LUNCH | LUNCH | LUNCH | LUNCH | LUNCH | LUNCH | LUNCH |
| 1:30-2:00 | 6 | 5 | 4 | 3 | 2 | 1 | 9 | 8 | 7 |
| 2:00-2:30 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 9 | 8 |
| 2:30-3:00 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 9 |
| 3:00-3:30 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 3:30-4:30 | Visit with Troops | | | | | | | | |
| 4:30-5:00 | Closing Flag | | | | | | | | |
| 5:00-7:00 | Dinner | | | | | | | | |
| 8:00-9:00 | Campfire Program | | | | | | | | |
| 11:00 | Light's Out / Quiet Time | | | | | | | | |

Sunday 1/14/2024

| | Patrol A | Patrol B | Patrol C | Patrol D | Patrol E | Patrol F | Patrol G | Patrol H | Patrol I |
|-----------|------------------------|----------|----------|----------|----------|----------|----------|----------|----------|
| 6:30 | Reveille | | | | | | | | |
| 7:00-9:00 | Breakfast | | | | | | | | |
| 9:00-9:30 | Scout's Own | | | | | | | | |
| NLT 11:00 | Break Camp / Check-Out | | | | | | | | |

| |
|--|
| 1 - Spies Among Us |
| 2 - The Old North Church |
| 3 - The Midnight Ride |
| 4 - Lexington Green |
| 5 - Dr. Joseph Ficke takes Charge |
| 6 - Minutemen Assemble |
| 7 - North Bridge |
| 8 - Barrett Farm |
| 9 - The British Threaten to Burn Concord |

Appendix C – [Colonial Encampment]

