

Coastal Shores District

Haunt-O-Ree Webelos

October 23-25, 2026

LEADERS GUIDE

**We welcome the Scouts to the 6th Annual
Coastal Shores District Webeloree!**



This year's patch has a snake and haunted house with the event Pending approval once we have approved design will be added to Flyer and Leaders Guide.

Table of Contents

Information - Page 3-5
GENERAL RULES AND REGULATIONS – Page 5
CAMP USAGE POLICIES - Page 6
WEBELOREE SCHEDULE - Pages 7
CAMPSITE INSPECTION FORM - Page 8
Registration Form - Page 9
Event ROSTER - Page 10
Activity Pins at the 2023 Webeloree - Page 11
AFTERNOON EVENTS - Page 11
CAMPSITE INSPECTIONS - Page 12
AWARDS - Page 12
Event Rules - Page 13-14
Meeting Ghost's Webelos' Scavenger Hunt - Page 15
Saturday Night Camp Fire 7:30P - Page 16
Trick or Treat - Page 17 (Troops, Crews, Ships see your Requirement)
Sunday Morning Chapel Service 8:00A - Page 17
Webelos Expo - Page 18
(Scouts and Scout Leaders Please Read and sign up to display your project/ event/ adventure)
Webelos Events Tracker - Page 19
Morning Activities Requirements - Page 20-25
(These are updated requirements as of June 2026)
Conservation Project - Page 25
Food Drive - Page 25
Flag Retirement Script - Page 26-27
Knot Diagrams - Page 28-32
Campsite Diagram (reference only) - Page 33
Point of Contact - Page 34

I would like to thank all the scouts and scouters who are helping make this event possible. Thank you to all the prior event leads that allowed usage of parts of their leaders guide to make this one possible. This is a living document and always getting improvements to event details, grammar, index, and overall content. We want to thank Camp Albemarle for our usage agreement.

Coastal Shores District Webeloree
October 23-25, 2026

On behalf of the Scouts of the Tanugahi/ Coree Chapter of the Order the Arrow we would like to welcome you to the 2026 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 Albermarle (old Camp Sam Hatcher), Newport NC

When: October 23-25, 2026

(Check-in will begin at 5 PM on Friday).

Cost: \$20.00 per Webelos and \$16.00 per Webelos Leader/ Adult

Cost: \$16.00 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 2026!

This weekend is filled with fun events at our great Camp Albermarle (old 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 22nd, 2025.

All registrations must be completed through Black Pug, located on the council website at www.eccbsa.org (note- see flyer for registration deadlines)

CHECK-IN AND CAMPSITE ASSIGNMENTS:

Check-In: The gates at Camp Albemarle will open Friday afternoon (2pm). This is to provide convenience to those who may need to drop off gear early. It is encouraged that scouts attend school that day and not show up to camp early. No one will be posted at the gate for information until 4:00pm. To keep from traffic back-ups at the gate, units may go straight to their campsite upon arrival at camp. Send one individual to the Bob Howard Lodge to let the gate attendee know that the unit has arrived. Leaders are requested to bring their unit rosters to the Friday night at 830PM night leaders meeting to complete the check-in process/ ensure patches and ribbons for event are correct. Campsites will be determined based upon unit size. Check in at the main building upon arrival to receive your unit location. Troops and their associated Webelos patrol will be located near one other. Any units arriving Saturday will turn rosters in at morning colors.

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 open 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 Camp Albermarle 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.

Coastal Shores DISTRICT WEBELOREE SCHEDULE

October 23-25, 2026

FRIDAY, October 23, 2025

5:00P	Check-in and campsite setup (turn in food drive items)
8:30P	Adult Leader Cracker Barrel (Pavilion)
10:00P	Staff Turn-in/Lights Out

SATURDAY, October 24, 2025

8:00A	Opening Ceremony
8:30A-12:00P	Webelos Activities
12:00P-1:30P	Lunch
1:30P-4:30P	Webelos Activities
5:30P	Evening Colors (Class "A" uniform)(Turn in all Patrol Sheets with Points)
5:30P-7:00P	Free time in camp site/ dinner
7:30P-8:30P	Camp Fire that leads to trick or treat (Webelos wear costumes)
8:30P-9:00P	Trick or treat back to your campsites
10:00P	Taps

SUNDAY, October 25, 2025

8:00A	Morning Colors, Worship Service, and Awards/ Closing Ceremony (Class "A" uniform)
8:00A	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)

Coastal Shores District
October 23-25, 2026
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)

Coastal Shores District
October 23-25, 2026
Registration Form

For unit use

Unit _____

ADULT LEADER _____

Phone Number _____

Number of Youth _____ X \$20= _____

Number of Adults _____ X \$16= _____

PATROL NAME _____

PATROL NAME _____

PATROL NAME _____

PATROL NAME _____

PATROL NAME _____

Pre-registration must be completed through Black Pug

2026 Webeloree – Event ROSTER **Turned in at evening Colors on Saturday**

Pack #: _____ Date: _____

Youth			
Name	Age	Event	Points
		The Reaper	
		Headless Horse	
		The No-See-um's	
		Grave Yard Rush	
		Ghost Hunt	
		Meeting Ghost's	
		Webelos Expo	
		Flag retirement	
		Tug of war	
		Food drive	
		Silent Auction	
		Bonus 10 Points	
		Saturday Morning Colors	
		Saturday evening Colors	
		Signed up for Campfire Skit	
		Sunday Morning colors	
		Part of Sunday morning Chapel Service	
		Flag Retirement	
		Conservation	

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

Activity Pins at the 2026 Webeloree

Webelos program:

Champions of Nature– Requirements 1, 2, 3, 4,5(in afternoon will be a Bat Box activity for #6)

My Safety (Personal Safety) – Requirements 3 and 4/ Chef's Knife – Requirements – 1,2,3,4

Stronger, Faster, Higher – Requirements 1, 2, 3,4, & 5

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

Arrow of Light program:

Personal Safety Awareness– Requirements 2,3,4,5,6,

Champions of Nature – Requirements 1,2,3,4,5(in afternoon will be a Bee home activity for #6)

Estimations- Requirements 1,2,3,4 / Into the Woods Requirements 1,2,3,4,5

Knife Safety- Requirement 1,2,3,4,5

AFTERNOON EVENTS

The Reaper Relay (i.e.):Knot Tying (Overhand Knot, Square Knot, Bowline, Two Half Hitches, Taut-Line Hitch, Clove Hitch)

Headless Horse Relay (¼ mile with obstacles)(Unit running bring obstacles)

The No-See-um's Game (i.e.: Kim's Games) (items will be survival items)(Troop/ Crew/ Ship running event bring items)

Grave Yard Rush (i.e.: Disc Obstacle Course) (frisbee and hula-hoop targets)

Ghost Hunt (Slingshot)

Meeting Ghost's (i.e.; Scavenger Hunt)(see Scavenger Hunt Page)

Bat Boxes (conservation Project)

Webelos Expo's (new event)

Silent Auction ***Back by popular demand*** If you have any items to donate bring to Friday evening meeting or Saturday morning (POC-Andy Holiday or Scott Parry)

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

Tug of War (cumulating event at approximately 430)

*****Webelos' and their Leaders/ Parents Chef cookoff --- (any type of meal and dessert made with candy corns cooked in Dutch oven) (please put ingredients on entry sheet)

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 Halloween Themed Gateway, building a pioneering camp gadget, and the Webelos leader cast-iron 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 after Sunday morning colors and service .

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 before 1200 Saturday at Howard Building all food will be donated to a local food pantry. All items must be turned in by 1200 on Saturday 24 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.

Halloween Themed Gateway: Build a Halloween 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

The Reaper Relay (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

Headless 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

The No-See-um's Game (Kim's Game)(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.

Grave Yard Rush (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

Ghost 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 (Last event of afternoon Program Starts 430PM)

This tournament will test each Webelos' 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 Candy Corn Cookout

During this event the Webelos/ leaders / parents 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 5:15 and 5:45pm**. There will be a first, second, and third place award given to the top three dishes three winners for webelos/ three winners for Leaders and parents These dishes will be judged based upon taste and presentation. Each unit that has a leader participate in the Chef 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.

Haunted Webelos' 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 Sea Base _____
17. Scout that has attended Summit _____
18. Swamp Base High Adventure in LA _____
19. Scout that has Staffed Camp Boddie Summer Camp _____
20. Attended NYLT _____
21. Was on NYLT Staff _____
22. Eagle Scout who is a Member of NESA(National Eagle Scout Association)

23. Talk to 3 other Troops at the Webeloree about their unit.

Troop # _____

Troop # _____

Troop # _____

*****This event is for the Webelos' 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 Camp Fire 7:30P

Master of Ceremonies_____

Campfire Skit

- | | |
|----------|----------|
| 1) _____ | 11)_____ |
| 2) _____ | 12)_____ |
| 3) _____ | 13)_____ |
| 4) _____ | 14)_____ |
| 5) _____ | 15)_____ |
| 6) _____ | 16)_____ |
| 7) _____ | 17)_____ |
| 8) _____ | 18)_____ |
| 9) _____ | 19)_____ |
| 10)_____ | 20)_____ |

Last Skit performed by OA Chapter
Closing

(This page is for the Youth Leaders tracking for events)

Trick or treat (after Campfire)

Webelos wear your Halloween Costume to the campfire

After the Troops, Crews and Ships at their campsites will be ready for you to trick or treat around camp.

Troops, Crews, Ships- Please bring treats for approx. 300 Webelos)

Sunday Morning Chapel Service 8AM

Master of Ceremonies_____

Opening_____

Opening Prayer_____

Pray for _____

Song He's got the Whole World_____

Closing Prayer_____

(This is only one type of service you may use your own or expand on this with multiple units showing how they are reverent for different parts our Sunday service)

New Event Let's See how SCOUTERIFFIC 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, Sea Base, Summit we would like you to also set up and display your adventures by pictures or patches 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)(2026), Camp Boddie Summer Camp 2026, Pamlico Sea Base 2026, Spring Cub Camporee (2026), Council Camporee (2026) and any other future scout events coming up.

For our Adult Leaders -Wood Badge, Commissioners College future leader training events coming up.

- Scouts and Scout Leaders this Expo will run from 130 to 430 Pm on Saturday 24 Oct 2026.
- Appreciate all the Scouts and Scout leaders for making this event even bigger than last year.
- Last year we had 5 Eagle Projects, Commissioners College, NYLT, and High Adventure lets triple our 2026 EXPO with more Eagle projects, Events and Adventures Displays.
- This event also helps the Webelos on their Meeting Ghosts (Scavenger Hunt)

WEBELOS EVENTS TRACKER:

830-1200 Webelos Programs

Champions of Nature – Unit_____

My Safety/ Chef's Knife – Unit_____

Stronger Faster Higher– Unit_____

Aware and Care –Unit_____

830-1200 Arrow of Light program:

Personal Safety Awareness – Unit_____

Champions Of Nature– Unit_____

Estimations/ Into the Woods-Unit_____

Knife Safety- Unit_____

130-5pm Programs

Reaper Relay (Knot Tying) Unit_____

Headless Horse Relay Unit_____

The No-See'ums Game (Kim's Games) Unit_____

Grave Yard Rush (Disc Obstacle Course)Unit_____

Ghost Hunt Unit_____

Building Bee Homes (conservation Project) Unit_____

Meeting Ghost's (Scavenger Hunt)- Unit_____

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_____

Wood Badge_____

Commissioner's College_____

Leave No Trace_____

Another Scout Program : i.e. camporees, event that would like to participate

(This page is for the Youth Leaders tracking for events)

(Scouts/ Scout Leaders the highlighted numbers are requirements we are covering)

WEBELOS PROGRAM

CHAMPIONS FOR NATURE WEBELOS

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Champions for Nature Webelos.

- **Requirement 1**

- Discover the four components that make up a habitat: food, water, shelter, space.

- **Requirement 2**

- Pick an animal that is currently threatened or endangered to complete requirements 3, 4, and 5.

- **Requirement 3**

- Identify the characteristics that classify an animal as a threatened or endangered species.

- **Requirement 4**

- Explore what caused this animal to be threatened or endangered.

- **Requirement 5**

- Research what is currently being done to protect the animal.

- **Requirement 6**

- Participate in a conservation service project.

CHEF'S KNIFE

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Chef's Knife.

- **Requirement 1**

- Read, understand, and promise to follow the "Cub Scout Knife Safety Rules."

- **Requirement 2**

- Demonstrate the knife safety circle.

- **Requirement 3**

- Demonstrate that you know how to care for and use a kitchen knife safely.

- **Requirement 4**

- Choose the correct cooking knife and demonstrate how to properly slice, dice, and mince.

-

MY SAFETY

PERSONAL SAFETY

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete My Safety.

- **Requirement 1**

- With permission from your parent or legal guardian, watch the Protect Yourself Rules video for the Webelos rank.

- **Requirement 2**

- Identify items in your house that are hazardous and make sure they are stored properly. Identify on the package where it describes what to do if someone is accidentally exposed to them.

- **Requirement 3**

- Identify ways you and your family keep your home or your meeting space safe.

- **Requirement 4**

- Complete the Be Prepared for Natural Events worksheet. Complete a worksheet for at least two natural events most likely to happen near where you live.

AWARE AND CARE

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Aware and Care.

- **Requirement 1**

- Do an activity that shows the challenges of a being visually impaired.

- **Requirement 2**

- Do an activity that shows the challenges of being hearing impaired.

- **Requirement 3**

- Explore barriers to access.

- **Requirement 4**

- Meet someone who has a disability or someone who works with people with disabilities about what obstacles they must overcome and how they do it.

STRONGER, FASTER, HIGHER

PERSONAL FITNESS

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Stronger, Faster, Higher.

- **Requirement 1**

- With your den or family, plan, cook, and eat a balanced meal.

- **Requirement 2**

- Be active for 30 minutes with your den or at least one other person in a way that includes both stretching and moving.

- **Requirement 3**

- Be active for 15 minutes doing personal exercises that boost your heart rate, use your muscles, and work on flexibility.

- **Requirement 4**

- Do a relaxing activity for 10 minutes.

- **Requirement 5**

- Review your BSA Annual Health and Medical Record with your parent or legal guardian. Discuss your ability to participate in den and pack activities.

ARROW OF LIGHT PROGRAM

FIRST AID

PERSONAL SAFETY

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete First Aid.

- **Requirement 1**
 - With permission from your parent or legal guardian, watch the Protect Yourself Rules video for the Arrow of Light rank.
- **Requirement 2**
 - Explain what you should do if you encounter someone in need of first aid.
- **Requirement 3**
 - Demonstrate what to do for hurry cases of first aid: serious bleeding, heart attack or sudden cardiac arrest, stopped breathing, stroke, poisoning.
- **Requirement 4**
 - Demonstrate how to help a choking victim.
- **Requirement 5**
 - Demonstrate how to treat shock.
- **Requirement 6**
 - Demonstrate how to treat the following: cuts and scratches, burns and scalds, bites and stings of insects and animals, and nosebleed.

ESTIMATIONS

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Estimations.

- **Requirement 1**
 - Estimate food measurements.
- **Requirement 2**
 - Estimate the time of day.
- **Requirement 3**
 - Estimate the height of a distant object.
- **Requirement 4**
 - Estimate the distance between two points.

CHAMPIONS FOR NATURE AOL

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Champions for Nature AOL.

- **Requirement 1**
 - Identify foods grown or processed in your state.
- **Requirement 2**
 - Determine the benefits of purchasing food that is locally grown or processed.
- **Requirement 3**
 - Explore the concept of a food desert.
- **Requirement 4**
 - Explore the concept of a food oasis.
- **Requirement 5**
 - Learn how individuals can reduce food waste.
- **Requirement 6**
 - Participate in a conservation service project.

INTO THE WOODS

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Into the Woods.

- **Requirement 1**
 - Visit an area with trees and plants and conduct a tree inventory. Select one tree and complete the remaining requirements based on that tree.
- **Requirement 2**
 - Determine if your tree is deciduous or evergreen.
- **Requirement 3**
 - Determine if your tree is native or was introduced to your area.
- **Requirement 4**
 - Find out how your tree deals with wildfire.
- **Requirement 5**
 - Learn how wildlife uses your tree.

KNIFE SAFETY

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Knife Safety.

- **Requirement 1**
 - Know the safety rules for handling and using a knife.
- **Requirement 2**
 - Demonstrate the knife safety circle.
- **Requirement 3**
 - Demonstrate that you know how to care for and use a knife safely.
- **Requirement 4**
 - Demonstrate the proper use of a pocketknife to make a useful object on a campout.
- **Requirement 5**
 - Choose the correct cooking knife and demonstrate how to properly slice, chop, and mince.

CONSERVATION PROJECT

BAT Boxes and Materials will be provided

- This counts as service hours (Units should track and input their Conservation Service Hours)

Food Drive

We ask all units to bring one non-perishable good per scout and scouter from all units attending, all food will be put up at the Howard Building NLT than 1200 on Saturday so we can deliver to one of the local food pantries Saturday afternoon. Leaders meeting discuss which one.

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 we stand 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 the blood 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 it's 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!

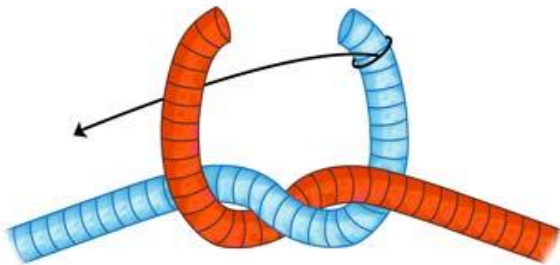
_ SPL- at this time in anyone would like to place a flag in fire please do at this time,

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

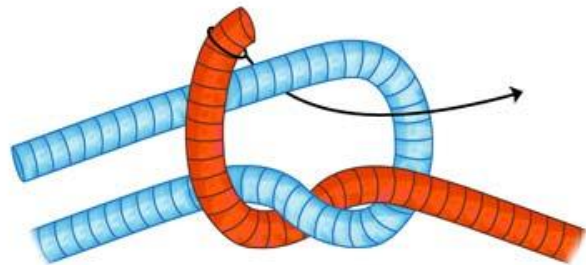
SPL- This concludes our ceremony thank you for attending.

- 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 (Units should tracked and input their scouts service hours)
- The Flags are from VFW and American Legion Post's – if your unit has flag to retire bring them out.

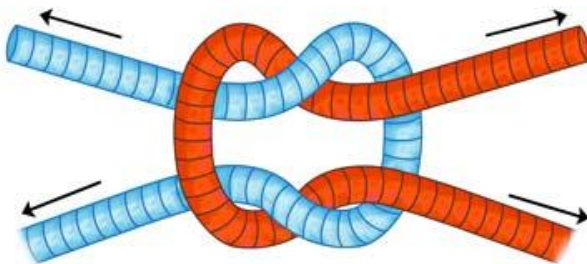
Square (Reef) Knot Instructions



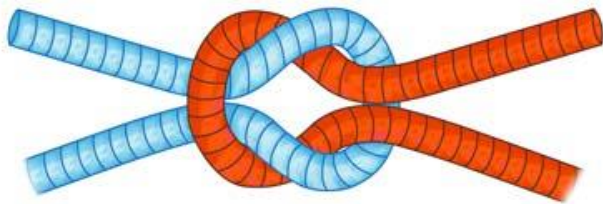
1 Cross the blue and red ends



2 Pass the red end through the blue loop



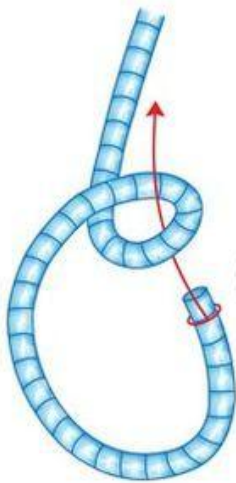
3 Pull the ends to tighten



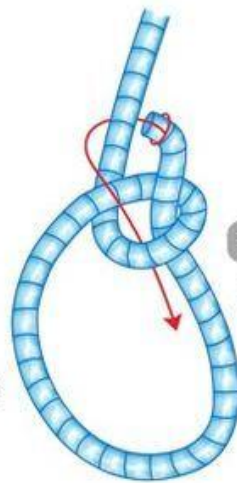
4 The knot is complete

101KNOTS

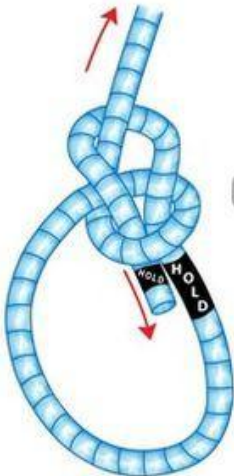
Bowline Knot Directions



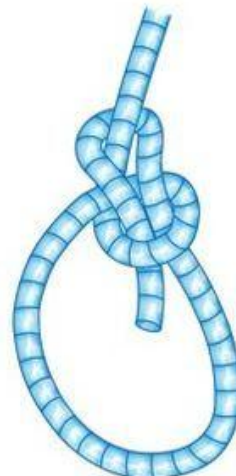
1 Pass the tag end through the rope loop



2 Pass it behind the standing part and through the loop again



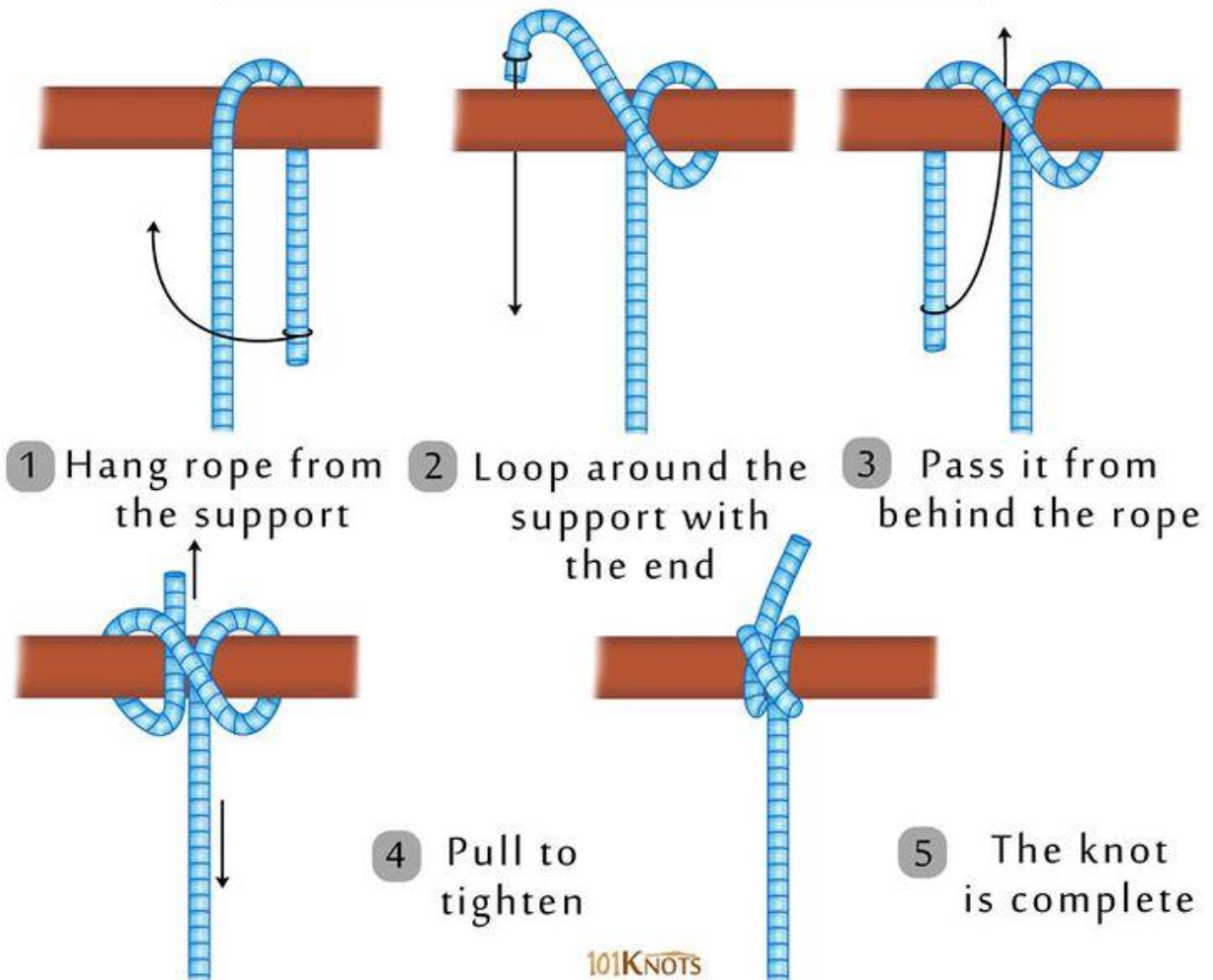
3 Hold the loop and tag end and pull to tighten



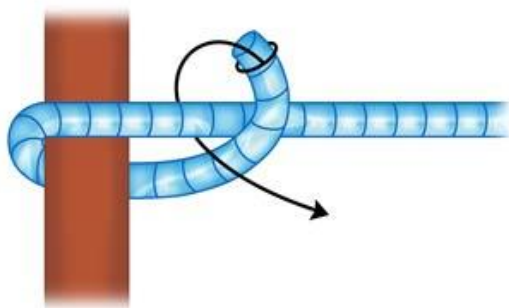
4 The knot is made

101KNOTS

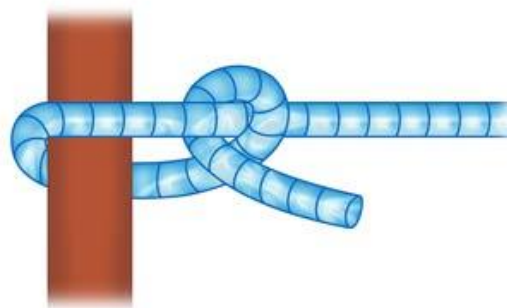
Clove Hitch Tutorial



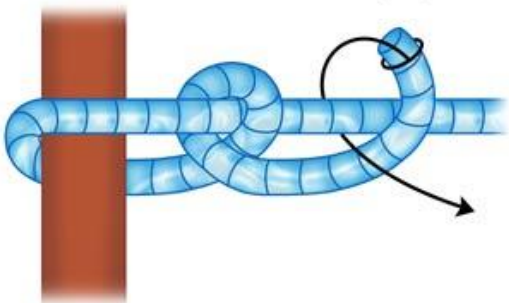
Tying Two Half Hitches



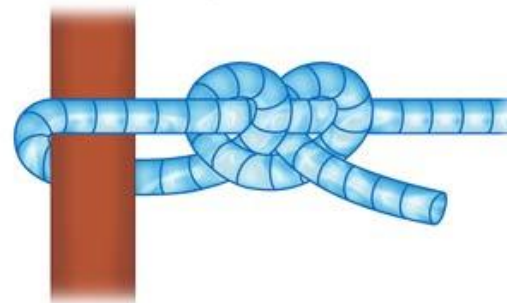
1 Wrap the rope around a support



2 Pass the end through the loop



3 Wrap it around the standing part

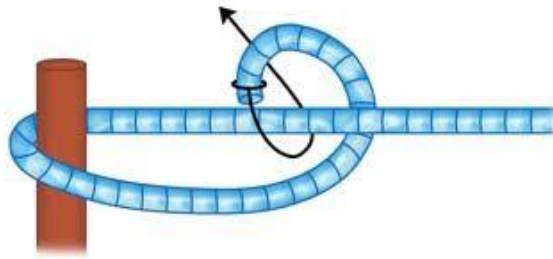


4 Tighten to complete

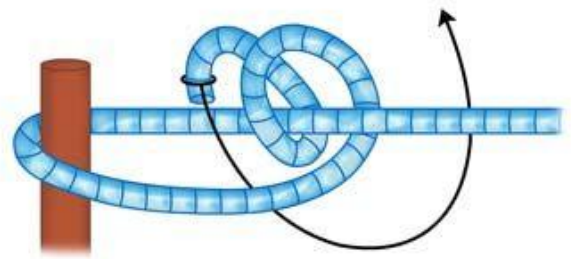
101KNOTS

Unit running Event will be provided with rope. (3/4 stations for this event to assist with rotation).Unit please provide sticks and logs.

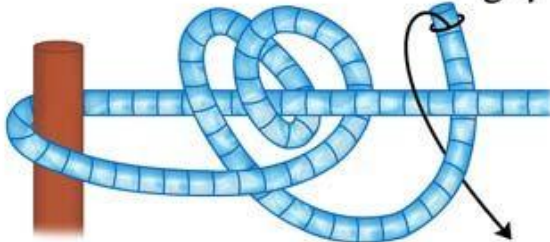
Taut Line Hitch Instructions



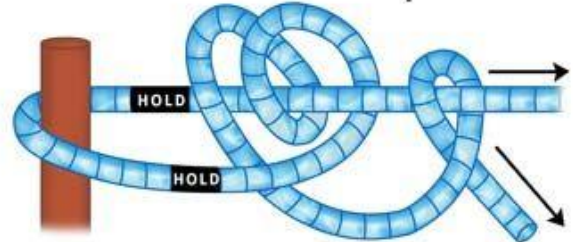
1 Loop around the support and wrap the end around the standing part



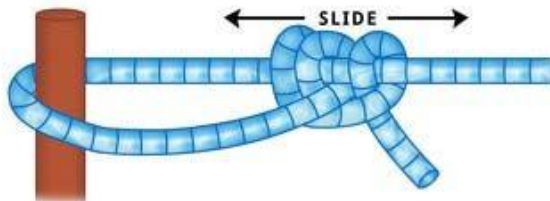
2 Wrap it once more and bring it out of the loop



3 Wrap it again

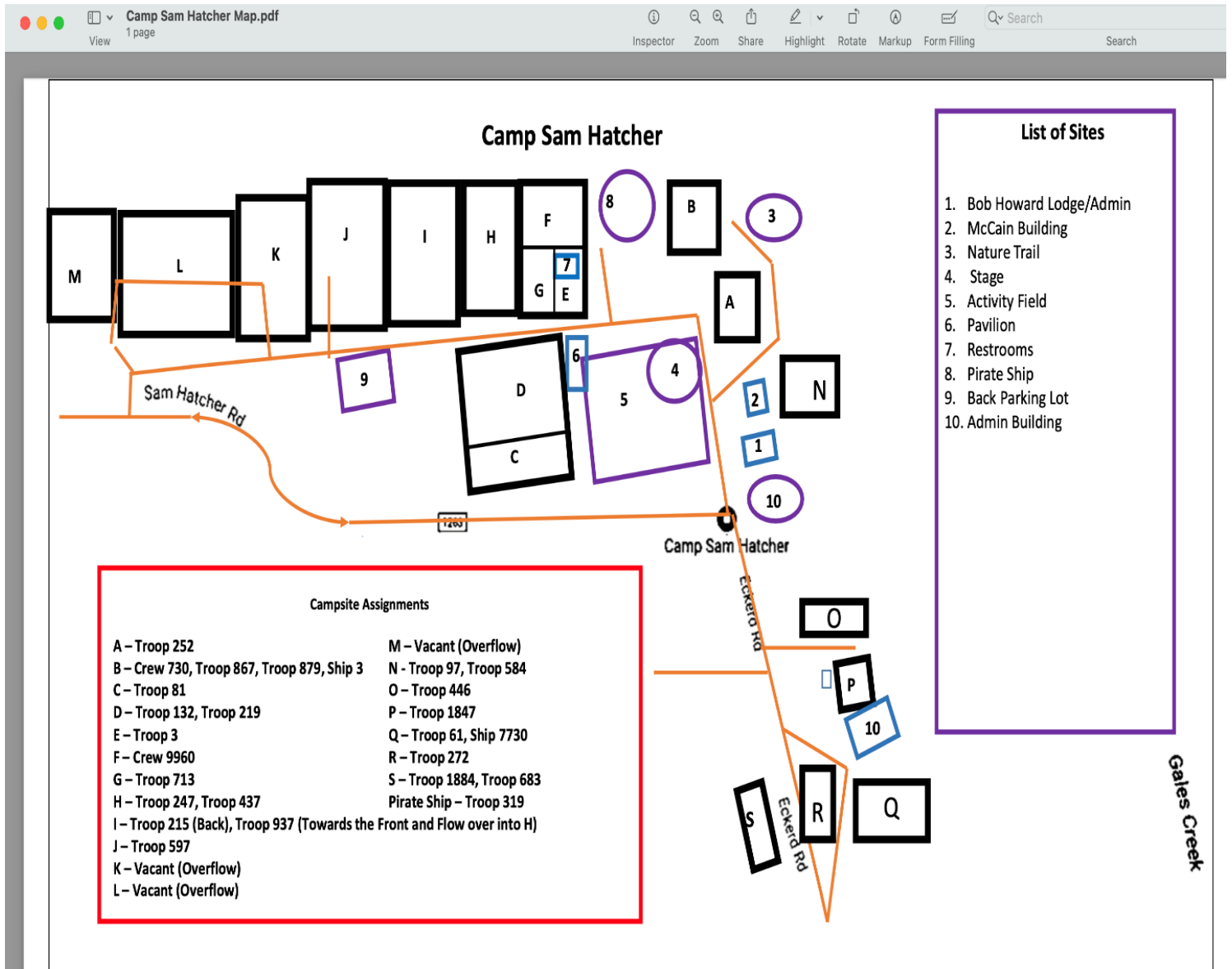


4 Hold and pull to tighten



5 Slide to adjust the tension

101KNOTS



Please disregard old campsite unit assignments, will try to use some but will adjust due to unit registered numbers for event.

Point of Contact:

Event Leader (youth): Auctavine Horstmann

Adult Advisor: Scott Parry

Phone number: 910-340-1101

Email: sparry39@gmail.com