



ARROW OF LIGHT LEADER GUIDE

CAMP WITH A TROOP. DISCOVER WHAT COMES NEXT.

JOURNEY TO SCOUTING

OCTOBER 9-11, 2026 | BABBITT CUB WORLD AT ZINK RANCH

Your Journey Starts With a Troop

Camp with them. Learn from them. Meet others.

Journey to Scouting is your chance to experience Scouts BSA instead of just hearing about it. Arrive Friday with a host troop, live alongside them through Sunday, and spend Saturday meeting other troops, trying program and seeing youth leadership in action.



CAMP

Friday-Sunday with a host troop

EXPLORE

Meet troops in all three Worlds

DISCOVER

Notice where you feel at home

Your Mission

Participate fully with your host troop, explore beyond your home campsite and leave the weekend knowing which troops you want to visit again.

The Six Things Every AOL Scout Should Do

- ☐ Camp with and participate alongside your host troop.
- ☐ Visit all three Worlds during Saturday.
- ☐ Meet Scouts from at least two troops besides your host troop.
- ☐ Try something new or challenging.
- ☐ Collect Journey beads by participating - not just watching.
- ☐ Vote for the troop that most excited you about joining Scouts BSA.

Camp With a Host Troop

The relationship starts before Friday.

AOL Scouts camp alongside a host Scouts BSA troop for the full weekend. The host troop provides the troop-life experience; the AOL den/patrol continues to follow applicable Cub Scout leadership, Youth Protection and camping requirements.

WELCOME

Feel included

Scouts introduce themselves and help AOLs get oriented.
Questions are encouraged.
AOLs are invited into appropriate activities - not parked on the side.

YOUTH-LED

Watch who leads

SPLs and patrol leaders give direction.
Scouts teach skills and solve problems.
Adults coach and support from the side.

PATROL LIFE

See the troop at work

Notice meals, cleanup, problem-solving and traditions.
Watch how Scouts treat one another.
Look for friendships, responsibility and teamwork.

EXPLORE

Host troop = home base

Do not spend all Saturday in one campsite.
Meet other troops and compare experiences.
Use the host troop as a starting point, not the entire Journey.

Before the Weekend

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| ☐ Confirm host troop + primary adult/youth contacts. | ☐ Coordinate Friday arrival + how you find the campsite. |
| ☐ Agree on meals, food costs, allergies + cooking roles. | ☐ Clarify tenting, personal gear + adult leadership space. |
| ☐ Confirm AOL/pack leadership and Youth Protection coverage. | ☐ Plan a campfire skit/song - combined troop/AOL is encouraged. |

Explore All Three Worlds

Your host troop is home base - not the whole Journey.

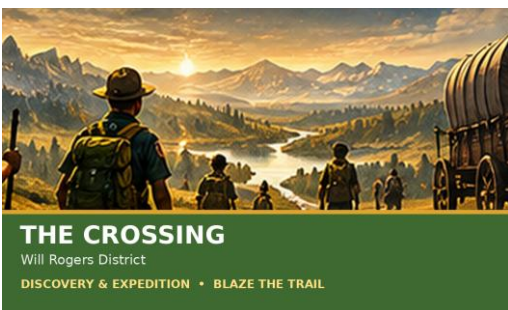
Troops camp by district in three themed Worlds. Explore all three on Saturday so you meet different units, see different troop personalities and experience the breadth of Scouts BSA.



IRONHOLD | Redbud District

Legends & Empires • Forge Your Legend

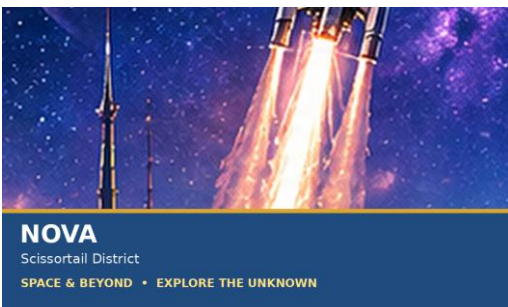
Explore the campsites, talk with Scouts, try their activities and notice what makes each troop feel different.



THE CROSSING | Will Rogers District

Discovery & Expedition • Blaze the Trail

Explore the campsites, talk with Scouts, try their activities and notice what makes each troop feel different.



NOVA | Scissortail District

Space & Beyond • Explore the Unknown

Explore the campsites, talk with Scouts, try their activities and notice what makes each troop feel different.

Troop Discovery Challenge

Talk with Scouts. Notice the feel. Decide who you want to visit again.

ASK A Scout, not a brochure	What is your favorite trip your troop does? How often do you camp? What do patrols actually do on campouts?
NOTICE The feel	Were Scouts welcoming? Did youth seem to lead? Could you picture yourself belonging here?
FUTURE What comes next?	Summer camp and high adventure Leadership opportunities Advancement and troop traditions
COMPARE Afterward	What excited me most? Which troop do I want to visit again? What question do I still need answered?

Troop Discovery Notes

Troop / Unit	What stood out?
1.	
2.	
3.	

Weekend Schedule

A full Scouts BSA experience from Friday through Sunday.

FRIDAY • OCTOBER 9

5:00 PM	Troop/AOL check-in begins at Graves Sporting Clays Center.
Evening	Settle into host troop campsite; introductions and activities as coordinated.
11:00 PM	Taps.

SATURDAY • OCTOBER 10

6:30 AM	Reveille / breakfast with host troop.
8:45 AM	Opening Ceremony - Three Worlds + Journey Cord.
9:00 AM	RATA + climbing open.
9:15-11:30	Adventure Pin Midway + program areas.
11:30-12:30	Lunch with host troop.
12:30-4:00	Three Worlds Festival + Journey Games + program.
~4:00 PM	Battle of the Three Worlds.
4:30 PM	RATA + climbing close; skit reviews.
4:45 PM	AOL Choice process / Webelos closing.
6:00 PM	Dinner with host troop.
8:00 PM	District Campfires - youth planned/run; troop/AOL skits.

SUNDAY • OCTOBER 11

Morning	Breakfast and break camp with host troop.
9:00 AM	Chapel / closing.
10:00 AM	Retrieve records/patches as directed; Leave No Trace; depart.

Saturday Night District Campfires

Current planned locations: Ironhold/Redbud - Castle Amphitheater • Crossing/Will Rogers - Kiva • Nova/Scissortail - Welcome Center parking area. Final map/schedule controls.

FULLY WALKABLE No participant shuttle buses are planned. Wear comfortable shoes, carry a day pack and keep a water bottle with you.



MIDWAY

Adventure Pins

Short, hands-on activities taught by Scouts BSA troops.
Youth teach whenever practical.
Use the Midway to meet several troops.

CLIMB

Challenge yourself

Mobile climbing wall - AOL priority audience.
Lower COPE elements planned.
Search & Rescue Challenge with mixed-age elements.

TECH

Broaden the adventure

Tulsa Amateur Radio Club / JOTA - confirmed.
Tulsa Robotics Center - planned.
Additional technology/program partners being finalized.

HIGH ADVENTURE

See what comes next

Backpacking demonstrations + gear.
ZBASE / Philmont / Northern Tier / Sea Base.
Jamboree and leadership-development conversations.

AOL Range & Target Activities *Know what you can try - and make the range part of the Journey.*

ACTIVITY	AOL?	CURRENT PLAN
Air Rifle	YES	10 shots included; extra \$3 / 10 shots.
Tomahawk	YES	Liberty Parking Lot; safety/capacity limits.
BB Gun	YES	North BB Range.
Wrist Rockets	YES	Location TBD.
Archery	YES	North Archery Field; program-capacity limits.
Cornhole	YES	Dining Hall lawn.
Shotgun	NO	Scouts BSA only.

IMPORTANT Shotgun is Scouts BSA only. All range participation is subject to age/program eligibility, safety briefings, instructor/RSO direction and capacity.

Help AOL Scouts Use RATA Well

- Have each AOL Scout identify two or three RATA activities they most want to try rather than moving the whole den as one block.
- Plan around lines and capacity; use nearby activities while waiting for a range opportunity.
- Remind Scouts that RSOs/instructors control all range activity and safety decisions.
- Use waiting time to talk with Scouts from other troops - troop discovery is part of the program.

Games, Journey Cord & AOL Choice

Reward participation, exploration and belonging.



BUILD YOUR JOURNEY

- Visit all three Worlds
- Complete Adventure Pin activities
- Participate in a Journey Game
- Try program activities
- Meet a troop other than your host troop
- Complete Scout Spirit/teamwork challenges

Journey Games

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| ☐ Join mixed-age challenges. | ☐ Work with Scouts from units beyond your host troop. |
| ☐ Model teamwork + Scout Spirit. | ☐ Participate - do not just watch. |

AOL Choice Award

AOL Scouts vote for the troop that made them most excited about joining Scouts BSA. The point is not which troop has the biggest gateway or wins the most games - it is which troop created the strongest feeling of welcome, youth leadership, fun and belonging.

WELCOME Did they include me?	Did Scouts talk with me? Was I invited into activities?
LEAD Did youth lead?	Were Scouts teaching and making decisions? Could I picture myself leading here someday?
ADVENTURE Would I come back?	Did their trips and activities excite me? What do I want to try with them?
BELONG Did it feel right?	Did I feel comfortable? Which troop do I most want to visit again?

Fees, Registration & Packing

Simple details so Friday is easy.

\$20

AOL youth

\$10

AOL adult

3 PATCHES

included

T-SHIRT

sold separately

What Registration Includes

PROGRAM Saturday	Access to age-appropriate activities, exhibits/displays and program. Journey Cord + bead experience.
RATA Youth	Applicable youth ammunition; current plan includes 10 Air Rifle shots. All activity eligibility/safety rules apply.
KEEPSAKE Event	Journey to Scouting three-patch set for registered AOL participants. T-shirt is a separate purchase.
CAMP Weekend	Friday-Sunday camping alongside a host Scouts BSA troop. Coordinate meals/campsite details with the host troop.

Registration

- Register through the Council Journey to Scouting event page at www.okscouts.org.
- Coordinate with your host troop before arrival so meals, campsite and arrival expectations are clear.
- Final shirt price, order deadline and pickup/distribution instructions will be posted by Council.

Pack for the Weekend

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| ☐ Tent/sleep system as coordinated with host troop. | ☐ Full water bottle / hydration. |
| ☐ Closed-toe shoes/boots + extra socks. | ☐ Layers, rain protection + sun protection. |
| ☐ Personal medications + required medical records. | ☐ Day pack / 10 Essentials as appropriate. |
| ☐ Uniform as directed for opening/campfire. | ☐ Notebook/pen if your Scout wants troop notes. |

Arrive Ready

Registration + check-in + late arrival/departure details.

Babbitt Cub World / Zink Ranch

8607 Zink Ranch Road, Skiatook, OK 74070. Zink Ranch is a large working ranch northwest of Tulsa. The entry gate uses a four-digit access code that changes periodically. Registered AOL groups and host troops will receive the current code and final driving instructions before the event. Follow the paved ranch road and event signs toward Babbitt Cub World / Graves Sporting Clays Center.

Friday Check-In - Graves Sporting Clays Center

1 • BEFORE LEAVING HOME

Final AOL roster • required Annual Health and Medical Records • two emergency contacts • late-arrival list • accessibility/accommodation needs • host-troop arrival / meals / campsite plan.

Check-in begins at 5:00 PM Friday, October 9. Arrive with your AOL den/patrol and host troop coordination already complete. Drivers remain in vehicles as directed while the AOL leader and/or designated host-troop leader completes check-in.

LEADER CHECK-IN

- Confirm final AOL roster + permitted changes/payments.
- Present Annual Health and Medical Records as directed.
- Provide two emergency contacts + medical/accommodation notes.
- Confirm required AOL/pack adult leadership and host-troop coordination.

PACKET / ARRIVAL

- Confirm host-troop campsite / World assignment, blue AOL wristbands, applicable ammo tickets, patches + final schedule/map.
- Identify late arrivals/drop-offs and parking needs.
- Separately ordered shirts follow final Council distribution instructions.

2 • MOVE INTO CAMP

After check-in, proceed with your host troop to the assigned World/campsite. Unload efficiently, orient AOL Scouts to tenting, adult-leader, water/restroom and gathering areas, then move unauthorized vehicles to designated parking before settling into camp.

Leader Coordination Friday Night

Confirm with your host troop how AOL adults will receive Friday-night updates. The host Scoutmaster/SPL attends the 8:30 PM information meeting/cracker barrel; AOL leaders should make sure final program, campfire, weather/safety and schedule changes are shared with the den/patrol.

Late and Saturday Arrivals

Late arrivals happen. At Friday check-in, tell registration who is arriving later and whether they are being dropped off or need parking. Vehicle access may be restricted once the event is underway; late arrivals must follow event traffic/parking staff instructions and may need to walk from an approved drop-off/parking point.

Sunday Departure

Begin breaking camp as needed, but do not bring vehicles into camping areas early. Vehicle re-entry/pack-out follows final staff direction. Police the campsite, Leave No Trace, retrieve medical records/patches as directed and depart after the closing/chapel process is complete.

Friday Night With Your Host Troop

- Orient every AOL Scout to the campsite: tenting area, adult-leader location, water, restrooms, first-aid/emergency contact and where the patrol/troop gathers.

- Confirm the overnight headcount and know which adults are responsible for the AOL den/patrol at all times.
- Review the host troop's meal plan, cleanup expectations, quiet hours and Saturday morning routine before Scouts settle in.
- Make sure medication, allergy and accommodation information is understood by the appropriate AOL adult leader and communicated to event health staff as needed.
- After the host troop's Friday leader meeting, make sure any schedule, weather, campfire or safety changes are passed to the AOL leaders and families who need them.

Vehicles, Parking & Campsites

Detailed site rules that keep a walkable event safe.

AOL / Participant Vehicles

After Friday unloading, unauthorized participant vehicles may not remain in Babbitt Cub World camping/program areas. Youth and adults will be walking the roads throughout the weekend, so vehicle movement is limited to what is necessary: Council/event vehicles, emergency/first responder vehicles, accessibility transport as coordinated by staff, and approved vendors/program-support vehicles.

One-Way Traffic & Speed

- Follow all one-way signs and traffic staff directions. The expected traffic flow is clockwise unless event staff directs otherwise.
- Zink Ranch paved-road speed limit is 25 mph. Within camping areas, keep speeds at 10 mph or less and yield to pedestrians.
- Do not assume that a route open Friday evening will remain open to participant vehicles on Saturday.

Friday Night Unloading

- Consolidate gear to reduce the number of vehicles entering camping areas.
- Unload promptly; stage/cache gear safely off the road so vehicles can exit without waiting for camp setup.
- Move tow vehicles and other passenger vehicles to assigned parking before setting up camp.

Unit Parking

- Use only designated participant parking. Do not park in roads, fire lanes, program spaces or helicopter/medical landing areas.
- Accessible parking/transport will be coordinated for vehicles displaying appropriate disability placards and participants with accommodation needs.

Unit Campsites

- AOL den/patrols camp alongside host troops, which are assigned by district World: Redbud/Ironhold, Will Rogers/Crossing, Scissortail/Nova.
- Campsite assignments are finalized shortly before the event; multiple troops and their hosted AOL groups may share larger camping areas based on attendance/capacity.
- Keep roads, fire lanes and program access clear. Host-troop and AOL flags/theme elements must not create trip hazards or interfere with neighboring groups.
- Coordinate AOL tenting, adult leadership space and meal operations before arrival.

Equipment Trailers

If an AOL den/patrol or pack is bringing an equipment trailer, coordinate placement with the host troop before arrival. Trailers may remain only as directed in the assigned campsite. Friday trailer arrival/unloading begins with the troop/AOL check-in process at 5:00 PM unless a pre-event communication authorizes earlier placement. Tow vehicles must move to designated parking after unloading.

NO PARTICIPANT BUSES

Journey to Scouting is designed to be walkable. There are no participant shuttle bus loops; plan footwear, day packs and hydration accordingly.

Buddy System, Youth Protection & Site Rules

- Buddy System is always in effect. No youth participant moves around the event alone.
- All applicable Scouting America Youth Protection/two-deep leadership policies remain in effect.
- The event entrance/program areas are controlled; report unusual or unsafe behavior to event staff.
- No pets except service animals. No bikes or personal watercraft.

Individuals With Disabilities / Accommodations

Please notify event leadership in advance so support can be planned. Current accommodation contact: Patrick Hamilton at patrickhami@gmail.com. Any vehicle used for accommodation/transport must follow Council motor-vehicle policies and event traffic direction.

Water & Hydration

- Water is available in most campsites/restroom areas, but AOL groups and host troops should bring coolers and a refill plan.
- Every youth and adult should leave camp Saturday with a filled personal water bottle/hydration system.
- Do not wait for hot weather to focus on hydration; walking and program activity can dehydrate participants even in cool conditions.

Restrooms

- Flush toilets are limited; portable facilities will be used in selected areas. Help keep all facilities clean and stocked; report problems to staff.
- Be Prepared: AOL groups/host troops may want to carry a backup roll of toilet paper in group supplies.

Trash / Leave No Trace

- Bring group trash bags and pack out campsite trash on Sunday. Use event trash barrels only for normal individual litter as intended.
- Practice Leave No Trace / Tread Lightly and leave your campsite better than you found it.

Fire Safety

Final burn restrictions control. October vegetation can be dry; event leadership may restrict or prohibit fire use at any time.

- Campfires: only if permitted and only in designated existing rings/pits or approved above-ground containers. Do not create new fire rings. Bring your own firewood if you want a reliable supply. Keep filled water buckets immediately available; never leave a fire unattended.
- Flammable fuels: adult supervision is required. Use approved containers and manufacturer instructions; refuel only after equipment cools and well away from flames.
- Tents: flashlights/battery lanterns only. No open flame, fuel-burning lanterns/heaters, candles or matches in/near tents.

Electricity & Meals

- Electricity exists only in designated areas. Do not assume campsite power; plan batteries for CPAP, phones and other essential devices. Generators are not planned for general campsite use.
- Meals are coordinated with the host troop. Confirm food costs, allergies, cooking roles, cleanup expectations and any meals the AOL group must provide before arrival.

Emergency, Weather & Final Checklist

Know the plan before you need it.

Emergency Procedures

Emergency Procedures Director: Patrick Hamilton - (918) 521-2571. Current plan places emergency coordination/health support at the Cub World Welcome Center / Dining Hall area. Final location and radio/contact process will be announced at check-in and the Friday leader meeting.

- Report emergencies immediately to the nearest event staff member; staff will use event radios to coordinate medical/emergency response.
- Rock Fire Department is the primary outside responder for medical/fire emergencies. Life Flight coordination/landing information is maintained by event emergency staff.

MEDICAL PRINCIPLE

One person stays with the participant and provides appropriate aid; another gets event/medical help and gives the exact location.

Weather

- Event staff will monitor severe-weather/lightning risk throughout the weekend. Follow instructions given at check-in, the Friday leader meeting and over event communications.
- October can be hot, cold, windy or wet. Bring layers, rain protection, sun protection and appropriate footwear.

Outside / Family Emergencies

Families should first contact the AOL leader or host troop directly by mobile phone. If event staff assistance is needed to locate a participant, the AOL leader or host-troop leader should come to event headquarters/medical coordination as directed.

Saturday Lunch & Hydration

AOL Scouts eat with their host troop or may carry a trail lunch if that is the coordinated plan. Use lunch as a reset: refill water, check Scouts, adjust layers/sunscreen, and review afternoon plans before heading back to program.

Final AOL Leader Checklist

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| ☐ AOL registration/headcount + required adult leadership confirmed. | ☐ Host troop + primary adult/youth contacts confirmed. |
| ☐ Meals/campsite/tenting + food-allergy plan confirmed. | ☐ Medical records, medications + two emergency contacts ready. |
| ☐ Friday arrival, late arrivals + vehicle/parking plan understood. | ☐ Scouts know their host troop is home base - and they should explore other troops. |
| ☐ Campfire skit/song prepared; combined troop/AOL participation encouraged. | ☐ Scouts know what to ask/notice when meeting different troops. |
| ☐ RATA eligibility reviewed; Shotgun = Scouts BSA only. | ☐ Hydration, weather, footwear + Buddy System reviewed. |
| ☐ Gate code, final map + host-troop campsite/World assignment checked. | ☐ Plan a post-event visit to one or two troops your Scout wants to see again. |

After the Weekend: Take the Next Step

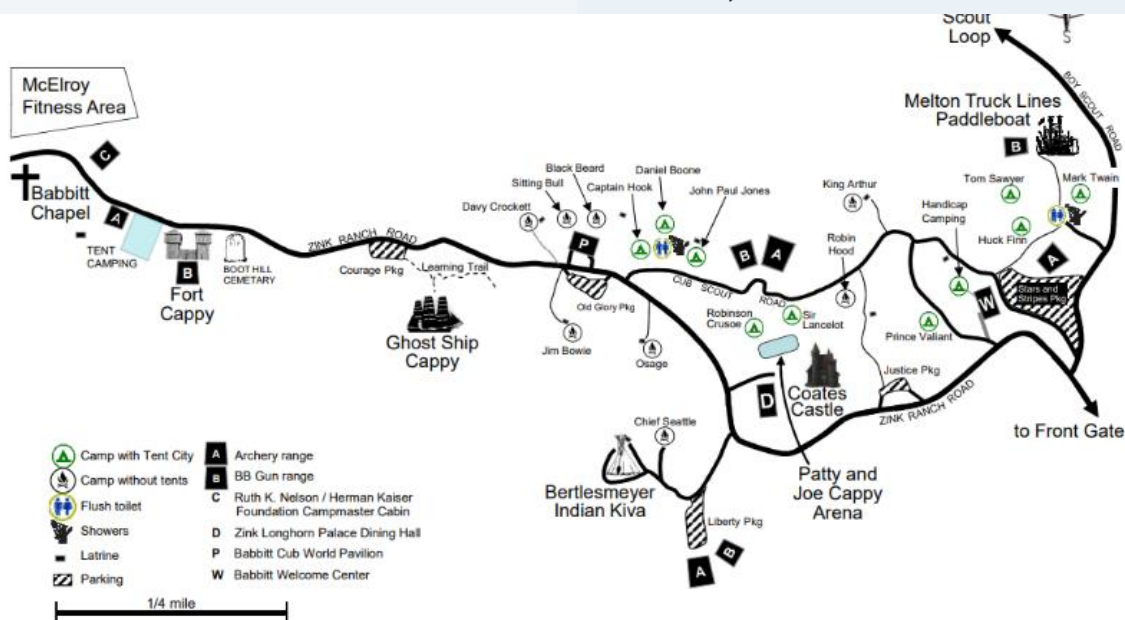
- Ask your Scout where they felt most welcomed and what kind of program excited them.
- Identify one or two troops your Scout wants to visit again rather than trying to decide from one weekend.
- Attend a regular troop meeting or activity so your Scout can see the unit in its normal rhythm.
- Let your Scout ask the questions and compare experiences; adults can help with logistics, expectations and fit.
- The best troop is the one where your Scout is excited to participate, grow, lead and keep coming back.

Getting to Babbitt Cub World

8607 Zink Ranch Road, Skiatook, OK 74070 works in standard mapping apps. After entering the Zink Ranch gate, follow the paved ranch road and Journey to Scouting signs toward Babbitt Cub World and Graves Sporting Clays Center. The gate code and final arrival instructions will be sent to registered AOL groups and host troops before the event.

Watch for the Pre-Event Leader Update

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|---|---|
| ☐ Gate code + final driving/traffic instructions | ☐ Host-troop campsite / World assignment |
| ☐ Final event map + program locations | ☐ Registration / T-shirt deadlines + distribution |
| ☐ Adventure Pin / skit review details | ☐ Weather, burn restrictions + last-minute changes |



MAP NOTE

This base map is for orientation only. The final Journey to Scouting map will show Ironhold, The Crossing, Nova, Adventure Pin Midway, RATA, climbing, games, medical/headquarters, parking and District campfire locations.

Questions / Event Contact

CONTACT

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