



Show Them Scouting

A great troop weekend - and a recruiting experience younger Scouts can feel.

This is not another campout with prospective Scouts watching from the sidelines. Your Scouts are part of the program: teaching, welcoming, competing, leading and showing younger Scouts what troop life really feels like.

PROGRAM HIGHLIGHTS
ONE DAY. THREE WORLDS. ENDLESS ADVENTURE.

CLIMB HIGH • **AIM TRUE** • **LAUNCH & DISCOVER**

ADVENTURE PIN MIDWAY • **RATA: SHOTGUN & BB GUN** • **MAKE FRIENDS. FIND YOUR TROOP.**

OCTOBER 9–11, 2026 • **BABBITT CUB WORLD** • **YOUR ADVENTURE STARTS HERE.**

PROGRAM

Shotgun • Air Rifle • Archery • climbing • games • HAM radio • robotics • more

ADVANCEMENT

5-mile hike • orienteering • backpack cooking • Wilderness Survival • selected MB partials

RECRUITING

Host AOLs • teach Adventure Pins • show patrol culture • let youth lead the welcome

Your Mission

Bring your program. Bring your identity. Put youth in front. Help Webelos and AOL Scouts try something new, meet several troops, and leave saying: “I want to do this.”

The Six Things Every Troop Should Plan to Do

PLAN

- Register your troop and confirm adult leadership.
- Host one or more AOL den/patrol groups if capacity allows.
- Teach at least one hands-on Adventure Pin activity.

SHOW THEM SCOUTING

- Build out your assigned World with gateway, banners, props and patrol spirit.
- Prepare Scouts to personally welcome Webelos and AOL visitors.
- Join the Journey Games and prepare a campfire skit/song.

REGISTRATION AT A GLANCE

Scouts BSA youth \$20 • Adults \$10 • patch set + applicable youth RATA ammo included • T-shirt separate. Full details follow later in the guide.

Troops camp by district, but the goal is not three isolated subcamps. Build a campsite that makes younger Scouts want to stop, look, ask questions and join in. A strong gateway, memorable visual details and enthusiastic Scouts will do more than expensive decorations.

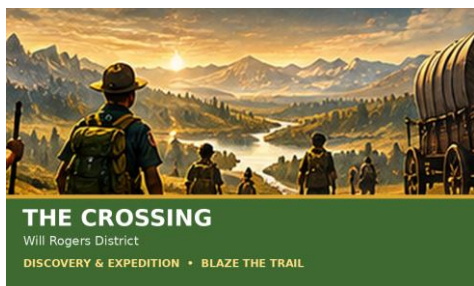


IRONHOLD | Redbud District

Legends & Empires • Forge Your Legend

THEME IDEAS Roman Legion • Vikings • Samurai • Medieval Knights • Spartans • Scottish Highlanders • Aztec Warriors • Arthurian Round Table

BRING IT TO LIFE Shields • banners • castle gates • helmets • capes/tabards • LED torches • crests/symbols



THE CROSSING | Will Rogers District

Discovery & Expedition • Blaze the Trail

THEME IDEAS Oregon Trail • Gold Rush • Lewis & Clark • Pony Express • Mountain Men • Arctic Expedition • Rangers • River Expedition

BRING IT TO LIFE Wagon pieces • crates/barrels • rope bundles • trail signs • maps/compasses • flags • expedition gear



NOVA | Scissortail District

Space & Beyond • Explore the Unknown

THEME IDEAS Mars Colony • Deep Space Crew • Space Mining • Robot Collective • Alien Planet • Time Travelers • Space Station • Futuristic City

BRING IT TO LIFE LED/glow accents • reflective materials • control panels • alien-language signs • futuristic accessories

GATEWAY AWARD

Recognition rewards the campsite that best combines World theme, troop identity, creativity and an inviting experience for visiting Webelos/AOL Scouts.

Saturday Night: Three District Campfires

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

HOST

Arrow of Light Scouts

AOL Scouts arrive Friday night and camp alongside host troops for the full weekend. Clear coordination before arrival turns that into a great troop-life experience.

- ☐ Confirm hosted AOL den/patrol(s) + leader contact.
- ☐ Coordinate Friday arrival + how they find your campsite.
- ☐ Agree on meals, food costs, allergies + cooking roles.
- ☐ Clarify tenting, personal gear + adult leadership space.
- ☐ Plan patrol moments that intentionally include AOL Scouts.
- ☐ Invite AOLs into a combined campfire skit/song.

TEACH

Adventure Pin Midway

Saturday morning is youth-to-youth Scouting. Keep stations short, active and memorable - the point is to let younger Scouts learn by doing while meeting your Scouts.

- ☐ Submit the Adventure Pin(s) your troop will teach.
- ☐ Target a 30-45 minute hands-on class.
- ☐ Identify Scout youth instructors; adults coach/support.
- ☐ Know your capacity + supply needs.
- ☐ Give every participant something to do or demonstrate.
- ☐ Let Scouts introduce the troop naturally - no sales pitch.

LEAD

District Campfires

Each District Youth Staff will plan and run its Saturday night campfire. Make the program stronger by putting your youth on the stage and including hosted AOLs.

- ☐ Prepare a troop skit or song.
- ☐ Consider a combined troop/AOL performance.
- ☐ Follow final skit review instructions.
- ☐ Let youth present; adults coach from the side.

SCOUT-DRIVEN

Adults coach from the side. When a Scout is teaching, leading or running an activity, let the youth lead unless safety requires adult intervention.

Weekend Schedule

Final times/locations may adjust; the schedule issued before/check-in controls.

FRIDAY • OCTOBER 9	
5:00 PM	Troop/AOL check-in begins at Graves Sporting Clays Center.
8:30 PM	Scoutmaster/SPL + Staff information meeting / cracker barrel; campfire expectations included.
11:00 PM	Taps.
SATURDAY • OCTOBER 10	
6:30 AM	Reveille / breakfast in troop campsites.
7:00 AM	Webelos day-participant check-in begins at Graves.
8:45 AM	Opening Ceremony - Council Youth Staff introduces the Three Worlds and Journey Cord.
9:00 AM	RATA + climbing open.
9:15-11:30	Adventure Pin Midway + Scout advancement + program areas.
11:30-12:30	Lunch - AOLs/Scouts with host troop; Webelos bring sack lunch.
12:30-4:00	Three Worlds Festival + Journey Games + program + advancement.
~4:00 PM	Battle of the Three Worlds - marquee finale.
4:30 PM	RATA + climbing close; skit reviews.
4:45 PM	Webelos closing / AOL Choice process; Webelos depart around 5:00 PM.
6:00 PM	Dinner in troop campsites.
8:00 PM	Three District Campfires - youth planned/run; troop/AOL skits.
SUNDAY • OCTOBER 11	
7:00 AM	Brownsea Island Breakfast - SPL + up to 2 additional troop youth leaders.
9:00 AM	Chapel / closing.
10:00 AM	Retrieve medical records/patches as directed; Leave No Trace; depart.

FULLY WALKABLE

No participant shuttle buses are planned. Program is designed to be walkable within/around Babbitt Cub World. Plan comfortable shoes, day packs and hydration.

SHOTGUN IS HERE

Shotgun is part of Journey to Scouting and is a Scouts BSA-only offering. Registered Scout youth receive 10 shots; selected Shotgun merit badge partial completion may also be available.

All range participation is subject to age/program eligibility, range safety briefings, instructor/RSO direction and capacity. Youth registration includes ammunition where listed below.

ACTIVITY	WHO	LOCATION	INCLUDED / NOTES
SHOTGUN	Scouts BSA only	Eastern Field east of Stars & Stripes	10 shots included; extra \$3 / 5 rounds
AIR RIFLE	AOL + Scouts BSA	Kiva Archery	10 shots included; extra \$3 / 10 shots
TOMAHAWK	AOL + Scouts BSA	Liberty Parking Lot	Capacity / safety limits apply
BB GUN	Webelos + AOL	North BB Range	Younger-Scout activity
WRIST ROCKETS	Webelos + AOL	TBD	Final location to be announced
ARCHERY	All age-appropriate youth	North Archery Field	Unlimited within program capacity
CORNHOLE	All	Dining Hall lawn	Open participation

What Troop Leaders Should Know

BEFORE THE WEEKEND

- Make sure eligible Scouts know Shotgun is available.
- Identify Scouts with Archery or Shotgun MB partials from summer camp.
- Review age/program assignments with youth and adults.

DURING SATURDAY

- Plan around lines/capacity rather than moving the entire troop together.
- RSOs/instructors control all range activity and safety decisions.
- Additional ammo: \$3 for 5 Shotgun rounds or 10 Air Rifle shots.

YOUTH FEE

Scouts BSA youth: \$20. Registration includes the three-patch Journey set, weekend program and applicable RATA ammunition.

Included ammunition: 10 Shotgun, 10 Air Rifle, and unlimited Archery/Tomahawk/Cornhole within program capacity. Additional ammo tickets are planned at the Dining Hall Trading Post.

More Reasons Your Troop Will Want to Come *Advancement + adventure + partners.*

SCOUT ADVANCEMENT

Rank + merit badge opportunities

- 5-mile hike
- Orienteering rank requirements
- Backpack cooking requirements
- Wilderness Survival programming
- Selected Archery MB partial completion
- Selected Shotgun Shooting MB partial completion

CLIMB + CHALLENGE

Get off the ground

HIGH ADVENTURE HUB

Explore what comes next

- Backpacking demonstrations + gear
- ZBASE
- Philmont
- Northern Tier + Sea Base
- National Jamboree
- NYLT / NAYLE / NLS + International Scouting

TECH + SPECIAL PROGRAM

Broaden the Saturday experience

- Tulsa Amateur Radio Club / JOTA - confirmed

- Mobile climbing wall - Webelos/AOL priority; Scouts as capacity allows
- Lower COPE elements planned
- Search & Rescue Challenge with mixed-age elements
- Big Zip remains subject to final confirmation
- Tulsa Robotics Center - planned on site
- Mobile Military Museum - planned near Dining Hall
- Native American cultural programming being finalized
- Model rockets / drones being pursued

Advancement: Help Scouts Arrive Prepared

5-MILE / ORIENTEERING

- Comfortable shoes/boots + full water bottle
- Day pack / 10 Essentials
- Compass for orienteering
- Exact start locations/times will be on final schedule/map

MERIT BADGE PARTIALS

- Bring summer-camp partial information where applicable
- Know which remaining requirements are needed
- Full badge completion is not guaranteed
- Counselor/staff availability and final program control

FINAL PROGRAM CONTROLS

Do not promise Big Zip, specific cultural performers, rockets/drones or full merit badge completion until confirmed in the final event schedule.

Brownsea Island Breakfast

Sunday at 7:00 AM, each troop Senior Patrol Leader may attend and bring up to two additional youth leaders. The breakfast continues a Council tradition of youth leaders sharing ideas and lessons across units.

Games, Recognition & Journey Cord

Reward the behaviors that help younger Scouts feel welcome.

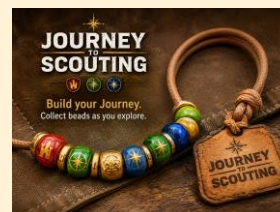
JOURNEY GAMES

Teamwork + interaction across ages

Saturday afternoon games emphasize movement, teamwork and mixed-age interaction, building to the Battle of the Three Worlds.

- ☐ Have patrols ready to participate.
- ☐ Invite AOL/Webelos into mixed-age challenges.
- ☐ Model teamwork and Scout Spirit.
- ☐ Follow District Youth Staff/game instructions.

BUILD THEIR JOURNEY



Every Webelos and AOL Scout receives a Journey Cord. Troops help them earn beads through real interaction.

Beads: all three Worlds • Adventure Pins • Journey Games • program activities • another troop • Scout Spirit.

Recognition That Rewards the Right Behavior

JOURNEY CUP

Overall participation, spirit, engagement + experience.

TRAILBLAZER

Exceptional effort to host + connect prospective Scouts.

PATHFINDER

Best Webelos/AOL engagement + youth-led welcome.

SCOUT SPIRIT

Friendliness, helpfulness, leadership + inclusion.

GATEWAY

Best themed campsite, gateway + troop identity.

AOL CHOICE

AOL Scouts vote for the troop that most excited them about joining.

Final award criteria/scoring will be communicated before the event. Recognition is intentionally weighted toward participation, engagement, youth leadership and the experience created for younger Scouts.

Campfire Participation

- Skit reviews are planned around 4:30 PM near the Dining Hall; final review process will be confirmed.
- Troops and AOL groups may submit skits/songs; combined troop/AOL performances are strongly encouraged.
- District Youth Staff plans and runs each campfire; adults support from the side.

Fees, Registration & Staff

Keep the participant-facing details simple - but make unit planning clear.

\$20 SCOUT YOUTH 3 patches + applicable RATA ammo	\$10 ADULT paid participant; patch set	FREE STAFF register as Staff	SEPARATE T-SHIRT official event shirt sold separately
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Fees & What Is Included

PARTICIPANT FEES

- AOL / Scouts BSA youth - \$20
- AOL / Scouts BSA adults - \$10
- Webelos youth - \$10
- Webelos parents/guardians - free
- Staff - free

INCLUDED

- Access to age-appropriate activities, exhibits/displays and program
- Journey to Scouting three-patch set for registered participants except free Webelos parents/guardians
- Applicable youth RATA ammunition
- Overnight camping for Scouts BSA troops and AOL den/patrols; Webelos are Saturday day visitors

Registration

- Scouts BSA troops should register as a unit/group through the Council Journey to Scouting event page at www.okscouts.org.
- Use the Council event registration system for additions, substitutions and deletions according to posted deadlines/instructions; late changes may require Scout Service Center or event check-in assistance.
- Units provide their own camping equipment, tents and meals, including coordination for hosted AOL Scouts.
- T-shirt purchase is separate from registration. Final shirt price, order deadline and pickup/distribution instructions will be posted by Council.

Staff

- Full-time and Day Only Staff: fee is free; contact Bill Fournet or Patrick Hamilton for the registration code after confirming your assignment with your program/event chair.
- Full-time Council Staff are dedicated to event service and use the staff meal plan unless otherwise arranged.
- Youth District Staff will camp and eat with their unit.
- Day Only Staff support a Saturday program area (for example RATA or climbing); Saturday lunch is planned for designated staff.
- If a designated staff member plans to eat with a unit instead of the staff meal plan, tell the Program Chair so meal counts stay accurate.
- Part-time unit volunteers who are attending primarily with their troop register/pay with the unit. They may assist with limited service needs as assigned.

IMPORTANT

The T-shirt is a separate purchase for all participant categories unless Council later communicates otherwise. The patch set is included for registered paid participants and staff; free Webelos parents/guardians do not receive the patch set.

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 units 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 roster • required Annual Health and Medical Records • two unit emergency contacts • late-arrival list • accessibility/accommodation needs • AOL host arrival plan.

Check-in begins at 5:00 PM Friday, October 9. Arrive as a unit when practical. Drivers remain in vehicles as directed while the Scoutmaster/SPL or designated leaders complete check-in.

LEADER CHECK-IN

- Confirm final unit roster + permitted changes/payments.
- Present Annual Health and Medical Records as directed.
- Provide two emergency contacts + medical/accommodation notes.

PACKET / ARRIVAL

- Confirm campsite, green wristbands, 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 to your assigned World/campsite. Unload efficiently, orient hosted AOLs, set up your gateway/identity, then move unauthorized vehicles to designated parking before setting up camp in earnest.

3 • LEADER MEETING

Scoutmaster + SPL attend the 8:30 PM Friday information meeting/cracker barrel. Bring questions about program, campfires, weather/safety and final schedule changes.

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.

Vehicles, Parking & Campsites

Detailed site rules that keep a walkable event safe.

Unit Vehicles

After Friday unloading, unauthorized unit 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

- Troops are assigned by district World: Redbud/Ironhold, Will Rogers/Crossing, Scissortail/Nova.
- Campsite assignments are finalized shortly before the event; multiple units may share larger camping areas based on attendance/capacity.
- Keep roads, fire lanes and program access clear. Display troop/patrol flags and theme elements so they do not create trip hazards or interfere with neighboring units.
- Coordinate AOL tenting, adult leadership space and meal operations before arrival.

Equipment Trailers

Unit trailers may remain in the assigned campsite as directed. On Friday, October 9, trailer arrival/unloading begins with the troop/AOL check-in process at 5:00 PM unless a pre-event communication authorizes earlier trailer placement. The tow vehicle may not remain with the trailer and 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 units 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: units may want to carry a backup roll of toilet paper in unit supplies.

Trash / Leave No Trace

- Bring unit trash bags and pack out unit 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.
- Troops provide their own meals. Coordinate hosted AOL meals, food costs, allergies, cooking roles and cleanup 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 unit directly by mobile phone. If event staff assistance is needed to locate a participant, the unit leader should come to event headquarters/medical coordination as directed.

Saturday Lunch & Hydration

Scouts/AOLs eat with their troop/host troop or may carry a trail lunch at the unit's option. Use lunch as a reset: refill water, check younger Scouts, adjust layers/sunscreen, and review afternoon assignments before heading back to program.

Final Troop Checklist

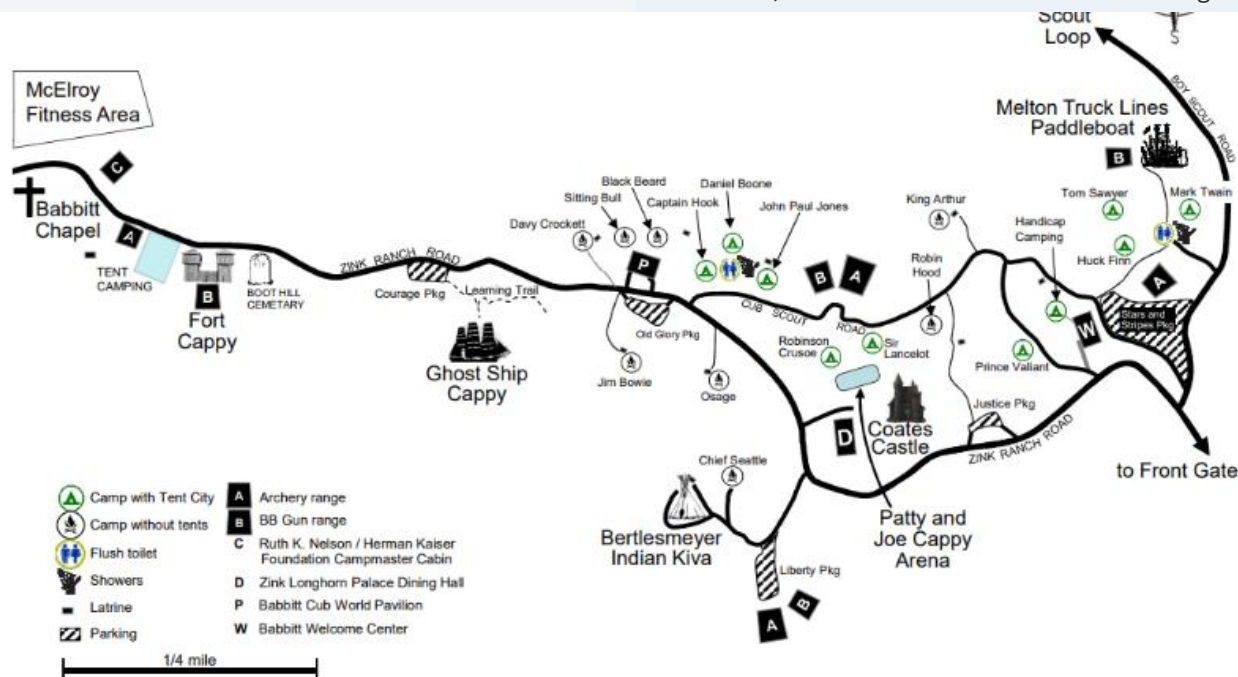
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| ☐ Registration/headcount + adult leadership confirmed. | ☐ AOL host group + primary contacts confirmed. |
| ☐ AOL meals/campsite plan confirmed. | ☐ Adventure Pin(s), youth instructors + supplies submitted. |
| ☐ PLC finalized World identity, gateway + campsite theme. | ☐ Scouts briefed on welcoming younger Scouts + youth-led expectations. |
| ☐ Campfire skit/song prepared; include AOLs if possible. | ☐ Advancement interests identified: 5-mile, orienteering, cooking, MB partials. |
| ☐ RATA eligibility reviewed; Shotgun = Scouts BSA only. | ☐ Medical records, emergency contacts + arrival plan ready. |
| ☐ Hydration, weather + Buddy System reviewed. | ☐ Troop/patrol flags + theme materials packed. |

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 units before the event.

Watch for the Pre-Event Leader Update

- | | |
|---|---|
| ☐ Gate code + final driving/traffic instructions | ☐ 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

Bill Fournet | billfournet@thepersimmonsgroup.com | (918) 607-4533
Patrick Hamilton | patrickhami@gmail.com | (918) 521-2571

SHOW THEM SCOUTING.

October 9-11, 2026 • Babbitt Cub World • Three Worlds. One Journey.