



Igniting the Arrow—formerly known as Webelos Woods—is designed to show Arrow of Light Scouts the exciting adventures that await them at the next level. While Scouting America now limits this event to Arrow of Light Scouts, its core purpose remains unchanged: it is a premier opportunity for Troops to showcase their very best to younger Scouts. We firmly believe in that mission.

However, to truly shine in an era of changing membership numbers, we feel that we must raise the bar and unveil the true strength of our Troops. Scouting provides a unique arena for young adults to explore their limits and serve their communities, all forged through the lifelong bonds of Scouting fellowship. Our Troops stand proud on the shoulders of Eagle Scouts—leaders whose journeys began exactly where these Arrow of Light Scouts stand today.

As a district, we challenge you to raise the bar. Igniting the Arrow is more than just a recruiting event; it is your stage to shine. Cook your best campsite meals! Let your youth showcase their finest Scout skills! Most importantly, allow your Scouts to do what they do best: lead, inspire, and simply be Scouts.

"This Is the Scouting Way."

For this event, Scouts will put the ideals of a youth-led program into action. Practicing the **E.D.G.E. method**, older Scouts will instruct patrols at six of the eight stations. Patrols will then utilize the **Patrol Method** to guide Arrow of Light (AOL) Webelos in completing each task, giving the AOL Scouts a firsthand look at how patrol members collaborate to achieve goals.

We ask each Troop to form a temporary patrol specifically for this event. These patrols should consist of **Scouts at the Second Class rank and below**, plus **two or three AOL Scouts**. Integrating AOLs into these patrols will help them experience Scouting at the next level.

Older Scouts who volunteer to lead a station should instruct according to the *Scout Handbook*, Introduction to Leadership Skills for Troops (ILST), and their own unit training. Because some stations—such as fire building and tool safety—involve inherent risks, instructions should be straightforward but presented with a serious focus on safety.

Additionally, we feature **two BONUS stations: Archery and Slingshots!** To maximize the fun, we need adult volunteers to run these ranges. With eight total stations, this day promises to be an excellent, engaging experience for the AOL Scouts.

In the evening, we will host a **Campfire Program!** We request **one skit and one song from every attending patrol**. To avoid duplicates, please bring a few backup options. The program will include a brief reflection on Scouting from our District Executive, Stacy Lasater. We will close the night by singing *Scout Vespers* (perhaps both verses!).

The following morning, we will host a **Scout's Own Service** for all who wish to attend. Afterward, we ask that you include your AOLs in your Troop's "Thorns and Roses" reflection, as their feedback—and yours—is critical for planning next year's event.

District Committee members will be on-site, and we encourage all Troops to showcase their best traditions! Bring your favorite meals, desserts, campsite gateways, weather rocks, and Troop cheers. This is a fantastic opportunity to "show off" your Troop identity, as visiting Scouts and parents will want to see what makes your unit unique. It is also an excellent chance for parents to connect with Scout leadership and get their questions answered.

Our success has always been driven by the power of our Volunteers!

Thank you for stepping up to make this event incredible for our youth. To ensure everything runs smoothly, we are currently looking to fill the following volunteer roles and patrol assignments:



Individual Volunteer Needs

- **Adult Overseers (12 Needed)**

We need 12 adults to manage our activity stations, assist with the shooting ranges, or rotate throughout the day to support where needed.

- **Scout Instructors (12 Needed)**

We need 12 scouts (Rank: First Class and above) to run instructions and handle scoring at our stations. Recruiting 12 scouts will allow us to split the day into two manageable shifts.

- **Level 1 Archery Instructor (CRITICAL NEED)**

We are actively searching for a certified Level 1 Archery Instructor. **Please note:** Without this instructor, we will be forced to find an alternative activity for this event. We have also reached out to the council for assistance. If you or someone you know holds this certification, please contact us immediately.



Patrol & Troop Assignments

- **Program Patrol 1:** Responsible for conducting all formal Flag Ceremonies.
- **Program Patrol 2:** Responsible for organizing and hosting the Campfire Program.
- **Service Patrol:** Responsible for gathering wood, building, and safely maintaining our campfire.
- **All Troops (Service Patrol Duty):** SPLs are officially on notice. **All troops** will share Service Patrol duty specifically dedicated to maintaining restroom cleanliness throughout the event.



Event Location

San Marcos River Retreat

444 Pecan Park Drive

San Marcos, TX 78666

Check-In Procedures

All troops must check in with the following:

- **Total number** of AOL (Arrow of Light) patrols participating.
- **Medical Forms** (Parts A & B) filled out and completed for each person in attendance.
- **SYT and/or YPT forms** for all registered adults in attendance.
 - *Note:* AOL parents may be exempt but must be paired with a registered adult who has valid SYT or YPT certification.



Friday Night Schedule

- **7:00 PM** – Cracker Barrel for Scoutmasters & Senior Patrol Leaders
- **7:45 PM** – Igniting the Arrow Breakdown:
 - Questions & Answers
 - Explanation of Stations
 - Troop sign-ups for service & program patrols
 - Scout sign-up for station duties
- **10:00 PM** – Lights Out



Saturday Schedule

- **0600** – **Reveille** (Wake up)
- **0730** – **Flag Ceremony**
- **0800** – **Morning Events Begin**
 - **0800 – 0850:** Station I
 - **0900 – 0950:** Station II
 - **1000 – 1050:** Station III
 - **1100 – 1150:** Station IV
- **1200** – **Lunch Break**
- **1400** – **Afternoon Events Begin**
 - **1400 – 1450:** Station V
 - **1500 – 1550:** Station VI
 - **1600 – 1650:** Station VII
 - **1700 – 1750:** Station VIII
- **1800** – **Dinner**
- **2030** – **Campfire Program**
- **2200** – **Lights Out**

Event Stations & Scoring Guides

Station: Firem'n Chit & Jiffy Pop Cook

- **Instruction:** How to properly build and extinguish a fire; proper terminology for fuel sizes (tinder, kindling, fuel).
- **Patrol Challenge:** Maintain a proper cooking fire and cook a container of Jiffy Pop without burning it.
- **Scoring (5 Points Max):**
 - **1 Point:** Patrol maintained a proper fire (Yes/No)
 - **Popcorn Quality (4 Points Max):**
 - **4 pts:** Perfectly cooked! Minimum burn.
 - **3 pts:** Slightly burned.
 - **2 pts:** Half burned.
 - **1 pt:** Mostly burned.

Station: Totin' Chip (Hatchet) & One-Handed Match Split

- **Instruction:** Axe yard safety (entering/exiting), parts of an hatchet, and how to safely hold and pass an hatchet.
- **Patrol Challenge:** Safely handle the axe and use it to split a vertical match using only one hand.
- **Scoring (Timed Event):**
 - **Bonus:** Successfully splitting the match grants a **-10 second deduction** (faster time).
 - **Penalties:** Each mistake in handling, passing, or running with an hatchet incurs a **+5 second safety pause** to reflect on the mistake.
 -  **Disqualification:** Hatchets demand absolute respect. Anyone deliberately breaking safety rules will cause their **entire patrol to be disqualified**.

Station: Pioneering (Knots, Lashings, & SPL Chair Build)

- **Instruction:** Review of the 7 basic Scout knots (with emphasis on the Clove Hitch), Square Lashings (with frapping), and Round Lashings (with frapping).
- **Patrol Challenge:** Pioneer a functional camp chair using the provided plans.
- **Scoring (5 Points Max):**
 - **2 pts:** Attempted to build the chair in the allotted time.
 - **3 pts:** Successfully completed the chair build in the allotted time.
 - **SPL Bonus Points (Up to 1 extra point awarded during the campfire program):**
 - **0.5 pt:** The chair successfully held up during campfire.
 - **0.5 pt:** The chair was comfortable for the SPL.

Station: First Aid (Poisonous Plants & Remedies)

- **Instruction:** Basic first aid for rashes (including chafing); identifying and treating Poison Ivy and Poison Oak.
- **Patrol Challenge:** Identify 3 outdoor hazards that have the potential to end a camping trip early.
- **Scoring (5 Points Max):** Based on the patrol's ability to successfully identify the hazards and explain the correct treatments.

Station: Effective Communication & Hook Swing Exercise

- **Instruction:** Effective communication skills based on ILST (Introduction to Leadership Skills for Troops), emphasizing that the most important part of communication is **listening**.
- **Patrol Challenge:** Work together to stack all buckets into a single pile using the hook swing game.
- **Scoring (Timed Event):** Ranked from fastest to slowest. Success relies entirely on how well the patrol listens to one another.

Station: Leave No Trace, 10 Essentials, & Campsite Cleanliness "Trap"

- **Instruction:** The goals of Leave No Trace (LNT) and how the 10 Essentials keep a Scout prepared and safe.
- **Patrol Challenge:** "The Campsite Trap." The patrol has exactly 30 seconds to observe a staged campsite and spot the safety/LNT errors.
- **Scoring:** Points awarded based on the patrol's ability to identify **all 8 problems** with the site.

Station: Archery & Slingshots

- **Details:** Range safety and target shooting. (*Note: Activity depends on securing a Level 1 Archery Instructor*).