

Arrow of Light Adventure: Outdoor Adventurer

Complete Option A (campout with a tent) or Option B (outdoor activity): Option A:

1. With the help of your den leader or family, plan and participate in a campout.	Attending Webelos WOW. Review preparations before the event.	
2. On arrival at the campout, with your den and den leader or family, determine where to set up your tent. Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult.	This will be part of the campsite set-up.	
3. Once your tents are set up, discuss with your den and den leader or family what actions you should take in the case of the following extreme weather events: a. Severe rainstorm causing flooding b. Severe thunderstorm with lightning or tornadoes c. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.	This will be part of the campsite set up	
4. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.	Review before Webelos WOW	
5. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.	We will teach at the Webelos WOW	



REQUIRED ADVENTURE

Complete Option A or Option B.
Option A:

1. With the help of your den leader or family, plan and participate in a campout.
2. On arrival at the campout, with your den and den leader or family, determine where to set up your tent. Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult.
3. Once your tents are set up, discuss with your den or family what actions you should take in

the case of the following extreme weather events:

- A. Severe rainstorm causing flooding
 - B. Severe thunderstorm with lightning or tornadoes
 - C. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
4. Show how to tie a bowline. Explain when this knot should

be used and why. Teach it to another Scout who is not a Webelos Scout.

5. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

OPTION A:

REQUIREMENT 1 | With the help of your den leader or family, plan and participate in a campout.

If you went camping when you were younger, your parents or other adults may have done all the planning. As a Webelos Scout, you get to help plan your own adventures.

Work with your den leader or another adult in charge of your campout to help plan it. Pick a location and dates, and make a list of activities that you could do on the campout.

Our Campout

Location

—

Departure Date and Time

Return Date and Time

Adult Leader in Charge

Activities

—

Special Equipment We Need

Campout Ideas

What can you do on your campout? Here are some ideas.

- ◆ Take a hike.
- ◆ Complete a compass course or geocaching game.
- ◆ Play a wide game like capture the flag.
- ◆ Have a first-aid relay.
- ◆ Compete in a sports tournament.
- ◆ Have a special cooking contest.
- ◆ Go stargazing.
- ◆ Do nature crafts.
- ◆ Have a scavenger hunt.
- ◆ Complete a service project.
- ◆ Plan and participate in a campfire program.
- ◆ Conduct a flag ceremony or flag retirement.
- ◆ Plan and participate in an interfaith worship service.

Camping Gear

A big part of being prepared is taking the right equipment on camping trips. On the next page are things you should take on den and pack outings. This list is like the Cub Scout Six Essentials you might have used before, but you've got some new items as you get ready to join a troop. You can borrow some items until you are ready to invest in new equipment.



The Scout Basic Essentials* (Things You Should Take on Every Outing)

1. First-aid kit
2. Extra clothing
3. Rain gear
4. Filled water bottle
5. Pocketknife (if you've earned your Whittling Chip)
6. Flashlight
7. Trail food
8. Sun protection
9. Map and compass

*After you join a troop, you can earn your Firem'n Chit. That will allow you to carry matches and a fire starter.

Overnight Gear

- ◆ Tent or tarp, poles, and stakes
- ◆ Ground cloth
- ◆ Sleeping bag
- ◆ Pillow
- ◆ Air mattress or pad
- ◆ Warm jacket
- ◆ Sweatshirt (try to avoid cotton)
- ◆ Sweatpants (for sleeping, try to avoid cotton)
- ◆ Cup, bowl, knife, fork, spoon, mesh bag
- ◆ Insect repellent
- ◆ Extra clothing
- ◆ Toothpaste, toothbrush, soap, washcloth, towel, comb, personal medications**
- ◆ Webelos Scout uniform

- ◆ Durable shoes/boots (depending on weather)
- ◆ Hat or cap

Optional Items

- ◆ Camera
- ◆ Binoculars
- ◆ Whistle
- ◆ Sunglasses
- ◆ Fishing gear
- ◆ Notebook and pencil
- ◆ Nature books
- ◆ Swimsuit
- ◆ Bath towel
- ◆ Bible, testament, prayer book, or other book for your faith

**Parents, guardians, or another caring adult should always inform the trip leader of any personal medications that the Scout may be required to take on the outing, as well as when such medications need to be taken.

OPTION A: REQUIREMENT 2 | On arrival at the campout, with your den and den leader or family, determine where to set up your tent.

Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult.

There are many things you can do to make your camp home as nice as possible, even if your tent may not be quite as comfortable as your bed back home. When you get to your campsite, spend a few minutes finding the best possible spot for your tent.



Look around to make sure the site is not in a natural drainage area or on a trail or path. Look up to make sure there are no dead tree limbs overhead that might fall in a storm. Leave some space between your tent and the next one for privacy.

Once you've picked your tent site, move aside any rocks, pine cones, or sticks that would be uncomfortable to sleep on. Do not remove bushes or small plants; instead, put your tent in a spot where you will have only a small impact on nature. After the campout, restore the site to the way it looked when you arrived; Scouts always leave places better than they found them.

Now, work with your tentmate or other Webelos Scouts to set up your tent. Put your gear inside and get ready to start your camping adventure.



A Scout is helpful. Setting up camp is easier and more fun when you work together as a team.

Taking Care of Your Tent

Your tent will last for years if you take care of it. (Remember that a Scout is thrifty.) Here are some tips:

- ◆ Always pitch it on a ground cloth, which is a sheet of plastic or tarp that protects the floor from dirt, sharp objects, and moisture. (Fold the corners of the tarp under the tent so the ground cloth is no bigger than the tent; otherwise, rain can get in between.)
- ◆ Don't wear your shoes inside.



- ◆ Keep tent vents open to let moisture escape.
- ◆ Keep all flames away from tents. Never use candles, matches, stoves, heaters, or lanterns in or near a tent. No tent is fireproof. All tents can burn or melt when exposed to heat.
- ◆ Let the tent dry in the sun before you take it down. If you have to pack it up wet, set it up again as soon as you get home or hang it indoors until it dries completely. That will prevent mildew from ruining the fabric—and making it stink.

OPTION A: REQUIREMENT 3**OPTION B: REQUIREMENT 2**

Discuss with your den or family what actions you should take in the case of the following extreme weather events:

A. Severe rainstorm causing flooding

B. Severe thunderstorm with lightning or tornadoes

C. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.

On most campouts or other outdoor activities, the worst weather you'll see is rain and annoying heat or cold. Sometimes, however, the weather can be dangerous. It's important to Be Prepared—that's the Scout motto—for bad situations.



Severe Rain and Flooding

Flash floods can occur when there is very heavy rain over several hours or steady rain over several days. Because flash floods can strike with little warning, you should never camp on low ground next to streams when rain is expected.

When you're camping in the mountains or desert, be aware of the weather upstream from your campsite. Heavy rain miles away can turn into flash floods downstream.

If flooding occurs, move to higher ground immediately. Stay out of streams, ditches, and other flooded areas. Adults should never try to drive through flood waters, no matter how shallow they may seem. Just a few inches of water can carry off a car!

To get a rough idea of how far away a storm is, count the number of seconds between when you see lightning and hear thunder. Divide by five to get the number of miles.

Severe Thunderstorms, Lightning, and Tornadoes

Thunderstorms can be loud and scary. Sometimes they produce dangerous lightning and tornadoes.



Lightning can strike 10 miles from a thunderstorm, so you should take shelter in a building or vehicle as soon as you hear thunder—even if the sun is shining overhead. Make sure you're not the highest object in the area, and avoid water, open areas, isolated trees, picnic shelters, and metal objects. If you're caught in the open, spread out 100 feet apart and crouch down like you do when you play leapfrog.

Tornadoes are funnel clouds that can form in spring and summer thunderstorms. The best place to be if a tornado hits is indoors, either in a basement or closet or against an interior wall. If you're caught outside, get in a ditch and lie as flat as possible.

The National Weather Service issues *watches* when conditions are right for severe weather and *warnings* when severe weather is occurring. Your leader can carry a portable weather radio or use a mobile phone application to receive information about watches, warnings, and forecasts for your area.



Fires, Earthquakes, and Other Disasters

In very rare cases, such as if there's a forest fire, you may have to evacuate your campsite. Your leader will tell the den where to meet, take attendance, and move the group to safety.

Staying Found

Anyone can get lost, even adults. But you can do some things to avoid getting lost—and to stay safe if you do get lost.

- ◆ Always stay with a buddy.
- ◆ Let an adult know if you and your buddy need to leave the group, and tell where you are going.
- ◆ Carry a whistle to signal for help. Three blasts in a row is the universal distress call.

- ◆ If you think you are lost, remember to **"STOP!" Stay** where you are, and stay calm. **Think** about how you can help others searching for you. **Observe** your surroundings and watch for searchers. **Plan** how to stay warm and dry until help arrives.

OPTION A: REQUIREMENT 4

OPTION B: REQUIREMENT 3

Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.

A bowline is a very useful knot to learn. It makes a fixed loop in a rope that will not slip, unlike a taut-line hitch or two half hitches. The bowline can be used to anchor one end of a rope to a tree or other stationary object, or as the loop around the person's chest in a rescue situation—such as pulling a person out of a hole or off the side of a cliff.



1. Make a small overhand loop in the standing part of the rope.
2. Bring the rope end up through the loop, around behind the standing part, and back down into the loop.
3. Tighten the bowline by pulling the standing part of the rope away from the loop.

Once you've mastered the bowline, teach it to a younger Cub Scout.

OPTION A: REQUIREMENT 5

OPTION B: REQUIREMENT 4

Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

Imagine arriving at a campsite and finding damaged trees, a smoldering campfire, and bags of trash that animals have torn into. Now imagine arriving at a campsite and feeling like you're the first group that's ever been there. Which campsite would you like more? The second one, of course.



The Outdoor Code is a promise all Scouts make to help care for the environment. It's important to even the youngest Cub Scouts and the most seasoned leaders. Now it's time to be sure you've learned it by heart.

Leave No Trace is a way of living in the outdoors that respects the environment and other people. By following Leave No Trace principles, we can take care of outdoor spaces and help preserve them for the Scouts of tomorrow. Are you ready to learn these principles, too?

Find the Outdoor Code and the Leave No Trace Principles for Kids in the back of your *Webelos Handbook*. Read them and say them aloud until you have them memorized. When you're ready, recite them to your den leader.

A SCOUT'S RESPONSIBILITY TO THE OUTDOORS

Much of Scouting, including Webelos Scouting, happens outside. In order to do their part in preserving the natural world, Scouts of all ages dedicate themselves to practicing the ideas held by two important sets of guidelines.

The Outdoor Code

For more than 60 years, the Outdoor Code has been a guide for Scouts in the outdoors. Remember to do your best by showing respect for the outdoors and by learning and upholding the Outdoor Code.

THE OUTDOOR CODE

As an American, I will do my best to—

- ◆ Be clean in my outdoor manners,
- ◆ Be careful with fire,
- ◆ Be considerate in the outdoors, and
- ◆ Be conservation-minded.



Leave No Trace Principles for Kids*

- 1. Know Before You Go.** Find out about the place you're going to camp ahead of time. Are there rules you need to know about? Are any activities against the rules? Is water available? Do you need to bring anything special?
- 2. Choose the Right Path.** Always walk on trails, even if that means getting your boots muddy. Don't take shortcuts. Set up tents in marked camping areas.
- 3. Trash Your Trash.** Use bathroom facilities when available. Follow campground rules for handling dishwater. Pack out all your trash unless the campground has trash pickup.
- 4. Leave What You Find.** Leave any natural treasures where you find them so other campers can enjoy them, too. If you want a souvenir of your campout, take a picture. A good saying to remember is "Leave nothing but footprints, take nothing but pictures, kill nothing but time."

5. **Be Careful With Fire.** Cook on a camp stove or grill whenever possible. It's easier and less messy than cooking over an open fire. Only build fires in designated fire rings. Always have someone keep an eye on your fire until it is dead out.
6. **Respect Wildlife.** Travel quietly and give animals enough space that you don't disturb them. Getting too close to an animal can potentially hurt the animal and you. Take pictures from a safe distance. You're visiting the animal's home, so be considerate.
7. **Be Kind to Other Visitors.** Be respectful of other visitors by keeping noise down and not entering other groups' campsites without permission. Be polite to other people you meet. Give them the respect you expect from them.

To help you remember the Outdoor Code and the Leave No Trace Principles for Kids, you can find them in the back of your handbook.

A Scout is thrifty. Being thrifty means not wasting things—including natural resources. Leave No Trace principles and the Outdoor Code help you to be thrifty in the outdoors.



When you join a troop, you'll follow the Leave No Trace Seven Principles. You can learn more about the principles and how they are similar to the ones for kids by visiting the Leave No Trace website (with permission): www.lnt.org/programs/principles.php.

What can you and your den do to demonstrate the Outdoor Code and the Leave No Trace principles while on your campout or outdoor activity?
