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Arrow of Light Den Meeting 3

Outdoorsman

Preparation and Materials Needed

- Read the Outdoorsman chapter in the Webelos Handbook.
- Identify any parents or other pack resources who are outdoorsmen (campers, hikers) and could be your activity badge counselor for this meeting.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Outdoorsman chapter in the *Webelos Handbook*.
- Plan to hold this den meeting at a nature preserve, park, or wooded area (site of campout or evening campfire activity). This meeting is set up as the evening campfire activity requirement to complete **Outdoorsman activity badge requirement 2.**
 - Choose the site for an evening activity. Be sure campfires are permitted.
 - Make reservations in advance, if necessary.
- If you choose to complete **Outdoorsman activity badge requirement 3** with overnight camping, note:
 - Reserve the campsite many months in advance. It is recommended that the den leader complete Outdoor Leader Skills for Webelos Leaders before the campout.
 - Follow Youth Protection guidelines. If applicable, submit a Local Tour Permit Application to your council service center two weeks before the event (form found at www.scouting.org/ CubScouts/CubScoutingForms). Arrange transportation.
 - See the **Outdoorsman activity badge** pages in the *Webelos Handbook* for packing lists. The *Cub Scout Leader Book* gives details on planning a Webelos den overnight campout and offers encouraging tips for family camping.
 - Borrow tents from Webelos Scout families or your Boy Scout troop. Plan meal menus; shop for food.
 - Pack cooking equipment; firewood and matches; synthetic and cotton rope for fusing, whipping, and knot tying; a first-aid kit; a U.S. flag; and the den flag. Be prepared to teach Outdoorsman knots.
- ► Inform Scouts and families about when and where to meet.
 - Even if you are just doing the evening activity with campfire, Scouts will need to be ready to camp, since each must "Present yourself to your Webelos den leader, properly dressed, as you would be for an overnight campout. Show the camping gear you will use. Show the right way to pack and carry it."
- Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Plan a menu, shop for food, and pack cooking equipment, firewood, and matches.
 - Four-foot lengths of rope for each Scout.
 - Twine or dental floss for whipping and a lighter to demonstrate fusing.

Before the Meeting

- Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ► Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ► If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

► Flag ceremony (rotate planning and leadership to complete Webelos requirement 6), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.

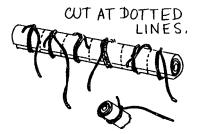
- Since you're on a hike today, have the boys recite the Outdoor Code.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- Use this time also to discuss participation in upcoming pack meetings or events as needed.

Activities

- Outdoorsman Activity Badge: Requirements are to do two of the first four requirements, then five of 5 through 12 (This meeting plan does 1 and 2, and then 5, 7, 8, 10, 11.):
 - 1. Present yourself to your Webelos den leader, properly dressed, as you would be for an overnight campout. Show the camping gear you will use. Show the right way to pack and carry it.
 - If you're not having an overnight campout, be sure they would be ready to camp out with the gear provided.
 - 2. With your family or Webelos den, help plan and take part in an evening outdoor activity that includes a campfire.
 - Meal and activity plan will be subject to your choices.
 - 5. During a Webelos den meeting, discuss how to follow the Leave No Trace Frontcountry Guidelines during outdoor activities. (See page 72 of the *Webelos Handbook*; also at *www. scouting.org/CubScouts/Resources/leavenotrace.*)
 - The Cub Scout Leave No Trace Pledge is: I promise to practice the Leave No Trace frontcountry guidelines wherever I go:
 - 1. Plan ahead.
 - 2. Stick to trails.
 - 3. Manage your pet.
 - 4. Leave what you find.
 - 5. Respect other visitors.
 - 6. Trash your trash.
 - 7. Discuss with your Webelos den leader the rules of outdoor fire safety. Using these rules, show how to build a safe fire and put it out.
 - See pages 357–361 of the Webelos Handbook.
 - You might also make quick fire starters:
 - You need newspapers, string, wax, a large can, and an old pot to melt the wax in.
 - Melting is best done as a double-boiler method, in which the can with wax in it is placed inside a larger container that has water up to about 2 inches from the lip of the can. An adult should handle this chore.
 - Melt two or three blocks of wax (home canning size) or old candles.
 - While the wax is melting, have each Webelos Scout roll a section of about 18 pages of newspaper into a tight cylinder. Tie the cylinders with string about every two or three inches, leaving a foot-long length of string hanging for each tie.
 - Then cut the cylinders into sections with a saw or serrated knife.
 - Spread old newspapers on your work surface and put the can of melted wax on it. Have the Webelos Scouts dip their paper sections into the wax, holding onto them with the long strings.
 - Place the fire starters on other newspapers to dry. When using them, tear the edges slightly for faster ignition.



- 8. With your accompanying adult on a campout or outdoor activity, assist in preparing, cooking, and cleanup for one of your den's meals. Tell why it is important for each den member to share in meal preparation and cleanup, and explain the importance of eating together.
 - Meal and activity plan are subject to your choices.

Den Meeting 3





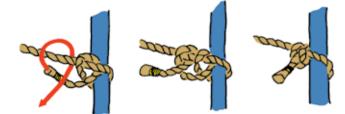
Den Meeting 3

10. Demonstrate how to whip and fuse the ends of a rope.

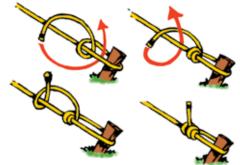
- To whip the end of a rope, start with a 2-foot length of thin twine or fishing line or dental floss.
- Form it into a loop and place it at one end of the rope, with the two ends of the loop against the rope.
- Wrap tightly around the rope, starting ¹/₄ inch from the end.
- When the whipping is as wide as the rope is thick, pull out the ends of the loop hard, and trim off the twine or line.



- 11. Demonstrate setting up a tent or dining fly using two half hitches and a taut-line hitch. Show how to tie a square knot and explain how it is used.
 - <u>Two Half Hitches</u> is a useful knot for attaching a rope to a pole or boat mooring. As its name suggests, it is two half hitches, one after the other, with the small end of the rope going in the same direction around the long end of the rope.



- Hook your rope around your post.
- Cross the short end under the long, main length of the rope.
- Bring the short end over and down through the hole between where the rope crosses and the pole. That's one half hitch.
- Repeat to make the second half hitch.
- To finish, push them together and snug them by pulling on the standing part.
- A <u>Taut-Line Hitch</u> is two half hitches, with an extra turn
 - The extra turn is on the inside of the loop.
 - It is used to adjust the tension on guy lines.



- You might have a knot-tying relay.
 - Have a rope for each team.
 - Ask the Webelos Scouts to line up in file relay formation 15 feet from a goal line.
 - In turn, each Webelos Scout races to the goal line, where he selects a card with the type of knot he is to tie.
 - He runs back to the team and ties the knot correctly. Then he unties the knot and hands the rope off to the next player.
 - The first team to complete all the knots correctly is the winner.
- ▶ In the boys' Webelos Handbooks, sign the requirements met (and update your records).

Closing

- ► Award (or recognize) any advancement completed today; thank hosts, guests, helpers.
- Closing ceremony (rotate planning and leadership to complete Webelos requirement 6): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
 - To earn the Arrow of Light, a Scout must, with your Webelos den, visit at least one Boy Scout troop meeting, and one Boy Scout–oriented outdoor activity (the outdoor activity with the troop must not be the same one used to earned the Outdoorsman activity badge).
 - If you have contacted area Boy Scout troops for a list of events that your Webelos Scouts may attend, and selected which Boy Scout troop meeting(s) and Boy Scout-oriented outdoor activity or activities your den will attend, communicate that information to the parents.
 - After visiting at least one Boy Scout troop meeting and one Boy Scout-oriented outdoor activity, each Webelos Scout should identify a Boy Scout troop that he thinks he might like to join, visit it with his parent or guardian, and have a conference with the Scoutmaster (Arrow of Light Award requirement 6).
- ► Hand out or send family information letter.
- Home Assignment: Remind boys to review the Sportsman chapter in their Webelos Handbook before the next meeting.

After the Meeting

- If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- Refreshments: If appropriate
- Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

Planning for Arrow of Light Requirements 4-6

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Den Meeting 3

