

2025 WEBELOW'S WOODS

Northeast Georgia Council

Theme: Highland Games

Location: Scoutland
Date: September 19th – September 21st

Itinerary:

Friday September 29th:

5:00 pm – 8:00 pm	Check In
9:00 pm – 10:00 pm	Leaders Meeting & Cracker Barrel (Den Leader / Cubmaster)
11:00 pm	Taps / Lights Out

Saturday September 30th:

7:00 am	Reveille
7:00 am – 8:15 am	Breakfast
8:30 am – 8:45 am	Flagpole Assembly
9:00 am – 12:00 pm	Round Robin Events
12:00 pm – 1:00 pm	Lunch
1:00 pm – 5:00 pm	Round Robin Events
5:30 pm – 8:00 pm	Dinner and clean up camp
8:30 pm – 10:00 pm	Campfire, Awards, Skits
11:00 pm	Taps / Lights Out

Sunday, January 6th:

7:30 am	Reveille
7:30 am – 9:00 am	Breakfast
9:00 am – 9:30 am	Worship Service (Cash donation accepted for Duty to God weekend)
9:30 am – 11:00am	Check Out



**** Please make sure your campsite is clean and be respectful to **leave by 11:00** on Sunday for volunteers. Staff cannot leave until cleanup checks after all participants leave. ****

****Important as check in process has changed! ****

Check in Process: Participants will park and walk up to the check in tent. Once you are checked in, you can obtain one of two car passes for your packs site. Only 2 vehicles will be allowed on campus per site. Please be respectful to your pack. Unload and return your vehicle to the parking lot **before** setting up your tent and site. If you are delayed in getting a car pass due to someone keeping a pass, please contact your pack to resolve not event staff. This is for the safety of scouts as the roads are tight. Packs **must** remove all vehicles from the campsite before Cracker Barrel.

When the **gates close Friday night at 10:30**, it will not be opened except in the case of an emergency. If you need to leave early, you will have to carry your camping gear to the parking lot. There are not shuttles for early leavers.

Camp Sites:

Campsites will be given out when you arrive at camp. Campsites are distributed based on pack size. No pack is guaranteed a specific campsite.

Food:

Packs will need to provide their own food.

Goal of the Day:

Webelos Woods is a time for cub scouts to experience the Troop Scout BSA way and get a glimpse into what is to come after crossing over. The den is to serve as a “patrol” for the day. Please have a schedule printed for the scouts. Try to encourage the scout den (patrol) to keep up with task for the day (with leader assistance and encouragement).

Round Robin Event Timing:

Each Den is to assign and rotate a scout to serve as a patrol leader. The Patrol Leader is responsible for getting the troop to the 11 events. All Patrols will be given a starting event in the morning and after lunch. After that the patrol must plan their time and evaluate the line at events to make sure they make it to all events.

Please have your den prepare a patrol name. There will be supplies at Cleveland Hall for each den to make a flag. Please have your den prepare a flag during the day to bring to campfire.

Events:**BB Range—**

Non scored event to let the scouts enjoy shooting a BB gun at the range.

Archery Range—

Non scored event to let the scouts enjoy shooting at the Archery range.

String Burn – (timed with awards)

Each patrol will arrive at the fire building station that will have two strings tied between stakes. Each group must bring their own supplies. Do not count on supplies near the fire burn as it is regularly picked clean. **Fat lighter and store-bought fire starters will not be allowed. Only natural fallen wood will be accepted. No cut lumber from tree trunks or pieces of lumber from store bought lumber. No steel wool, dryer lint or magnesium, natural materials only.**

The scouts will build a base up to the bottom string. Scouts must bring their own supplies for fire building. The scouts will be given 5 minutes to build the fire prior to time starting. They will then light the fire with supplies and melt the upper string. **All adults must stay behind a designated line and may not touch the fire assembly. Adult leaders are not to touch the fire material after they are placed in the competition area, let the scouts compete not adults! If an adult is seen touching any materials, they will be asked to move behind the marked competition zone.** Scouts must bring their own tinder. After the initial build, all but 4 scouts must move behind the starting line. Scouts may exchange but only 4 are allowed to work at a time. This is for safety and prevent scout injury.

This will be a timed event that will start when the scouts enter the circle (after the initial build) and end when the string melts. The scouts will be given 5 matches. Additional matches can be provided with 30 second time penalties each match. Flint and steel or ferro rod are allowed and encouraged.

First Aid – (timed with awards)

One scout in the patrol will serve as a victim. The patrol will then be given a list of wounds they must treat on the victim. The instructor will demonstrate first aid to be applied. Patrols must use proper first aid protocol when approaching the victim. Failure to do so will result in a time penalty. The scouts will need to check surroundings, check the victim’s condition, splint a limb, treat a small cut and larger wound, sling an arm, build a stretcher, carry the victim 20 feet.

Golden Griddle – (timed with awards)

This will be a pancake cooking competition. The scouts will need to cook a pancake on open coals. The scouts will be provided with charcoal, water, vegetable oil and (add water) pancake mix. **Dens are to bring a frying pan, spatula, measuring cup, and mixing bowl.** Two sets will be provided to borrow if dens do not have one. If borrowed sets are in use, a den must wait at their expense until supplies are available. Dens are required to clean the borrowed supplies after cooking at wash station. To allow scouts to make the most of the day, please bring your own to not experience delays. Volunteers are not responsible if borrowed supplies delay dens as there are 3 stations.

Volunteers will provide charcoals in a Ziploc bag to use between two bricks to support the pan. The scouts may bring one sandwich baggie of kindlin to help start the match light charcoal briquettes. No adults are allowed to touch supplies, pans, or participate in the mixing or cooking. **Please let the scouts experience scouting and let them compete. Time to teach and help is before the event, not during the event. Adults only to enter the mixing/prep area or fire area in the event to prevent harm, not help or “show” how to do something.**

The scouts will start with all supplies on the table untouched inside the event circle. When time starts, scouts will mix the ingredients while other scouts prepare the pan on the fire. The time will finish when two fully cooked pancakes are presented to the judge and the scouts eat one pancake. Time penalties of one minute will be assessed for over or under cooked pancakes or food safety violations. Only two scouts will be allowed at the fire at one time.

Atomic Bucket (team building) – (timed with awards)

The focus is team building. The scouts will stand at designated points and hold a rope. The scouts must then pull on the rope together and lift a bucket into a larger bucket. 4 scouts will work together. The time will start with the scouts touch the rope and end when the small bucket is inside the larger bucket and the ropes are dropped. All scouts must try once and the patrols best time will be logged.

10 Essentials Relay – (timed with awards)

A collection of 20 items will be placed at the end of a path not within sight of the starting line. The scouts will one at a time run to the items and select one of the 10 scout essentials. When the scouts have the correct items at the starting line the time will stop. If the scouts pick incorrect items, they will have to take them back to change them out one at a time. The scouts must stay in the order they start for return trips.

Items: Pocketknife, first-aid kit, extra clothing, rain gear, water bottle, flashlight, trail food, matches, sun protection, map, and compass.

Rescue Supply Fishing – (timed with awards)

This is a team event to have two scouts work together to pick a package up from across a “river” that can not be crossed. The event will have a long bamboo pole with a bucket attached at one end. Two scouts must work together to reach the pole across a “river ravine” without falling in to pick up supplies from the other side. Both scouts must be holding the pole together. All scout will participate at a front and back team member. The time will start when the scouts pick up the pole and finish after all scouts have lifted supplies across two times. This will be scored as the time divided by the # of scouts for an average time per scout.

Knots – (timed with awards)

Each team will be given rope. Time will start when the first scout crosses the start line. This will be a timed event that will start when the first scout crosses the line. The scouts will one at a time run up to the person leading the event and demonstrate a knot. If the scout cannot tie the knot, they may return to the end of the line. All scouts must tie a knot or attempt a knot 3 times. The time will stop when all 5 knots are tied or when all scouts have

attempted a knot three times. For every knot not tied, there will be a time penalty, for every scout that does not complete a knot, there will be a time penalty. **The knots that will be tied are: Square Knot, Overhand Knot, Two Half Hitches, Taut-Line, and Bowline.** This will be scored as the time divided by the # of scouts for an average time per scout.

Water Bucket Relay – (timed with awards)

The scouts will be given two buckets with 4 holes in the sides. The scouts must team up together to cover the holes. The scouts must relay style use the bucket to move water from one 5-gallon bucket to fill water past a line on a second bucket.

Patrol Flag Building –

Each patrol will be given one canvas to make a patrol flag. There are not enough supplies for each scout to have one. Each den will create a patrol name and carry the flag during the day. Patrols must bring their own flag pole, aka stick. Each group only gets one flag. In the event of a combined patrol there will still only be one flag given.

Campfire:

- Awards
 - o 1st, 2nd, and 3rd in String Burn, First Aid, Golden Griddle, Atomic Bucket, 10 Essential Relay, Knots, Water Bucket Relay, Rescue Supply Fishing.
 - o Best Patrol Spirit
 - o Best Campsite
- Skits
 - o Each patrol can submit a skit at the admin building before 3pm on Saturday.
 - o Non appropriate skits will not be allowed.
 - o Not allowed: JC Penny, Big Jerk, any form of making fun of another, any form of mugging, similar skits.
 - o Think of this as a chance for scouts to be creative in inventing new skits.
 - o Staff will have final say if a skit can be used.

Event Supplies for Den to bring:

- Firewood for string burn
- Pan, Mixing bowl, Spatula, Measuring cup.

Each pack is requested to provide one or two leaders to help lead an event. Supplies for events will be provided, please let us know if you cannot use your phone as a stopwatch, score cards, pens, and rules. Please have the selected adult contact Jason Perry at 770-598-2241 prior to the event if possible, for more information.

SCOUTLAND

2025 Webelows Woods

EVENT MAP

