

Call of the Wild Webelos



STATION GUIDE For Webelos Weekend

September 24 & 25, 2021

Schreiber's Farm
571 Quaker Farms Road
Oxford, CT 06478
Follow the signs for Wild Webelos

Welcome Station: Compass Point Tutorial

Materials provided by Station Master:

- Compass
- Compass point references
- How to instruction sheet



This station is an introduction to compass reading. The scouts will learn about their compass and how to take a compass point. There are no points for this station, however, taking a proper compass point is required to earn points in all other stations.

Find your bearings with (or without) a compass

By Les Stroud

Photographs by W. Garth Dowling (photographs have been removed to save space)

From the May-June 2018 issue of *Scouting* magazine

[Emergency Preparedness](#), [Life Skills](#), [Magazine](#), [Orienteering](#), [Outdoor activities](#), [Outdoors](#), [Scouts BSA activities](#), [Survive This!](#)

[Get daily updates! Download the new *Scouting* magazine app today.](#)

The compass is the one instrument above all others that will help you find your way in the wilderness. By effectively using one, you can stand in the middle of nowhere, pick a destination far off in the distance and know that, no matter how many obstacles might lie in your path, you can still get there. That is a comforting feeling to have in an otherwise uncomfortable situation.

Perhaps the most important thing to remember when using a compass is that its needle always points to magnetic north, not true north. This angle of difference is called “declination” and must be taken into account. Most topographical maps note declination.

Having a map improves your chances of survival many times over, but only if you know how to use it. To correctly use any map, you first need to orient it.

In simplest terms, a map is oriented when it is lying flat, with its north and south marks corresponding with north and south on your compass.

Take a Heading

You don’t have a map. What do you do?

The first step in using a compass without a map is to take a heading, which is easy. Taking a heading allows you to head in a general direction using landmarks as navigational aids. Hillsides, big rocks, unique-looking trees, ponds, and lakes can all be used for this.

Here’s how to take a heading:

- Determine the direction you want to go. Level the compass to let it point north. Keeping the needle pointing north, rotate the compass body until the big “direction of travel” arrow in the middle points toward your destination. Now choose a topographical landmark lying in that direction that you can easily differentiate from others around it.
- Take your eyes away from the compass and make your way toward the object. Once you reach the object, find another landmark in your path in the same direction and continue on your way.

- The reverse method is to first point the direction-of-travel arrow in the direction you want to go, and then rotate the compass center until the north needle and north markings line up.

The beauty of taking a heading is that if you were to only stare at your compass and walk, you would eventually find an impassable barrier in your path. Choosing a landmark in the right direction means you can put the compass down and make your way to that landmark, walking around obstacles en route.

Take a Bearing

Taking a bearing is more time-consuming than taking a heading but is also more versatile. In simple terms, a bearing (one of the 360 points on a compass) is the direction you want to travel from your position to another in relation to magnetic north. You can measure the bearing either on a map or directly in the field.

If you can see your destination:

- Hold the compass flat in your hand and point the direction of travel arrow at the destination.
- Rotate the housing to align the pointed end of the north arrow with the red end of the magnetic needle.
- Read the bearing at the index line (e.g., 148 degrees).
- When you start hiking, you do the “compass shuffle.” Put the compass flat in your hand, make sure the bearing reads 148 degrees, and shuffle your body until the north needle and north compass lines match up. The direction-of-travel arrow will point to where you want to go.

If you can't see your destination:

- Place the compass on your map with the compass edge running along the desired line of travel.
- Rotate the compass housing to align its north-south lines with the north-south lines on the map. Note the bearing number (e.g., 92 degrees).
- Stand at the starting point of your travels. The bearing at the index line needs to be set at 92 degrees if it has been moved at all. Hold the compass level in front of you and do the compass shuffle.
- The direction-of-travel arrow is now pointing directly to your destination.

No Compass?

There are ways to determine directions from ordinary materials. Note that none of these methods is very accurate, but each will help you get a general idea of where the major directions lie.

Cast a Shadow

The shadow stick method uses the sun to determine direction. Start by placing a stick or branch into the ground. Choose a level spot where you know a distinctive shadow will be cast. Mark the tip of the shadow.

Wait about 15 minutes, during which the shadow tip will move. Mark the new position of the tip. Draw a straight line through the marks; this is an approximate east-west line. Stand with the west mark to your left. North is in front of you, east to the right and south behind. Note that the shadow stick method cannot be used effectively in regions above 60 degrees latitude. Sorry, Alaska.

Check the Time

Although it can be off by as many as 24 degrees and doesn't work everywhere on the planet, a watch can be used as a makeshift compass in a pinch. If your watch is digital, draw a "watch" with hands on a circle of paper with the correct time on it.

Point the hour hand of your watch directly at the sun. Then draw an imaginary line halfway between the hour hand and 12 o'clock. This imaginary line points south. Note that during daylight saving time, the north-south line is found between the hour hand and 1 o'clock.

If it is before noon, use halfway to the right side of the hour hand; if it is after noon, use halfway to the left of the hour hand.

Help From Mother Nature

Moss tends to grow on the north sides of trees because it gets less sunlight there. But that doesn't mean you won't find moss on the south side of a tree or even all around the trunk. So, you need to use more directional signs in conjunction with one another.

In the northern temperate climate, many flowers will face east in the morning to maximize their exposure to the sun. The barrel cactus in the Sonoran Desert grows toward the south.

Following a stream or river can be the perfect action to take — or it can be a nightmare. It can lead you to civilization or into miles of endless wilderness. Only solid pre-trip knowledge will help you with this choice.

Following train tracks or power lines might seem like the wisest move. Again, it will depend on what local geographical knowledge you have. You could find a town just around the bend or walk through 100 miles of nothingness along a line no longer in use.

Celestial objects are good navigation tools, particularly the North Star. In the Northern Hemisphere, the North Star always holds its position. To find it, first find the Big Dipper. Draw an imaginary line connecting the two stars that form the far end of the ladle. Continue the line a distance about five times greater than the depth of the ladle, which will lead you to the last star in the handle of the Little Dipper. This is the North Star.

Make a marking or lay a stick on the ground that points north (to the star). You can use this once daylight comes.

You can also use the moon to navigate. If the moon is a crescent, draw an imaginary line through the ends of the crescent down to the horizon. If you're in the Northern Hemisphere, the point where it touches is roughly south. If the moon rises before the sun sets, the illuminated side will be west. If it rises after midnight, its illuminated side will be east.

Fire Building

Material to be provided by Station Master:

- Lighter
- Stopwatch
- Dixie cups
- Pancake batter (shake and pour works best)
- Cast Iron Frying Pan
- Vegetable Oil
- Flint & Steel
- Hand Sanitizer
- Spatula
- Water
- Potholders

This event is based on time.

Scouts #1 and #2 build and light a fire. They will be given flint and steel. If they can't light their fire with the flint and steel, they will be given a lighter and no points will be awarded for starting the fire.

While Scouts #1 and #2 build their fire, Scout #3 will race to a different location to obtain pancake batter and oil in two different Dixie cups. To receive the supplies, he must first give the Scout sign and recite the Scout Oath.

Scout #3 will return to the fire where Scout #4 awaits with a frying pan.

Scout #4 cooks the pancake on both sides and then races to another location and passes off the pan with the pancake to the adult leader and he/she must eat the pancake. When the pancake is consumed, the adult must give the Scout sign and recite the Scout Laws.

Adult then races back to the fire and tags the remaining den members who must completely douse their fire for the clock to stop.

If a den has less than 4 members, some members will have to compete in more than one part of the contest. Den members cannot compete in two consecutive parts of the contest.

- Compass point +1 bonus point
- Successfully starting a fire 1 point
- Successfully starting a fire with only Flint and steel +1 bonus point
- Lights the fire with a lighter 0 points
- Adult/leader eats the pancake +1 bonus point

Time to go through all the steps including dousing the fire:

- 0-5 minutes 6 pts
- 5-7 minutes 5 pts
- 7-9 minutes 4 pts
- 9-11 minutes 3 pts
- 11-13 minutes 2 pts
- 13-15 minutes 1 pts
- Over 15 minutes 0 pts

Total points possible: 10 points



First Aid/Stretcher Building

Materials to be provided by Station Master:

- Blanket
- Splinting equipment
- Poles

Materials to be provided by Dens:

- First aid kit materials to make first aid kits



Your buddy in camp went running off in the woods. He tripped and fell. After an hour has past the rest of the group has found him.

Den is to treat their friend where he lays until help arrives. This could include but not limited to splinting, bleeding and even shock.

Create a first aid kit that you would use on a hiking or camping trip.

Compass point +1 point

Create a first aid kit for each scout in your patrol +2 points

Save your buddy +7 points

Total possible points =10

How to Play Gaga Ball

The official game rules of The Gaga Center:

- All players start with one hand touching a wall of the pit.
- The game begins with a referee throwing the ball into the center of the pit.
- When the ball enters the pit, the players scream 'GA' for the first two bounces, and 'BALL' on the third bounce, after which the ball is in action.
- Once the ball is in play, any player can hit the ball with an open or closed hand.
- If a ball touches a player below the knee (even if the player hits himself or herself) he or she is out and leaves the pit. If a player is hit above the knees, the play continues.
- If a ball is caught on a fly, the player who hit the ball is out.
- Using the walls of the octagon to aid in jumping is legal as long as the player does not permanently sit on the ledge of the octagon.
- Players cannot hold the ball.
- If needed, a second ball can be thrown in the pit to expedite the end of the game. The last player standing is the winner of that round.



Compass point +1 point

Play a game +8 points

Be a good sport/shake hands/good game +1 point

Total possible points = 10

Dangerous Plants and Animals

Materials provided:

- Tracks, pictures, and flags

Leave No Trace and Outdoor Code - Timed

Arrange the parts of Leave No Trace and The Outdoor Code so that they read correctly.
Match the dangerous animal footprint to the animal and the dangerous plant to its name.

+4 possible points for leave no trace/outdoor code race

+4 possible points for plant and animal identification

Bonus points

+1 point - how to medically treat each encounter.

+1 point - compass point



American Flag:

In this station we will review the information on the sheet that follows. Then they will demonstrate how to fold the flag. Explain what loyalty to country is. Explain what “Rule of Law” is.

+1 -Point for each question

+4- Points for correctly folding the flag

+1 bonus compass point

Total possible points = 10



Song and Skit

Songs and skits must be signed up for upon registration. Once called upon at the campfire you must perform to meet the requirement for Maestro (2H).

- +5 points for song
- +5 points for skit
- Total possible points = 10

Note - American Flag and Song and Skit Stations will be run together.

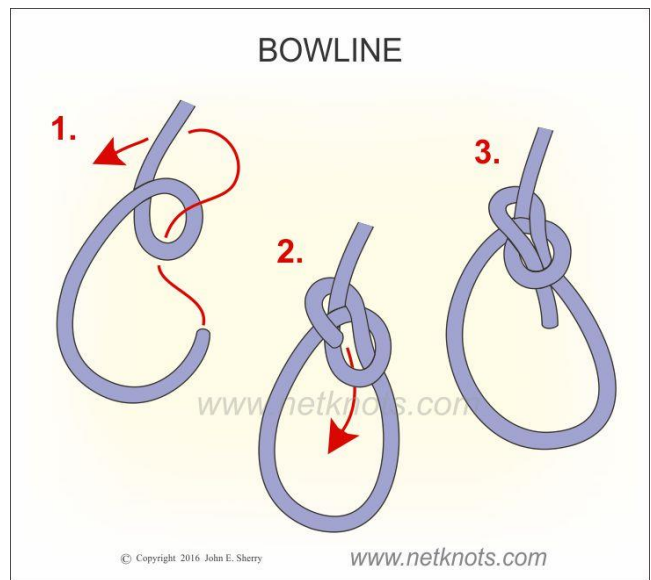
Reach, Throw, Row, Go!

- Rope
- Sled
- Large pole
- Marked out riverbanks about 10-20' across
- Stopwatch

Event: The Den lines up in relay formation. The Patrol is told that they have reached the edge of a duck pond (marked by ropes, rocks or sticks) and must get to the other side. One Scout is able to cross the ancient bridge before it falls apart. The rest of the Patrol must be pulled across the duck pond with the help of a rope. On signal, the first Scout will run to the other side and toss one end of the rope back across the river. The rope must land within reach of the second Scout. The second is pulled across the river by only the first Scout. The second Scout will then quickly untie the knot and repeat the sequence by throwing the rope “across the duck pond” to the next Scout in line. Any Scout falling into the “duck pond” must return to the far bank and repeat the effort. The relay continues until the whole Den has crossed the duck pond. A 15 second penalty time will be added to the Patrol time for each bowline that is incorrectly tied. Time and the number of Scouts crossing will be recorded.

Tying a Bowline:

Form a small loop (the direction is important) and pass the free or running end of the knot up through the loop, around behind the standing part of the rope, and back down through the loop. A common mnemonic for tying this knot is “The rabbit comes out of the hole, round the tree, and back down the hole again,” where the hole is the small loop, and the rabbit is the running end of the rope. It may be necessary to practice or even teach the bowline before the event.



Dens will have to demonstrate reach, throw, row and go.

Points

- 0-5 minutes 9 pts
- 5-7 minutes 8 pts
- 7-9 minutes 7 pts
- 9-11 minutes 6 pts
- Compass point +1

Shelter Building/Weather

Station Master provides:

- Material to build a shelter:
- Rope
- Emergency Blanket/Tarp
- Sticks/poles

Explain what to do in severe weather conditions (fire, earthquake, tornado, hurricane, thunder and lightning, or any disaster requiring evacuation). Explain how to minimize as much danger as possible.

Build a simple shelter that will keep you warm, dry and safe if you get lost in the woods at night.

- Know each weather condition and what to do +4 points
- Successfully build a shelter +5 points
- Compass point +1 point
- Total possible points = 10



Escape

Required:

- 2-foot length of twine or small rope per scout

Instructions:

This is a teamwork activity. Your gang is being held unjustly in a state prison. The only way to escape is to get out of the prison yard by working on the chain gang and then making a run for it.

Since this is a jail break, absolute quiet is needed.

Each patrol lines up side-by-side and ties their left ankle tightly to the right ankle of the scout on their left. This should make a chain gang.

First and last scout uses the bowline knot everyone in between may use square knot or $\frac{1}{2}$ hitch.

However, the knot and purpose must be correct. Demonstrate correct whip and fuse techniques for natural fiber and synthetic fiber ropes.

Points

- +6 points for the correct tying
- -2 points deducted for talking
- +2 points for correctly identifying which knot is shown
- +1 Bonus point for knowing correct purpose of knot shown
- +1 compass point
- Total possible points = 10



Tree Identification

Required:

- Tracing Paper & crayon for each scout.
- Various types of leaves and tree bark (bark, leaves, seeds, etc.)
- Sheet



Instructions:

Place leaves and bark on the table. Cover with tracing paper. Gently rub with crayon to create an image of the leaf or tree bark they are using. Identify type of tree correctly. Count the rings on the tree log.

Points

- +1 point for each different type of tree leaf, bark or seed rubbing created (7 different types per scout)
- +1 point for planting a tree seedling
- +1 point for correctly guessing how many rings on the log
- +1 point for compass point

Aquarium/Terrarium

Create an aquarium or terrarium to keep for at least a month. Collect an insect to keep in your aquarium/terrarium and study them. Tell the Station Master which insect you found and 1 thing you have learned about it by watching or catching it. Set your insect friend free and make sure your name is on your aquarium/terrarium to take home at the end of the day.



Points

- +1 compass point
- +5 create an aquarium/terrarium
- +4 catch an insect and tell what you learned

Earth Rocks!

Explain what geology is and why it is important. Look for rocks and minerals around the station. You can use your handbook to identify them. Learn what Mohs Scale of Hardness is. Using a mineral test kit, test minerals according to Mohs scale of mineral hardness. Write the results in your handbook. Identify some of the geological features in our area on a map. Identify some of the geological building materials used in building houses and used in our community. Create a rock collection to take home.



Points

- +1 compass point
- +1 geology definition
- +1 find rocks
- +1 correct identification
- +3 test rocks
- +2 identify features, building materials
- +1 make a rock collection to take home
- Total possible points = 10

Aware and Care Obstacle Course

Station Master provides:

- deck of playing cards
- 4-foot-wide obstacle course
- supply of blindfolds
- stakes
- rope
- caution tape
- stopwatch



How to play: Shuffle a normal 52 playing card pack. Each Scout takes a card from the pack which denotes which disability they will have:

- Clubs = not able to use their legs
- Spades = not able to use their arms
- Hearts = not able to speak
- Diamonds = not able to see

In accordance with the handicap that they each have, each patrol is instructed to navigate the track, working together, and helping one another.

- 0-5 minutes 9 pts
- 5-7 minutes 8 pts
- 7-9 minutes 7 pts
- 9-11 minutes 6 pts
- 11-13 minutes 5 pts
- 13-15 minutes 4 pts
- Over 15 minutes 3 pts
- Compass point +1