## Arrow of Light Adventure: Camper

### Campeer Adventure Pin

Do all of these:

1. With the help of your den leader or family, plan and conduct a campout. If your chartered organization does not permit Cub Scout camping, you may substitute a family campout or a daylong outdoor activity with your den or pack.
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 what actions you should take in the case of the following extreme weather events which could require you to evacuate:
	1. Severe rainstorm causing flooding
	2. Severe thunderstorm with lightning or tornadoes
	3. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
4. On a pack campout, work with your den leader or another adult to plan a campfire program with the other dens. Your campfire program should include an impressive opening, songs, skits, a Cubmaster's minute, and an inspirational closing ceremony.
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.
6. Go on a geocaching adventure with your den or family. Show how you used a GPS unit or a smartphone with a GPS application to locate a geocache.
7. 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.

**Workbook for use with these requirements:** [PDF Format](http://usscouts.org/advance/cubscout/workbooks/Webelos/Camper.pdf) [DOCX Format](http://usscouts.org/advance/cubscout/workbooks/Webelos/Camper.docx)

Ideas for Adventure Requirements:

<http://www.boyscouttrail.com/webelos/arrow-of-light-camper-adventure.php>

1. This [Campout Planning Checklist](http://www.boyscouttrail.com/content/content/campout_planning_checklist-1459.asp) can be used as a guide.
2. Ensure all scouts have set up their tents previous, either at home or a den meeting. Read [this page](http://www.boyscouttrail.com/blog/533.asp) about tent tips.
3. See [Emergency Dude](http://emergencydude.com/) for emergency prep and survival information.
4. Coordinate with the other Pack leaders to ensure the campout offers opportunities to all dens. Use this [Campfire Planner](http://boyscouttrail.com/docs/plannercampfireprogram.pdf)
5. The most common error when learning the bowline is making the initial loop behind, rather than in front of, the standing end of the rope.
6. Read [Responsible Geocaching](http://www.treadlightly.org/tread-lightlys-tips-for-responsible-geocaching/) and [Geocaching Guidelines](http://www.leavenotracedude.com/lib-geocaching.shtml).
7. Visit [Leave No Trace Dude](http://www.leavenotracedude.com/) for LNT info and teaching aids.

**Den Meeting Ideas for Camper Adventure**:

* Help scouts choose some good [Scout Recipes](http://www.boyscouttrail.com/recipes.asp) for their campout.
* Play [Going Camping activity](http://www.boyscouttrail.com/content/activity/going_camping-1528.asp).
* Perform [Bear Attack skit](http://www.boyscouttrail.com/content/skit/bear_attack-17.asp).
* When practicing tent set-up, try this [Anti-gravity Tent Pole activity](http://www.boyscouttrail.com/content/activity/antigravity_tent_pole-1006.asp).
* Read [Letter from Scout Camp](http://www.boyscouttrail.com/content/joke/letter_from_scout_camp-1824.asp).
* Play [Bowline Flood Rescue](http://www.boyscouttrail.com/content/activity/bowline_flood_rescue-366.asp).
* Play [Bowline Race](http://www.boyscouttrail.com/content/activity/bowline_race-935.asp).
* Consider working towards the Outdoor Ethics award.