

# ARROWHEAD

## Overview:

The Arrowhead program is the honor camper program at Woodland Trails Scout Reservation. The Order of the Arrow is a vital support organization to camping in the Miami Valley Council and plays a key role in the Arrowhead program. Arrowhead incorporates principles and programmatic themes in ceremonies during Arrowhead level progression. Scouts and Leaders are recognized for their accomplishments during their participation at Woodland Trails summer camp program.

## **The goals of the program are as follows:**

- ✦ Recognize Scouts and Scouters who exemplify the highest Scouting ideals at Woodland Trails Summer Camp.
- ✦ Encourage Scouts and Scouters to transition from Webelos/Cub Scouting into Boy Scouts.
- ✦ Encourage Scouts and Scouters to return to Woodland Trails Summer Camp for advancement in the Arrowhead program.
- ✦ Increase participation in the Order of the Arrow.
- ✦ Encourage campers to join the Woodland Trails Summer Camp staff.

## **Induction Ceremonies:**

The Explorer Induction ceremony will take place twice during a session of Boy Scout Resident Camp, once on OA Day and the second on the closing day of camp. On the closing day of camp a full Explorer through Chief ceremony will take place.

## **Recognition:**

Explorer – Leather arrowhead and leather strap to be presented at induction

Hunter – Leather Arrowhead with branded Arrowhead insignia

Frontiersman – Wooden Arrowhead

Guide – Bronze Arrowhead

Chief – Brushed Metal Arrowhead

**Explorer** – one who searches, travels in an unknown territory

- Scouts must be at least Webelos preparing to transition to a Boy Scout Troop within the year, a registered Boy Scout or an adult.

Requirements:



1. Fashion an Arrowhead from raw leather, punch a hole at the top of the arrow, string a leather strand to form a necklace.



2. Explain how a compass works, give the 8 principle points and their degree reading, demonstrate how to orient a map and follow a course outlined on the map with at least 3 points.



3. Conduct one hour of service to the camp, in a pre-approved service project, or conduct a project, approved by your unit leader, that supports your unit while at camp.

4. Participate in an Explorer induction ceremony at Woodland Trails Scout Reservation.

**Hunter** – one who is knowledgeable yet seeks more truth

***Pre-requisites:*** Must be a registered Boy Scout or Adult that has previously earned the Explorer level. Both the Explorer and Hunter level can be earned in one session of camp.

Requirements:



1. Conduct two hours of service to the camp, in a pre-approved service project, or conduct a project, approved by your unit leader, that supports your unit while at camp.



2. Demonstrate the proper sharpening, care, and transportation of knives and axes.



3. Identify three edible plants found at Woodland Trails Scout Reservation. Show on a map where the edible plants are located.



4. Identify the tracks of ten different animals.



5. At a distance of ten yards, using no more than five arrows, score at least twenty-five points on a ten ring archery target.



6. Using proper woodsman's tools and two matches build a fire, in an established fire ring, from natural materials. Set the fire to burn for fifteen minutes without any additional wood or alterations.



7. Demonstrate first aid knowledge by showing the proper treatment of minor wounds and lacerations.

8. Participate in a Hunter's induction ceremony at Woodland Trails Scout Reservation.

**Frontiersman** – one who spends time improving their outdoor skills

**Pre-requisites:** Must be a registered Boy Scout or Adult that has previously earned and held the Hunter level for at least ten months.



1. Conduct three hours of service to the camp, in a pre-approved service project, or conduct a project, approved by your unit leader, that supports your unit while at camp.



2. At an appropriate distance, using no more than six tomahawks, stick at least three tomahawks in the target.



3. Describe the history of the Order of the Arrow and Miami Lodge and explain the purpose of the Order of the Arrow.



4. Construct a shelter using only materials found in the woods that meets the approval of an Outdoor Skills staff member. Spend one night in the shelter.



5. Using an open fire, prepare an approved meal for yourself.



6. Successfully construct a camp gadget which includes at least 3 of the following lashings;

- a. Square
- b. Diagonal
- c. Sheer
- d. Tripod

7. Complete one of the following requirements:



a. Assist with the Order of the Arrow Callout Ceremony.



b. Complete one hour pre-approved service project in addition to the required three hours of service.



8. Successfully demonstrate your ability to tie five of the following knots and explain their most common use;

- a. Bowline
- b. Timber hitch
- c. Constrictor knot
- d. Sheepshank
- e. Sheet bend
- f. Turk's head
- g. Fisherman's knot

9. Participate in a Frontiersman induction ceremony at Woodland Trails Scout Reservation.

**Guide** – one who guides those they serve

**Pre-requisites:** Must be a registered Boy Scout or Adult that has previously earned and held the Frontiersman level for at least ten months.

-  1. Conduct four hours of service to the camp, in a pre-approved service project, or conduct a project, approved by your unit leader, that supports your unit while at camp
2. Complete one of the following requirements;
  -  a. Seal your membership in the OA by completing the Brotherhood ceremony during your week at camp or hold the Brotherhood or Vigil level prior to attending camp.
  -  b. Complete one hour pre-approved service project in addition to the required three hours of service.
-  3. Teach a Scout of a lower Arrowhead level how to tie a monkey's fist and three of the following knots and their purpose:
  - a. Bowline
  - b. Timber hitch
  - c. Constrictor knot
  - d. Sheepshank
  - e. Sheet bend
  - f. Turk's head
  - g. Fisherman's knot
-  4. Using the Woodland Trails orienteering course, with a buddy, complete a two mile orienteering course that contains at least five points.
5. Participate in one of the following camp events:
  -  a. Spar Pole Climbing
  -  b. Horseback Ride
  -  c. Canoe Slalom
-  6. Teach a requirement for Tenderfoot, Second or First Class to a Scout working on those ranks.
-  7. Complete one of the following requirements:
  - a. Serve as a C.I.T. at Woodland Trails.
  - b. Serve as a co-instructor for a merit badge during a camp session
  - c. Serve as a volunteer for Woodland Trails for a session of camp.
-  8. Complete two of the following:
  - a. Plan and lead a skit or song at the closing campfire.
  - b. Lead your Troop in carrying out an opening or closing flag ceremony at camp.
  - c. Lead the camp in grace at a meal.
9. Participate in a Guide induction ceremony at Woodland Trails Scout Reservation.

**Chief** – one who leads with service and knowledge.

**Pre-requisites:** Must be a registered Boy Scout or Adult that has previously earned and held the Guide level for at least ten months.

-  1. Conduct five hours of service to the camp, in a pre-approved service project, or conduct a project, approved by your unit leader, that supports your unit while at camp
-  2. Lead your Troop in completing a pre-approved service project outside your required five hours of service while at camp.
-  3. Complete one of the following requirements:
  - a. Serve as a member of the Woodland Trails Camp Staff.
  - b. Serve in any of the following positions to equal 2 sessions at camp
    - i. C.I.T.
    - ii. Den Chief
    - iii. Camp Volunteer
    - iv. Co-Instructor for two merit badges
-  4. Complete one of the following requirements:
  - a. Serve as a principle in the OA Callout Ceremony
  - b. Seal your membership in the OA by converting to the Brotherhood honor.
  - c. Assist with an Arrowhead conversion ceremony
-  5. Create three goals to comprise your Arrowhead Vision. These goals must be approved by the Arrowhead Committee and completed at camp.
-  6. Create a metal arrowhead, fashion a hole to the top, engrave your name on the arrowhead and a camp memory. The arrowhead will be attached to the Wall of Chiefs for eternity.
-  7. Participate in a Chief induction ceremony at Woodland Trails Scout Reservation and place your metal arrowhead on the Wall of Chiefs.

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Requirement Approval Authority Legend:



Outdoor Skills



Sports & Life Skills



Nature Center



Lakefront



Kit Cricket Adventure



Climbing Tower



Handicraft



Horse Ranch



Archery



OA Camp Chief



Camp Director/Program Director/Camp Commissioner