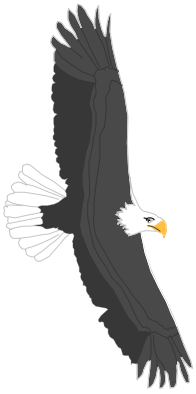
AUGUST



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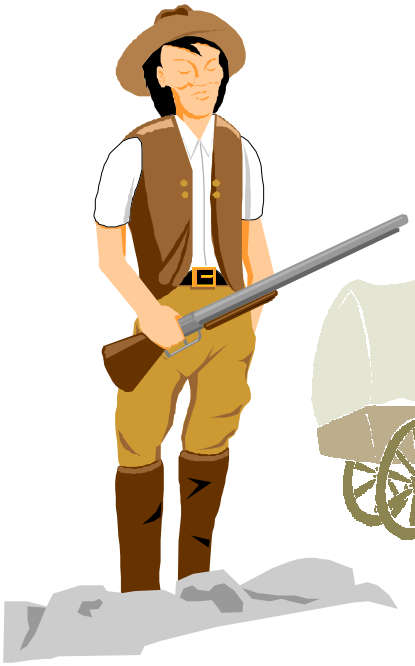
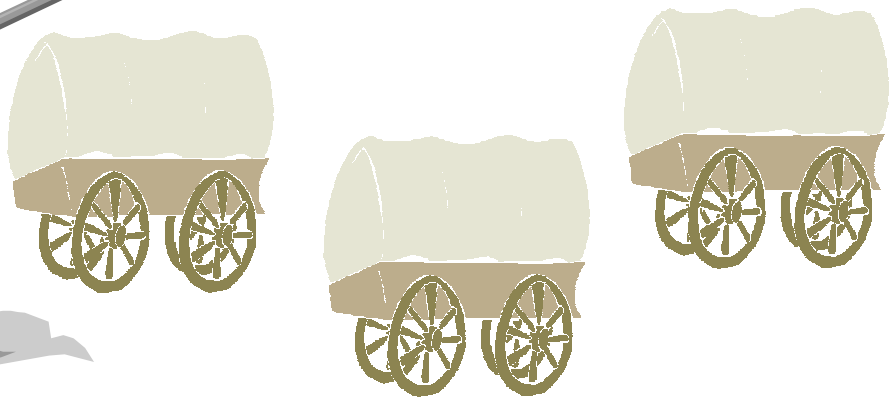
Circle The Wagons



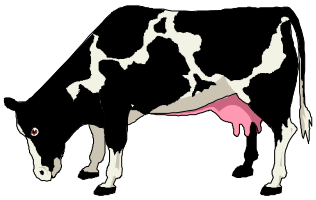


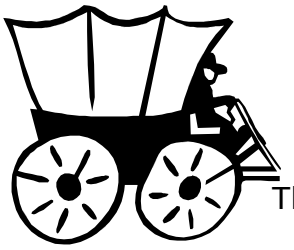
REMINDERS: It' s time for your pack' s **Annual Program Planning Meeting**. Get your yearly Program Helps & Webelos Leader Guide, get together, and plan what you want to do this year. Think about service projects, derbies, outdoor activities, uniform inspections, etc. (Cub Leader Book 24-4 gives an agenda for this meeting.

Planning a **Space Derby** in September? Plan now. See helpful hints in this Pow Wow Book p. 245. Also, pass the kits out to the boys now.

TIGER DEN LEADER HINTS

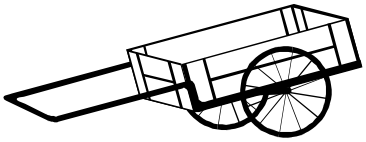
Tigers may want to visit a dairy or farm and work on Elective 44 "Dairy Products", while they learn about the days of the old west.





DEN LEADER HINTS

Benson Gristmill Patch
Heritages Belt Loop
Historical & Pioneer Walk Patch
Sons of Utah Pioneers Patch
This is the Place Heritage Park Patch
Wheeler Historic Farm Patch



Tiger
A1G Museum, Farm, etc.
E2 Making decorations
E4 Family Picture Frame
E5 Make Family Mobile
E14 Reading Fun

Wolf
A4 Home & Community
A8 Cooking
A10 Family Fun

BEAR
A8 The Past Is Exciting…
A22 Tying It All Up

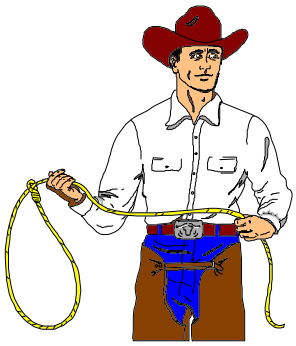
BLUE AND GOLD THEME IDEAS

Menu - Steak
' Roundup' rice
Pulled taffy
Rocky Road Pie

Activities - Roping contests
' Wild West' show
' Campfire' songs

Guest speakers - Cowboy storyteller
Old West expert
Museum docent

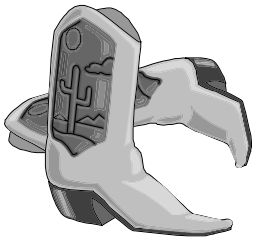
GATHERING/ PRE-OPENERS

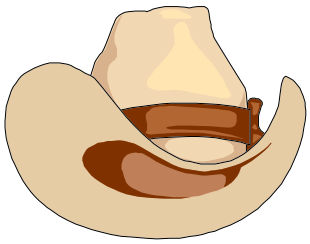


WILD WEST DRESS-UP

- Have boys and families make western vest and Indian head bands to wear for pack meeting
- For vest, cut up center of paper sack to open, cut opening for neck and arm holes.
- For headbands cut stripes of paper to fit head, glue ends together, and decorate.
- Decorate with construction paper fringe; let boys paint Native American designs on the vests and headbands. *(Use Wolf and Bear Books as resources for signs)*

Materials needed:
Colored paper
Scissors
Brown paper bags
Construction paper
Markers/Crayons
Tape/Glue
pattern of feathers

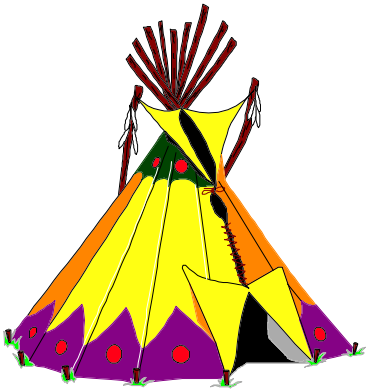




WILD WEST ROUNDUP

Have Cowboy and Native American games set up around the room for the participants to try as they gather. Some games might include:

Washer Toss (see Wolf Book); Horseshoes ; ropes to try twirling; Milk the Cow (latex glove with holes in the fingers; attach to a 3-Liter bottle full of water, fill glove, let Scouts 'milk' it out.) The Wolf and Bear books have great ideas for Indian games, houses, etc. that could all be made as a gathering.



CAN YOU READ IT?

Use Indian sign language, as described in the Wolf Book. Have a story on the wall. See who can read it. Then, have the Scouts make up their own story.

OPENING, CLOSING, AND FLAG CEREMONIES

ELLIS ISLAND FLAG CEREMONY

1 20 million immigrants came to America through the station gates of Ellis Island. For every one of them, citizenship in our country was a dream they had sacrificed for.

2 They left their homelands and families with little knowledge of America—except that it promised a life of freedom and opportunity they did not have in their native land.

3 All 20 million of the immigrants who passed through Ellis Island crossed the Atlantic I 'steerage', the lowest fare class. So many people were together in a cabin there wasn't room for everyone to sleep at the same time. There wasn' t enough food. They used buckets for toilets and there were rats, mice, and other vermin. Many sickened and died.

4 When they finally got to America, crooks tried to take advantage of them. One Mother, traveling without a husband, with six children, had a man offer to change her money from English pounds to American dollars. She thought he was a government official and never saw her money again. She was in the company of some good people and somehow managed to get her family to Kaysville, Utah on the train.

5 The railroad ticket office on Ellis Island sold thousands of tickets each day. These people spread out across our country and filled it with hard working, successful people, who were proud of their decision to change lands.

6 Citizenship should not mean any less to us. America is a blessed nation and we should be so thankful for those who risked death to get here.

COWBOY THOUGHTS ON THINGS IN GENERAL

~Always drink upstream from the herd.

~Always take a good look at what you' re about to eat. It' s not so important to know what it is, but it' s critical to know what it was

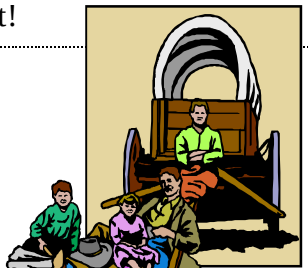
~If you get to thinkin' you' re a person of some influence, try orderin' somebody else' s dog around.

~If you' re ridin' ahead of the herd, take a look back every now and then to make sure it' s still there.

-When you give a lesson in meanness to a critter or a person, don' t be surprised if they learn their lesson.

ACTIVITY IDEA

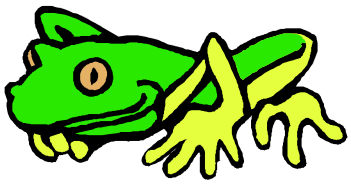
Divide everyone up into three groups, Buckaroos, Cowpokes, and Broncos. Have each group prepare to sing a Cowboy song. If they want to make one up, great!



CUBMASTER MINUTE COWBOY BOOTS

Have you ever wondered why cowboy boots have the fancy stitching? Simply to make the boots last longer, and because people like pretty things. Long ago the towns didn't have cement sidewalks. The streets were very dirty, and after a rain, they were a muddy quagmire. The boots, with their high tops, kept feet out of the mess. Cowboys walked in other mucky places where the high tops protected their feet. They were great when they were chasing cattle through prickly brush on horseback. Another reason for the high heel was to keep the foot in the stirrup. Just like the boot kept feet protected, Cubs have people to help them. Parents, Cub Leaders, Teachers, and Church leaders help them stay on course.

ADVANCEMENT CEREMONY



FUNNY FROG CEREMONY

Have the boys receiving awards make a large circle in front of a wagon. This could be a child's toy wagon decorated as a covered wagon, or a large wagon drawn on poster-board.

Cubmaster says, "Did you boys hear that?" *(Boys listen.*) Cubmaster repeats, "Did you hear that? I'm kind of scared! It sounds really weird. Listen!"

Then Cubmaster walks over to a place by the wagon and picks up a paper frog. "Oh," he explains, "It's only this," *and shows the frog.*

"Boys," he continues, "I have a story to tell you." *Have boys sit in front of the wagon and tell the following story.*

Once upon a time two frogs left home and decided to explore the wagon train that had camped nearby. The wagon master had just milked a cow and left a bucket of milk standing there on the ground. The two mischievous frogs jumped to the edge of the bucket and fell in! They tried in vain to get out, but couldn't.

One of the frogs said, "I can't do this. I just can't." And he gave up and drowned. The second frog said, "I'm going to keep trying to get out." And he did, but he became very tired jumping and jumping and jumping. Then he had an idea. He swam around and around and around kicking those long legs and pushing those long arms. He realized the milk was getting thicker. He continued to swim as fast as he could, kicking and kicking. Finally the milk turned to butter and he jumped from the thick butter to the rim of the bucket and climbed out! What a surprise when the wagon master came back to get his milk and found he had butter!

Cubmaster might say as he presents awards, "You, too, can keep trying and trying. That's what makes success. Just like the frog who didn't give up." Then present awards with frogs for each boy.

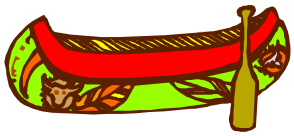
(Frogs may be purchased or made from paper. Directions and Pattern to make a Funny Frog from paper are found on the CD-Rom accompanying this Pow Wow book.)

GAMES

DRIVING THE PIG

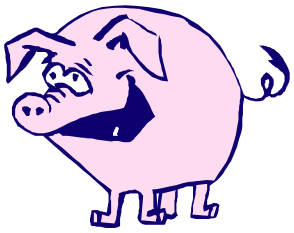
Two teams: each team has a 3" long stick and a ½ gallon milk bottle (add a little water to the bottle). The players use the stick to push the bottle (pig) to the fair.

CUBS ACROSS THE RIVER



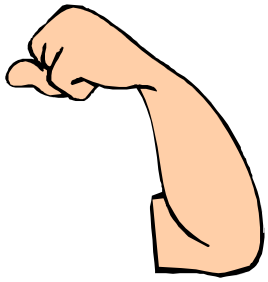
You will need 4 card or carpet tile stepping stones, three awkward pieces of equipment such as a rucksack, a football, and a hoop, for each team. Line up teams with their equipment and draw two lines to represent the river. Lay the stepping stones across the river. Cub 1 carries cub 2 on his back across the river using the stepping stones. Cub 2 comes back and picks up cub 3 plus a piece of equipment. Cub 3 comes back and picks up cub 4 plus a piece of equipment and so on until all the cubs have crossed the river. Those cubs on the bank should be encouraged to cheer their team on.

PIGGY WANTS A SIGNAL



To begin the game you choose the person who is called "it". A circle is drawn on the ground. While "it" counts to ten, everyone runs and hides. When caught (or seen) you must go stand in the circle. As "It" begins searching for others, you call out to the ones still hiding, "Piggy wants a Signal". The others answer you with the sound a pig would make. When "it" isn't looking, you run and hide again. Of course, the game isn't over until all players are caught in the circle.

DOWN, DOWN, DOWN



You start off with a tennis ball and throw the ball continuously back and forth until somebody drops the ball. At that time, you say "Down on one knee." If the same person drops it a second time, you say "Down on two knees." If the same person drops the ball again, you say "Down on one elbow," then, "Down on two elbows," and then chin, and then "you're out." Remember, you have to stay in the position you're in to catch and throw the ball.

SKITS AND STORYTELLING

DOGS IN THE WILD WEST

Bartender: We don't serve dogs here
Dog: I got money.
Root Beer: gulp, gulp

One hot and dry day in the Wild West, this **dog** walks into a saloon and says, "Gimme a **root beer**". Evidently, this type of thing wasn' t too rare ' round those parts because the **bartender** said, "I' m sorry, but we don' t serve **dogs** here". The **dog** then took out a silver dollar, dropped it on the bar, and said, "Look, I got money, and I want a **root beer**". The scene had the potential to get ugly. The **bartender**, getting a little mad, said one more time, "We do not serve **dogs** here. Please leave." The **dog** growled, so the **bartender** pulled out a gun and shot the **dog** in the foot! The **dog** yelped, and ran out the door.

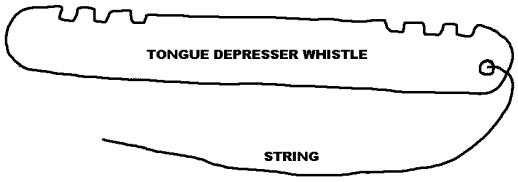
The next day, the swinging bar doors were tossed open and in walks the **dog** that had been in the saloon the day before. He was dressed all in black. (A black cowboy hat, a black vest, three black cowboy boots, and one black bandage). The **dog** looks around, waits for the talking to quiet down, and says, "I' m lookin' fer the man who shot my paw".

DAVY CROCKETT SKIT

Davy comes in singing first verse of "Davy Crocket" song.
DAVY: Boy, this looks like a good place to stay. Guess this is where I'll settle down. I better go get my gear. (he exits)
ANIMALS: (Creeping out from behind trees)
SQUIRREL: Nuts and more nuts – We can't let him move in here.
RABBIT: No! This is our home!
BEAR (Shaking): But didn't you hear, he killed a bear when he was only three. I don't want to tangle with him.
RABBIT: But we must do something. We can't let him move into our homes.
SQUIRREL: This calls for drastic action. I think we'll have to bring out our secret weapon on this guy.
RABBIT: Yes, our secret weapon! I can't see any other way. We must save our homes.
BEAR: Hey! Duck down! He's coming back.
Davy enters singing verse number one again and starts setting up gear. All animals move around, bringing in skunk and pointing it at Davy. Skunk parades up to Davy. Davy grabs gear and runs.

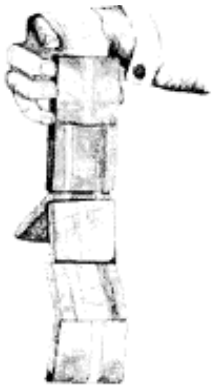
THEME CRAFTS

TONGUE DEPRESSOR WHISTLE



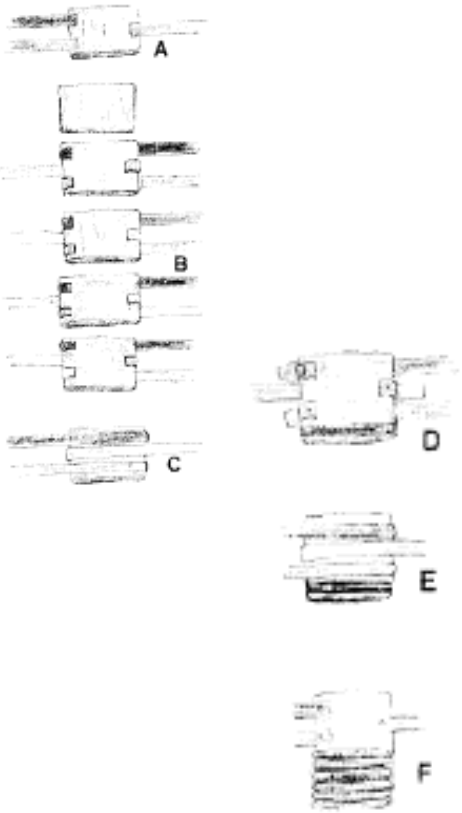
Materials Needed:
1 tongue depressor for each cub
String and drill or knife

Instructions:
Color tongue depressor with paint, crayons, markers.
Cut three knotches on one side on each end.
Drill hole at one end with drill or point of knife.
With one yard string, tie to hole in center of one end of tongue depressor and twirl around to make it whistle.



JACOB'S LADDER

The Jacob's ladder gets its name from a Bible story in which a man named Jacob had a dream about a ladder stretching from heaven to earth. The Jacob's ladder is fun to play with — you can make it, then watch the blocks tumble over one another or form them into all sorts of shapes. See if you can make a star, a house, and a table.



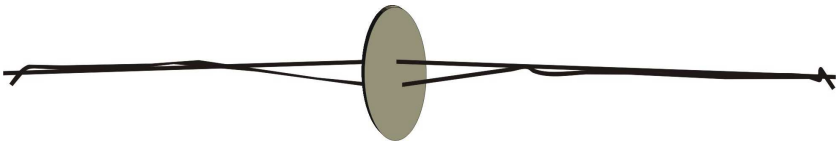
Materials:
Six squares of plywood 1/4" inch thick and 2 inches square (adult help cut them. About 10 feet of 1/4-inch wide ribbon (use 1-2 colors), sandpaper, wood glue, scissors

Instructions:
1. Smooth the wood with sandpaper to avoid splinters.
2. Cut the ribbon into 15 strips that are 5-1/2 inches long.
3. Glue the ribbons to five of the blocks as shown in *picture A.* One block should be left plain. Let glue dry.
4. Turn the ribbons underneath and arrange the blocks as shown in picture B. Turn the last square upside down, as shown in picture C.
5. Stack a square on top of the upside down square, as shown in picture D. Trim the ribbon of the bottom square and glue it to the top square. Let the glue dry.
6. Wrap the ribbon over the top square as shown in picture E. Place another square on the stack and repeat step 4. Repeat steps 4 and 5 till all squares have been attached, as shown in picture F.

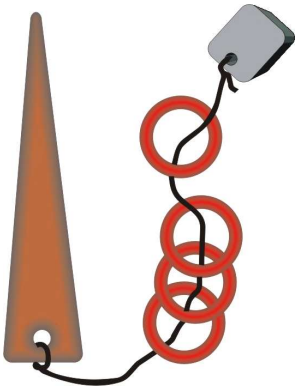
HOLIDAY AND SEASONAL CRAFTS

Pioneer toys:

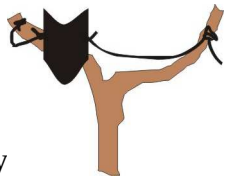
Before super stores and modern commercialism, many toys were made by children. The thrill of making and then playing with something you've made is still exciting. Pioneer Day is a great time to reintroduce some of these toys. Highlighted below are a few favorites. For more ideas see the list of resources in the box at the bottom of this page.



Spinning Yo-Yo—Drill two small holes 1/2 - 3/4 inches apart in a disk of wood or heavy cardboard. Thread 24-30 inches of string through the two holes and tie a knot in the ends. Twist the strings and then to keep the disk spinning by alternately tightening and releasing the tension.

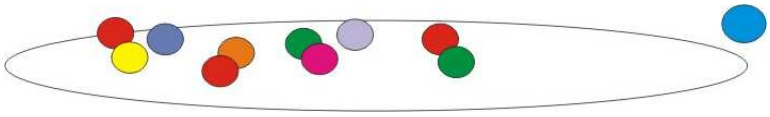


Games of Skill—There are many variations on games of skill that a book could be written on them. Pictured is one of the simpler games. Cut the pieces from wood and have the boys sand and paint them before putting the game together. The goal is to catch as many of the rings on the triangular piece as you can.



Slingshots and Rubber-band Guns— Boys love to make and use sling- shots and rubber-band guns. This can be a good time to introduce them to safety rules. Make these by finding branches that are the right size and shape, and finish appropriately With either toy it is very important to help the boys make their toy and then learn to use it safely.

Marbles—There are many ways to play marbles. The classic is to draw a circle in which the marbles are placed. (Chalk on cement, thread on carpet, or use a stick in the sand). Using a shooter try to knock the marbles out of the circle. If a marble is knocked out of the circle the boy gets to keep it. The boy with the most marbles wins.



Additional Resources:

Wolf Book: pg.124-127 Play a game; pg. 128-135 Spare-time Fun; pg 142-143 Foot Power.
Bear Book: pg. 112-117 Building Muscles; pg. 184-187 Things that go.
Webolos Book: pg. 278 Making a Catapult; pg 318 Crystal Candy.
Cub Scout Fun Book: The entire book is filled with fun ideas that can be used with this type of theme.
Cub Scout Leader How-To Book: Chapter 2—Games; Chapter 7—Tricks and Puzzles

SONGS, CHEERS, AND SPARKLERS

SKIT: "LOST HUNTERS"

Pretending to be hunters lost in the woods.
Cub 1 – I know how to handle this. We'll fire three shots into the air for the rescue party.
Sign – Hours later, still lost
Cub 1 – I'll fire three more shots,
Sign – Hours later, no sign of a rescue party,
Cub 1- I'll fire three more shots.
Cub 2 – No! You'd better fire just two shots this time! We're running out of arrows.

SONG:" PUSH YOUR BOAT"

(Tune – Row, Row, Your Boat)
Push, push, push, your boat, Gently up the hill, Mer-ri-ly, mer-ri-ly, mer-ri-ly, mer-ri-ly, Jump and have a thrill.

RUN ON-- SPOTS

Cub 1 - I've been seeing spots before my eyes.
Cub 2 – Have you seen the Medicine Man?
Cub 1 – No, just spots!

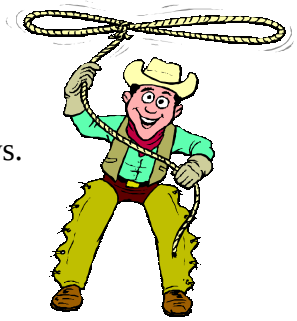
SPARKLER: CLARA BELL AND BEN TRIUMPH AGAIN

By Val Chatwin

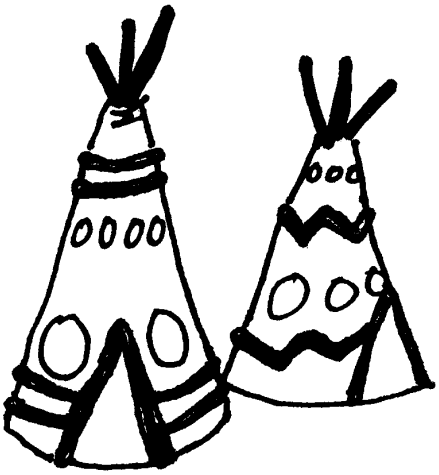
(Characters listen to narrator and act out parts)
The curtain opens and the play is on [*Curtains walk to side]*. It is early morning and the sun rises [*Sun stands up*]. Inside the covered wagon SAM and his beautiful daughter CLARA BELL, [*ring tiny bell whenever she is named*] wake up and get ready for the day. CLARA BELL is weeping. SAM'S oxen ate some locoweed and are so sick that they can't pull the wagon. There are no other oxen available clear out here; only rich OLD JED has any extra stock available. He has offered to sell SAM some fine oxen for very little money if SAM will let him have CLARA BELL as his 4th wife. (And this isn't polygamy, folks. The other three died of mysterious causes.) CLARA BELL loves BEN, whom she met when he helped them cross the Platte River. BEN is a hunter and is out looking for buffalo. The hours pass slowly *[hours walk across stage]*. One of SAM'S oxen dies. OLD JED brings up a fine pair of oxen and tells Sam that the wagon train is ready to move out. He will sell SAM the oxen if CLARA BELL will move to his wagon. CLARA BELL runs away. SAM decides that even if they are in mortal danger, he can not sacrifice his daughter for OLD CLEM. He starts to assault OLD CLEM. *[Use salt shakers to shake salt on each other]*. OLD CLEM assaults SAM. *[Repeat salt]* Wait, what do I hear? Horses galloping toward us. It is BEN, and he is bringing a pair of horses. He traded an elk for a rifle and then the rifle for a pair of horses. With BEN helping them, SAM and CLARA BELL can make it. He crosses *[draw a cross on the floor]* over to CLARA BELL. OLD CLEM stalks off [*waves a stalk of celery*.] Curses, foiled again. True love triumphs in the end.

APPLAUSES/CHEERS

1. Cowboy-- Pretend to strum a guitar and sing, "Happy Trails to You".
2. Teepee-- The first tepees were a little bit 'tippy" in the wind, say, "Teepee, teepee, teepee, timmmmmmberrrr". (Act II)
3. Bow and Arrow-- Pretend to have your own bow and quiver of arrows. Draw an arrow from the quiver, put it in the bow, shoot it, and say, "Twang – Zing", as the arrow goes flying,
4. Lone Ranger-- "Hi Ho Silver Away!", Kimo Sabe (Act II)



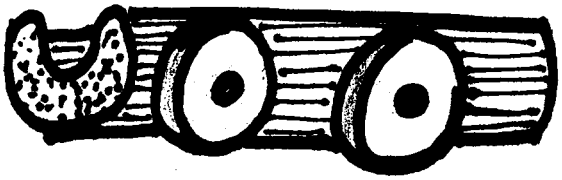
CUBS IN THE KITCHEN



CELERY WAGONS

Celery ribs, washed
Carrots, sliced
Toothpicks

Cut celery in 2" sticks. Attach 4 carrot slices for wheels with toothpicks.



FROGGY CUPCAKES

Cup cakes, any flavor
Blue frosting (water colored)
Big green gumdrops, cut in half
White chocolate chips
Black decorator icing

Frost cupcakes. Press a white chocolate chip into the cut side of the gumdrop near the bottom edge. Squirt a dab of the black decorator' s icing into the center of each chip. Press frog eyes into the frosting.

TIPI TREATS

Historically, a Native American teepee was spelled tipi, and was constructed from a cone of long poles and a hide covering that appeared shiny white until the hearth fire cured it. Designs painted in the outside were often inspired by dreams or religious beliefs.

In a mixing bowl, with the mixer at low speed, mix 2 **cups confectioners' sugar, 1/4 cup softened unsalted butter, and 1** tsp. **vanilla extract** until smooth and spreads easily. Stir in a **bit of** milk if needed. Use the icing to lightly frost **eight ice cream sugar cones,** then place them in the freezer for a few minutes until the icing hardens. Use tubes of **cake decorating icing** (or **Royal icing** in a re-closeable freezer bag with a tiny comer cut off) to draw linear patterns. Glue on decorative candies. For the lodge poles, you can insert toothpicks into the tip of each cone.

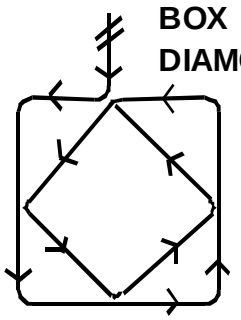
THEME MIDWAY

Ink Pad Branding Irons

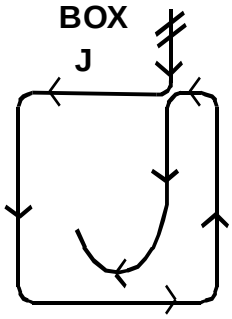
Make irons out of one piece of # 14 gauge solid galvanized wire. is the handle and is bent straight up from pattern. Start bending wire at the and follow the arrows. Make sure all your bends are kept flat. Then push your branding iron into an ink pad and then onto a piece of paper. (Use a pencil to help push down all parts.) These patterns are some samples. So, be creative and design your own branding irons, also.

(remember, only 1 piece of wire) *(hint: have something soft underneath your paper)*

BOX DIAMOND



BOX J



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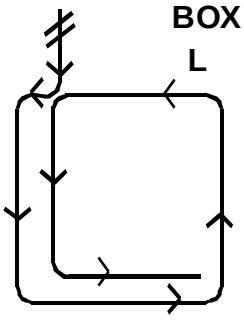

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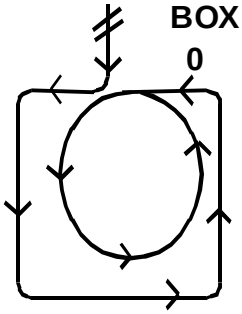

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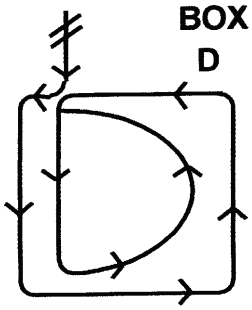
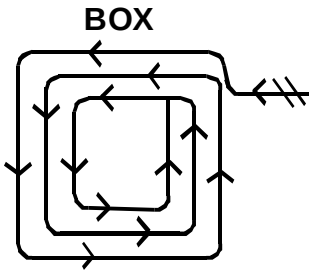


TRIPLE BOX



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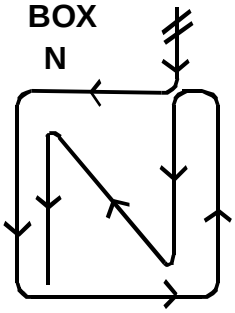

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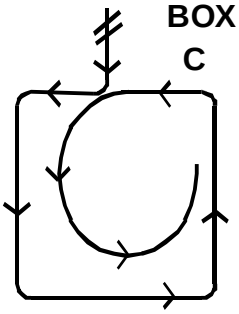
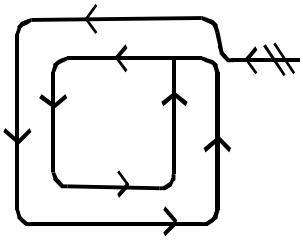


DOUBLE BOX



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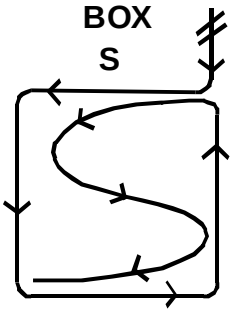

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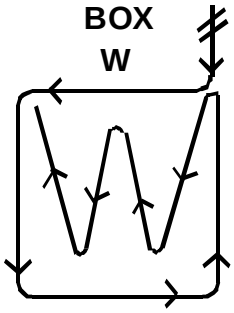
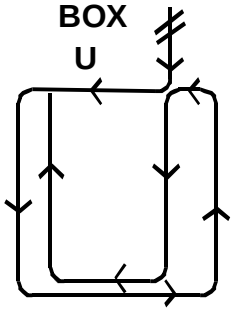
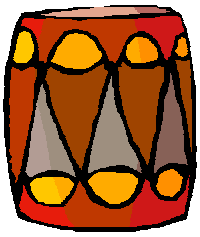


BOX U

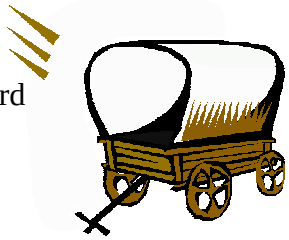


DEN AND PACK RECOGNITIONS

' Possibles Bag' (nature items in bag)
Cowboy Award
Knot Awards
Round Up Awards
Old West - anything goes
Cow Poke Award
Indians
Pow Wow
Drums - Dancing
Tom Tom Awards
Arrow award



Tomahawk Award
Arrow Award
Pioneer Annapolis--covered Wagon
Races--Pit crew Indians; Team of horses
Campfire Award
S' Mores Award
Marshmallow Award
Arrow of Light
Mountain Man
Rendezvous
Fort Award

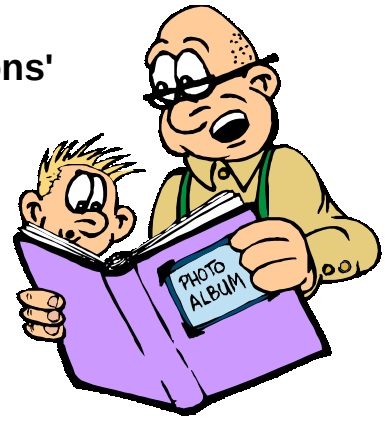


BSA FAMILY AWARD

Suggested Topic

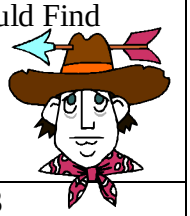
'Strengthening Family Traditions'

(Family Book p. 14)



Each family is unique. Its heritage, background, culture, and environment makes it special. As a family, discover who you are. Learn about ethnic traditions. Where did your ancestors come from? What physical features are family characteristics? Look at old photos and recognize features in your family members today. Look at scrapbooks, or work on photo albums as a family. Create a family flag. (Webelos Family Member in this Pow Wow Book has instructions for a flag.) If you have relatives that were ' pioneers' in a country or state, look for stories about them and about that area at a library or on the Internet. Use a family bulletin board. It can remind your family of upcoming events as well as be a place to hang up special recognitions and achievements. Be part of a family reunion or picnic. Enjoy discovering family traditions, then try making your own traditions.

THEME RESOURCES - - Circle The Wagons

CATEGORY	NAME	BOOK OR REFERENCE (Note: All books can be found at Scout Shop)
EXTRA IDEAS	Theme Crafts	Cub Scout How To Book Section 3
	Skits and Costume Ideas	Cub Scout How To Book Section 4
	Gold Rush or Western Carnival Activities	Cub Scout How To Book pg. 9-21
	Electric Council Fire Plans	Cub Scout How To Book pg. 12-6
Ceremonies	Cub Scout Light, Campfire & Circle of Light Ceremonies	Ceremonies for Dens and Packs pg. 2-3, 11-2, 11-3
	One Candle Closing Ceremony	Ceremonies for Dens and Packs pg. 6-5
	Wagon Train & Painted Paws Advancement Ceremony	Ceremonies for Dens and Packs pg. 8-7
Ceremonies and Etc.	Campfire Opening Ceremony and other fun ideas	Creative Campfires
	"The Brave Little Indian" & "A Cherokee Legend"	Cub Scout How To Book pg. 6-9, 6-14
	"The Legend of Falling Rocks" & "The Luck of the Horseshoe"	Crazy Cory's pg. 8 & 12
Applauses and Cheers	Bow and Arrow, cowboy, cow, coyote, call the hogs, how, double how, howdy, heap how, hunters, Indian, old Indian, quick draw, southern, stampede and Tonto	All the Applauses We Could Find (alphabetical) 
Skit	"World's Best Memory"	Crazy Cory's vol. 2 pg. 63
Academic Pin	Heritages	
Cub Requirements	Wolf Elective 10-Native American Lore	Wolf
	Bear Elective 24-Native American Life	Bear

Thank You's: Wear Cowboy Hat **Cheer:** "Ki yi yippi yippi yippo yippo" *(repeat)*
Tonight our theme is Circle the Wagons and the Old Wild West. The Wild West was settled by cowboys and pioneers. Settling the West was a huge job and they worked really hard and were successful. Some of our *(leaders, parents, etc.)* have also worked hard with just as much success. We want to tell them thanks by.. . *(present thank you gift, card, applause)*

Awards Ceremony: Wear a Trapper's Bag **Cheer:** Bear "Grrrrr"
But even before there were cowboys, there were a group of people called trappers or mountain men. They were the first white explorers of the Wild West. They worked hard and overcame many obstacles to live in that dangerous country. Today we have # Cub Scouts who have also worked hard to like-wise achieve awards in their life. *(Present awards)*

Advancement Ceremony: Wear Indian headdress **Cheer:** "How!" (Indian hand sign)
Even before the trappers, the mountain men and other white explorers, there lived another group of people in the Wild West. They are the red men: the Native American tribes of America. *(lead in to Native American advancement, Arrow of Light or local Order of Arrow ceremony)*