

Freedom Trail District

Cub Scout Day Camp

June 2003

List of Achievements For Wolf



Below is a list of achievements, electives and belt loops that Cub Scouts may have earned at Freedom Trail District's Cub Scout Day Camp at Banning Park, June 2003. Note some require prior skills (e.g. swimming) or remembering (e.g. knots).

Wolf Achievements

- 1h Swim as far as you can walk in 15 steps. (*if scout can swim*)
- 2b Lead a flag ceremony in your den.
- 2c Learn how to respect and take care of the flag
- 5a Point out and name 8 tools.
- 5d Show how to use a hammer.



Wolf Electives

- 2a Help to plan and put on a skit with costumes.
- 2c Make sound effects for a skit.
- 5g Make a model—regatta boat
- 9a Help plan a party
- 9c Make a gift for someone
- 11c Learn the words and sing three Cub Scout songs.
- 17a Tie an overhand and square knot.
- 17b Tie your shoelaces with a square bow knot. (some had trouble with knots)
- 17e Tie two ropes together using an overhand knot.
- 17g Wrap the end of a rope with tape to keep it from unwinding.
- 19b Rig a pole with the right kind of line and hook. Attach a bobber and sinker, if you need them. Then go fishing.
- 19c Fish with members of your family or a grown-up. Bait your hook and catch a fish.
- 19d Know the rules of safe fishing.
- 19e Tell about some of the fishing laws where you live.
- 20 b Know boating safety rules
- 20c. Know archery safety rules. Know how to shoot properly. Put four of six arrows into a 1.2 meter target that is 15 steps away from you.



Wolf Belt Loops

Archery, fishing (If you fished), Map and Compass, and swimming (if passed the beginner swim test and can float on back).

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List of Achievements for Bear

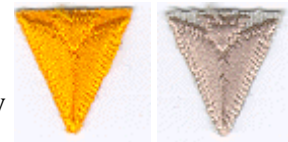
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Bear Achievements

- 3a - Be a member of the color guard in a flag ceremony for your den or pack.
- 12d - Attend an outdoor event with your family.
- 15 b - Play two organized games with your den.
- 20a - Show how to use and take care of 4 tools.
- 22a. Whip the ends of a rope.
- 22b. Tie a square knot, bowline, sheet bend, two half hitches, and slip knot. Tell how each knot is used.
- 22c. Learn how to keep a rope from tangling.
- 23d Take part in one team and one individual sport. (kickball and archery)

Bear Electives

- 5 a Help an adult rig a boat
- 5 e. Know the rules of boat Safety
- 9a. Do an original art project and show it at a pack meeting. Every project you do counts as one requirement
- 19a Jump feet first into water over your head, swim 25 feet on the surface, stop, turn sharply, and swim back.
- 19b. Swim on your back, the elementary backstroke, for 30 feet.
- 19c. Rest by floating on your back, using as little motion as possible for at least one minute.
- 19d. Tell what is meant by the buddy system. Know the basic rules of safe swimming
- 19e. Do a racing dive from edge of pool and swim 60 feet, using a racing stroke. (You may need to make a turn.)
- 20a. In archery, know the safety rules. Know how to shoot correctly. Put six arrows into a 4-foot target at a distance of 15 feet. Make an arrow holder. (Bears did not make an arrow holder; most did not put 6 arrows in target).



Bear Belt Loops

Archery, fishing (If you fished), Map and Compass, and swimming (if passed the beginner swim test and can float on back).

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List of Achievements for Webelos Activity Badges

Aquanaut (*Note Webelos scout earned Aquanaut if he passed beginners swim test and participated in Aquanaut at pool both days.*)



1. Jump into water over your head. Level off and swim 100 feet, at least half of this using the elementary backstroke.
2. Stay in the water after the swim and float on your back in a resting position with as little motion as possible for one minute.

And Do Three of These:

3. Do a surface dive and swim under water for two strokes before coming up.
5. Demonstrate three basic water rescue methods. Demonstrate reaching and throwing. Describe going with support.
8. While you are a Webelos Scout, earn the Cub Scout Sports belt loop for swimming

Complete these three requirements for swimming belt loop:

1. Explain basic rules of safety for swimming. Emphasize the buddy system.
2. Pass the "beginner" swim level test.
3. Demonstrate the ability to float on your back.

Artist

6. Make a mobile, using your choice of materials.
7. Make an art construction, using your choice of materials



Craftsman 3 Made a frame and picture.



Outdoorsman (*Note these were introduced*)

1. Show your ability to tie the following knots:
Square knot, Bowline, Clove hitch, Two half hitches, Taut-line hitch
6. Help cook your own lunch or supper outdoors with a parent or another adult.
Clean up afterward.



Readyman 6. Tell what steps must be taken for a safe swim with your Webelos den, pack, family, or other group. Explain the reasons for the buddy system.



Sportsman:

- 3 While you are a Webelos Scout, earn Cub Scout Sports belt loops for two individual sports - fishing and archery

Webelos Belt Loops

Archery, fishing, and swimming (if passed the beginner swim test and can float on back)

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Tiger Achievements

5. Let's Go Outdoors

5G - Go See It Activity

Take a hike with your den.



Tiger Electives

1. Make a decoration with your family or your den. Display it or give it to someone as a gift - 2
2. Play a game outdoors with your family or den—35
3. Make a Model—17
4. Display a picture.

Tiger Belt Loops

Archery