

ADVANCEMENTS

Please remember that only Cub Scouts present and participating in the program areas earn these advancements.

Cub Scout Day Camp is not limited to those advancements listed here. Bring your handbooks and supplementary Cub Scout information and earn other awards or fulfill requirements toward larger scale awards such as Leave No Trace, Outdoor Activity Award, Summertime Activity Award, World Conservation Award, etc.

Remember, the head Walking Leader for each group will be responsible to identify which boys earn the belt loops or complete requirements toward their rank. Presenting awards earned is the responsibility of the pack and will not be bought by or presented at Day Camp.

Following camp (or in September), inform your den and/or pack leaders of the awards earned at Day Camp this year.

BELT LOOPS

***Archery** - Cub will be eligible for the Archery Belt Loop as long as he:

1. Participates in the safety and rules explanation at Day Camp.
2. Demonstrates good Archery techniques, including eye dominance, shooting shoulder, breathing, sight alignment, follow through and following range rules.
3. Practices shooting at your district or your council camp in the time allowed.

*Remember, Archery belt loops may only be earned at a Council-sanctioned event.

***BB Guns** - Cub will be eligible for the BB Gun Belt Loop as long as he:

1. Participates in the safety and rules explanation at Day Camp.
2. Demonstrates good BB gun shooting techniques, including eye dominance, shooting shoulder, breathing, sight alignment, trigger squeeze and following range rules.
3. Practices shooting at your district or your council camp in the time allowed.

*Remember, BB Gun belt loops may only be earned at a Council-sanctioned event.

Fishing - Cub will be eligible for the Fishing Belt Loop as long as he

1. Reviews local fishing regulations with leader or adult partner and commits to following them.
 2. Demonstrates how to properly bait a hook.
 3. Tries to catch a fish.
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Rank Advancements

| Activity | Tiger | Wolf | Bear | Webelos |
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| PROGRAM | | | | |
| Archery (k) | | Elective 20 C | Elective 20 A | |
| BB Guns (k) | | Elective 20 N | | |
| Barrel ride | | Elective 7e | A15b | |
| Coasters | | | | |
| Cooking – Fruit Skewers | Requirement 3 D | Requirement 8 A | | Communicator Requirement 1 |
| Day Camp Survival Guide | Requirement 1 D | Elective 18 G | Requirement 8 C | Naturalist Requirement 7 Readyman Requirements 2 and 7 |
| Earth Ball Bowling (k) | | | | |
| First Aid Instruct/Kit | | Requirement 3 C | Requirement 11 A | |
| Fishing (k) | | Elective 19 B, C, D | | |
| Flag-Folding | | | | |
| Food Pyramid | | Wolf Be | Requirement 9g | Craftsman 4 (partial) |
| Frisbee Golf Target | | | | |
| Hike (Brady Bunch popcorn trail) | Requirement 5 D (sun print) Requirement 5 G Elective 31 | | Elective 12 A Elective 25 B | |
| Human Foosball | Elective 35 | Elective 4 F | Requirement 15 B | |
| Kickball (belt k) | | Elective 20 L | Requirement 15 B | |
| Leather Stamping | | Wolf 18e, 12a | | Craftsman 4 (partial) |
| Mini Golf/Ladder Golf | | | | |
| Monkey Bridge/Barrell Ride | | | | |
| Music | | | | |
| Obstacle Course | | Requirement 1b | | |
| Parachute games | | | Requirement 15 B | |
| Science Experiments | | | | |
| Seashells in the Sand | Elective 14 | | | |
| Slingshots | | Achievement 1b; Elective 4d | | |
| Soccer | | Elective 20 K | Requirement 15 B | |
| Surfboard | | | | |
| Tire Swing | | | | |
| Towel Memory Game | | | | |
| 4-Way Tug O'War | Elective 35 | Elective 4 F | Requirement 15 B | |
| Walking Stick | | | | |
| Water Relays | Elective 40 | Requirement 1a Requirement 7b | Requirement 15 C | |
| Water Slide | Elective 40 | | | |
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| OTHER | | | | |
| Day Camp | Safety in the Sun Elective 29* | Requirement 7 D (pick up litter-"police line") Elective 20o (four outdoor physical fitness-related activities-Water slide, obstacle course, ultimate/frisbee, relay water games) Elective 23e | | |
| Family Night | Picnic Outdoors Elective 22 | Requirement 8 E (if scout helps prepare) | Elective 25 C (participate in skit/song etc. during campfire) Elective 25 F (attend day camp) | |
| Flag Ceremony (if your den/pack leads opening or | Requirement 2D | Requirements: | Requirement 3 F, 3 H, | |

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| closing flag) | | 2b – lead a flag ceremony in your den 2e – learn how to rais a flag outdoor 2f – participate in an outdoor flag ceremony 2g – with another person, fold a US flag | 3 I | |
| Bring-A-Buddy Day | | Elective 22e | Requirement 24a (Help a boy join Cub Scouting) | |

*To earn credit for this elective, please note the following from the Tiger Handbook

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| <p>Talk with your adult partner about when you should use sunscreen. [DAY CAMP!]</p> <ol style="list-style-type: none"> 1. Find out whether you have any in your home and where it is kept. 2. With your adult partner, look at a container of sunscreen and find out whether it still protects you when you are wet. 3. Also, find out how long you are protected before you have to put on more. 4. Look for the expiration date and make sure the sunscreen is not too old. |
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