



Cub Scout Advancement

U.S. SCOUTING SERVICE PROJECT -- [HTTP://USSCOUTS.ORG](http://usscouts.org)

The Cub Scout Program has two basic features, [Rank Advancement](#), and the [Academics and Sports Program](#).

Cub Scouts joining as First Grade boys enter the [Tiger Cub Program](#). Tiger Cub Dens, have no formal advancement, although they work on a series of BIG IDEAS, and the boys do receive Participation Beads to wear from a belt emblem.

Boys graduating from Tiger Cub Dens, or joining Cub Scouts in the Second Grade or above, begin advancement by earning the [Bobcat Badge](#). After earning the [Bobcat Badge](#), they proceed to work on advancement specific to their age level. As part of these requirements, they must learn the [Cub Scout Promise, the Law of the Pack, and the Cub Scout Motto](#).

In the Second Grade, Cub Scouts work toward the [Wolf Badge](#), then toward a [Gold Arrow Point and one or more Silver Arrow Points](#). The requirements for these badges are found in the Wolf Cub Scout Book.

In the Third Grade, Cub Scouts work toward the [Bear Badge](#), then they, too, work toward earning a [Gold Arrow Point and Silver Arrow Points](#). The requirements for these badges are found in the Bear Cub Scout Book.

The Webelos Program is a two year program for Fourth and Fifth Grade Boys. In both years, they work toward earning [Webelos Activity Pins](#) in twenty different areas, arranged in five groups. Fourth Grade Boys work toward the [Webelos Badge](#). After

earning the Webelos Badge. Fifth Graders, after earning the [Webelos Badge](#), earn the [Arrow of Light](#). In addition to the two rank badges, after earning the Webelos Badge, boys work toward the [Compass Point Emblem and Metal Compass Points](#) as they earn additional Activity Pins.

New Wolf Cub Scout and Bear Cub Scout Books were issued in the summer of 1998, and a new Webelos Scout Book was issued in late 1998. We have prepared lists of the changes to the requirements for the [Wolf Badge](#), [Wolf Arrow Points](#), [Bear Badge](#), [Bear Arrow Points](#), [Webelos and Arrow of Light Badges](#), and [Webelos Activity Pins](#).

As a Cub Scout or Webelos Scout, you can also earn the [Cub Scout World Conservation Award](#).

Tiger Cubs, Cub Scouts and Webelos Scouts can also earn a series of [Religious Emblems](#) awarded by a number of religious organizations. The age and rank requirements vary. In addition, they may earn a series of [Cub Scout Academics and Sports Belt Loops and Pins](#)

Cub Scouts may also earn a number of other [Special Awards and Emblems](#), which are also available to Boy Scouts.

Advancement Transfers for Foreign Scouts

Questions arise occasionally on whether a Cub Scout moving to the USA from another country can use the advancements he had earned in that country toward advancement in a BSA unit. For the answer, [click here](#).

Page updated on: October 16, 2000

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Cub Scout Ranks

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Tiger Cubs, BSA

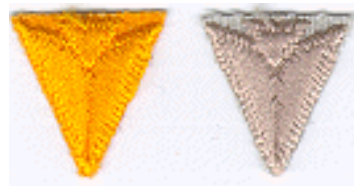
[Tiger Cub Program](#)



[Bobcat Badge](#)



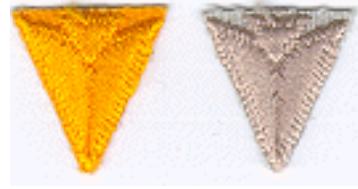
[Wolf Badge](#)



[Wolf Arrow Points](#)



[Bear Badge](#)



[Bear Arrow Points](#)



[Webelos Badge](#)



[Arrow of Light Badge](#)

Page updated on: October 01, 2000

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Tiger Cub Program

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The Tiger Cub Program

Tiger Cubs BSA gives parents an opportunity to provide their children with a safe, structured, and nurturing environment. Tiger Cubs and their adult partners have fun together while developing closer family relationships. Scouting can provide positive, enriching experiences and activities to complement a child's formal classroom education. Scouting and education share the common goal of helping young people grow into self-reliant, dependable, and caring adults.

Tiger Cubs BSA is a simple, fun, easy-to-operate program that helps a boy and his adult partner gain a better understanding of and an appreciation for the community environment in which they live, and even the world at large.

Tiger Cubs BSA offers an opportunity for boys to enter the Scouting family at an important age. Research has shown that early involvement in values-based programs is vital to strong character development. The longer a boy stays in Scouting, the more likely he is to develop the values and skills needed to become an ethical and productive citizen.

The Tiger Cub dens are a part of the Pack. Tiger Cub dens meet twice a month and attendance at all pack meetings is urged. There are Tiger Cub resource books and program helps available for the Tiger Cub Den Leaders. Tiger Cubs are not first-grade Cub Scouts. Tiger Cubs BSA introduces boys and their adult partners to the excitement of Cub Scouting as they "Search, Discover, and Share" together.

The Tiger Cub program has a series of "Big Ideas" that are designed to fulfill many specific purposes. The Tiger Cub program is designed for First Grade boys and the ideas

are geared to their level. They are also arranged to help the boy and his adult partner interact together in a positive way.

As they complete their Big Ideas, the Tiger Cubs get to have "Tiger Paw" decals ironed onto their Tee-shirts, and they receive Beads which are worn on an Instant Recognition Belt Fob, shown here:



Upon Graduation from Tiger Cubs, the Scout may wear the Tiger Cub Graduate patch shown below.



Tiger Cubs have a Promise and Motto, similar to those of Cub Scouts and Boy Scouts, but geared toward their age level. The Promise and Motto articulate the fundamental ideals of Tiger Cubs, BSA. They are as follows:

Tiger Cub Motto

Search, Discover, Share

Tiger Cub Promise

I promise to love God, my family, and my country, and to learn about the world.

The following is a list of the "Big Ideas" and the purpose that is given for the idea.

1. GETTING TO KNOW YOU

Purpose: To provide a fun time for all Tiger Cubs and adults to get to know one another at the first Tiger Cub group meeting. Also, to provide a meeting format as an example of one way a future meeting can be run.

2. FAMILY ENTERTAINMENT

Purpose: To have fun together and in this way to help bring family closer together.

3. DISCOVER NATURE AND ENERGY

Purpose: To develop in your child an appreciation of the world around him, and an awe for its Creator. Also it will provide the basis for several hobbies and interests that may extend into the future. Perhaps most important, you are given the opportunity through this big idea to reinforce your own values about environment, energy, and even spirituality.

4. PREPARE FOR EMERGENCIES

Purpose: This activity is designed to equip the child to deal with an emergency when there is no adult present. There are activities that will help him help others. In the expanding world of a first-grade boy, there are times that he is not under the immediate protection of a parent or other adult family member. His knowledge of emergency procedures will strengthen his self-esteem and self-confidence. In this big idea, you can discuss with your son how to react to strangers and persons whose motives are either not known or are unacceptable.

5. KNOW YOUR FAMILY

Purpose: Gives you a chance to explore your family's heritage, background, and structure. But it also gives you an opportunity to express to one another what makes you feel good - what makes you feel bad - all of you. It also aids in his understanding of other family members and their feelings.

6. KNOW YOUR COMMUNITY

Purpose: One of the underlying purposes of the Boys Scouts of America is to develop responsible citizenship in boys. This begins with an understanding of their community. As you explore your community with your boy and your Tiger Cub group, you will be giving your boy and others a better understanding of the environment in which they live. Boys will develop a deeper appreciation of their community and how it works.

7. HELPING OTHERS

Purpose: Helping others should be part of anyone's life, not only because it makes for a better world, but also because it gives good feelings to both the helper and the one being helped. Giving your boy a chance to help others enables him to learn that it is an important part of his life both now and in the future. It also lets him learn that helping others can be fun and rewarding. Helping others as a family or as a group makes the experience all the more fun and rewarding.

8. GO SEE IT

Purpose: This big idea gives you and your boy a chance to enjoy all the special places and activities in your area. Seeing these things as a family makes for enjoyable times for all. It allows your family to have fun together, and grow together as well. GO SEE IT!

9. GETTING THERE

Purpose: Transportation is a big part of everyone's lives. We travel to work, we travel on vacations. This big idea lets you and your Tiger Cub explore some of the many ways man travels from one place to another. As your boy learns about transportation, you can take the opportunity to explain how important it is to be on time, to be courteous to others. You can also plan activities that will help to make your family trips pleasant experiences for everyone.

10. SOMETHING SPECIAL, ALL YOUR OWN

Purpose: This is your own big idea. Pick whatever big idea your group wants. Let the boys play as big a part in this as the adults. Make it fun for everyone. Let your imagination suggest whatever it wants to. Make it the group and family happening of the year. What's important is that the boys and adults plan the big idea together. That way it belongs to you and your group. Come up with family activities and group activities, too.

11. MAKING YOUR FAMILY SPECIAL

Purpose: To help you and your boy explore the things that make your family unique, special, one of a kind. Take the opportunity to let everyone talk about those things that strengthen the family. It will help everyone develop more of a sense of belonging and pride. And the goal of this big idea is to make family bonds stronger.

12. MAKE YOUR OWN

Purpose: To help your boy develop a sense of pride and satisfaction by making all kinds of things. This big idea also will help him develop patience, perseverance, and initiative.

13. CARING FOR YOUR HOME AND HOUSEHOLD

Purpose: Learning what is required to keep a home neat and clean is important for a first-grader. Part of the goal of this big idea is to help your boy realize that if everyone does his part to keep the home clean, neat, and fixed up it will be a happier place to live. In addition, some of the activities in this big idea are designed to give your boy a greater appreciation of all things that others do to keep the home in good shape. Lastly, an objective of this big idea is to help your boy learn to follow directions.

14. FAMILY GAMES, TRICKS, PUZZLES

Purpose: Part of the goal of this big idea is to have boys learn to become both good winners and good losers as well. In addition, this big idea will teach them how to play by the rules and how to follow instructions. It also holds the opportunity for boys to develop patience as they work to solve a puzzle or invent a new game.

15. FITNESS AND SPORTS

Purpose: Sport and physical fitness activities, even calisthenics, can be fun. Naturally, though these activities do more than just provide fun. They can make family members healthier as well as bring families closer together. Learning new sports can help give a boy more self-confidence and self-esteem. And if good sportsmanship and teamwork are emphasized, the boy will learn some important things that extend far beyond sports. But let's not forget what was said at the beginning. More than anything else sports and other physical fitness activities can spell fun for the whole family.

16. TELL IT LIKE IT IS

Purpose: Communication is a big word to a first-grade boy, but it is an important one. This big idea lets the boy learn some of the many ways people communicate with each other. It also has the goal of letting him learn how to communicate better with those around him. The activities are designed to make it fun and interesting.

17. CUB SCOUTING, HERE WE COME

Purpose: Tiger Cub groups are affiliated with a Cub Scout pack, and both the Cub Scouts and the adults who run the Cub Scout Pack are looking forward to having your boys join the pack after their time as Tiger Cubs. Cub Scouting will build on what your boy is learning and discovering as Tiger Cubs, BSA. This big idea will be carried out by you and your group and by your Tiger Cub Group Coach. Unlike the other big ideas in your Family Activity Book, this big idea is set up on an organized basis and is designed to be held at specified times of the year. Your Group Coach will contact you with details at the proper times. It is asked that as you take part in the various activities in this big idea, look over Cub Scouting. The program can do wonderful things for you and your boy.

It is hoped that this glimpse into the Tiger Cubs, *BSA FAMILY ACTIVITY BOOK* will help you to decide to join the Tiger Cub group at a pack in your neighborhood. It is truly a fun program and a great experience for your first-grader and the whole family.

For more information about Cub Scouting, or to find out how to join, contact the Boy Scouts of America council listed in the white pages of your local telephone directory.

Page updated on: February 04, 2001

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Cub Scout Bobcat Rank

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These are the requirements as they appear in the 1998 edition of the **Wolf Cub Scout Book**. (There are NO changes to these requirements from the 1983 edition - Revised in 1995).

Bobcat Requirements

The very first rank that EVERY boy MUST earn when entering the Cub Scouting Program is the Bobcat. To earn the Bobcat rank the new Cub Scout must do the following:

1. Learn and say the **CUB SCOUT PROMISE**

"I(name).... promise to do my best
To do my duty to God and my country,
To help other people, and
To obey the Law of the Pack. "

2. Say the **LAW OF THE PACK**. Tell what it means.

"The Cub Scout follows Akela.
The Cub Scout helps the pack go.
The pack helps the Cub Scout Grow.
The Cub Scout gives goodwill."

3. Tell what **WEBELOS** means

"WE'll BE LOyal Scouts "

4. Show the CUB SCOUT SIGN. Tell what it means.
5. Show the CUB SCOUT HANDSHAKE. Tell what it means.
6. Say the CUB SCOUT MOTTO. A motto is a rule.

"Do Your Best"

7. Give the CUB SCOUT SALUTE. Tell what it means.
8. With your parent or guardian, complete the exercises in the booklet, ***How to Protect Your Children from Child Abuse.***

The above items are the basic information that ALL Cub Scouts must learn, which is why EVERY boy who enters into Cub Scouting MUST earn the Bobcat Badge.

Page updated on: October 01, 2000

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Wolf Badge Requirements

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As revised in the **1998** edition of the **Wolf Cub Scout Book**.

To see the changes which were made in 1998, [Click here](#).

To earn the Wolf rank a Cub Scout must complete 49 tasks out of a possible 62 tasks that are offered in the book.

If the Cub Scout has not previously earned the [Bobcat Badge](#), it must be earned first.

Note that these activities are primarily done at home and signed off by the parent after the boy has completed each task. The book is then shown to the Den Leader who records the progress and also signs the boy's book.

ACHIEVEMENTS

1. [Feats of Skill](#)
2. [Your Flag](#)
3. [Keep Your Body Healthy](#)
4. [Know Your Home and Community](#)
5. [Tools for Fixing and Building](#)
6. [Start a Collection](#)
7. [Your Living World](#)

8. [Cooking and Eating](#)
 9. [Be Safe at Home and On the Street](#)
 10. [Family Fun](#)
 11. [Duty to God](#)
 12. [Making Choices](#)
-

1. **FEATS OF SKILL** (Page 38)

- a. Play catch with someone 10 steps away. Play until you can throw and catch.
- b. Walk a line back and forth. Do it sideways too. Then walk the edge of a board six steps each way.
- c. Do a front roll.
- d. Do a back roll.
- e. Do a falling forward roll.

Do one of the following (f, g, h, i, j, or k):

- f. See how high you can jump.
- g. Do the elephant walk, frog leap, and crab walk.
- h. Swim as far as you can walk in 15 steps.
- i. Using a basketball or playground ball, do a - Baseball pass, Chest pass, and a Bounce pass.
- j. Do a frog stand.
- k. Run or jog for 10 minutes OR jog in place for 5 minutes.

[Back to the Achievements List](#)

2. **YOUR FLAG** (Page 46)

- a. Give the Pledge of Allegiance to the flag of the United States of America. Tell what it means.
- b. Lead a flag ceremony in your den. Here are some ideas:
(*Ideas shown in book*)
- c. Tell how to respect and take care of the flag. Show three ways to display the flag.
- d. Learn about the flag of your state or territory and how to display it.
- e. With the help of another person, fold the flag.

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3. **KEEP YOUR BODY HEALTHY** (Page 56)

- a. Show that you know and follow the seven rules of health.
- b. Tell four ways to stop the spread of colds.
- c. Show what to do for a small cut on your finger.

[Back to the Achievements List](#)**4. KNOW YOUR HOME AND COMMUNITY** (Page 60)

- a. Write down the phone numbers you need to have. Put them by your phone. (*Police, Fire, Doctor, Mother at work, Father at work, Family friend.*)
- b. Tell what to do if someone comes to the door and wants to come in.
- c. Tell what to do if someone calls on the phone.
- d. When I leave our home I will.....
(*List given in Book.*)
- e. Talk with others in your home about helping. Agree on the home jobs you will do. Make a list of your jobs.

[Back to the Achievements List](#)**5. TOOLS FOR FIXING AND BUILDING** (Page 64)

- a. Point out and name eight tools. Do this at home, or go to a hardware store with a grown-up. Tell what each tool does.
- b. Show how to use pliers.
- c. Use a screwdriver to drive a screw.
- d. Show how to use a hammer.
- e. Make a birdhouse, a set of bookends, or something else useful.

[Back to the Achievements List](#)**6. START A COLLECTION** (Page 70)

- a. Make a collection of anything you like. Start with 10 things. Put them together in a neat way.
- b. Show and explain your collection to another person.

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This achievement is also part of the [World Conservation Award](#).

- a. Land, air and water can get dirty. On a sheet of paper, list ways this can happen.
- b. It takes a lot of energy to make glass, cans, and paper products. You can help save energy by collecting those items for use again. Write the name of the recycling center closest to you. Find out what items you can save and send to this center.
- c. With a grown-up, pick up litter in your neighborhood. Wear gloves to protect your hands against germs and cuts from sharp objects.
- d. With a grown-up, find three stories that tell how people are protecting our world. Read and discuss them together.
- e. Besides recycling, there are other ways to save energy. List three ways you can save energy, and do them.

[Back to the Achievements List](#)**8. COOKING AND EATING (Page 78)**

- . Study the Food Guide Pyramid. Name some foods from each of the food groups shown in the pyramid.
- b. Plan the meals you and your family should have for one day. List things your family should have from the food groups shown in the Food Group Pyramid. At each meal, you should have foods from at least three food groups.
- c. Help fix at least one meal for your family. Help set the table, cook the food, and wash the dishes.
- d. Fix your own breakfast. Wash and put away the dishes.
- e. With a grown-up, help to plan, prepare, and cook an outdoor meal.

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- . WITH A GROWN-UP, check your home for things that could help keep you safe.
- b. WITH A GROWN-UP, check for danger from fire.
- c. Practice good rules of street and road safety.
- d. Know the rules of bike safety.

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Do TWO of these five requirements:

- . Make a game like one of these. Play it with your family.
(*Eagle Golf, Beanbag Archery.*)
- b. Plan a walk. Go to a park or a wooded area, or visit a zoo or museum with your family.
- c. Read a book or *Boys' Life* magazine with your family. Take turns reading aloud.
- d. Decide with Akela. what you will watch on television or listen to on the radio.
- e. Attend a concert, a play, or other live program with your family.

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- . Talk with your folks about what they believe is their duty to God.
- b. Give some ideas on how you can practice or demonstrate your religious beliefs.
- c. Find out how you can help your church, synagogue, or religious fellowship.

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12. . MAKING CHOICES (Page 96)

Do FOUR of these nine requirements:

- a. There is an older boy who hangs around Jason's school. He tries to give drugs to the children. What would you do if you were Jason?
- b. Mel is home alone. The phone rings. When Mel answers, a stranger asks if Mel's mother is home. She is not. Mel is alone. What would you do if you were Mel?
- c. Justin is new to your school. He has braces on his legs and walks with a limp. Some of the kids at school tease him. They want you to tease him, too. What would you do?
- d. Juan is on a walk with his little sister. A car stops and a man asks them to come over to the car. What would you do if you were Juan?
- e. Matthew's grandmother gives him money to buy an ice- cream cone. On the way to the store, a bigger boy asks for money and threatens to hit Matthew if he does not give him some money. If you were Matthew what would you do?
- f. Chris and his little brother are home alone in the afternoon. A woman knocks on the door and says she wants to read the meter. She is not wearing a uniform. What would you do if you were Chris?
- g. Sam is home alone. He looks out the window and sees a man trying to break into a neighbor's back door. What would you do if you were Sam?
- h. Mr. Palmer is blind. He has a guide dog. One day as he is crossing the street, some kids whistle and call to the dog. They want you and your friends to call the dog, too. What would you do?
- i. Some kids who go to Bob's school want him to steal candy and gum from a store, which they can share later. Bob knows this is wrong, but he wants to be popular with these kids. What would you do if you were Bob?

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Page updated on: October 02, 2000

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Wolf Electives



(ARROW POINT TRAIL)

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As revised in the **1998** edition of the **Wolf Cub Scout Book**.

To see the changes which were made in 1998, [Click here](#).

AFTER a Wolf Cub Scout earns his [Wolf Badge](#) he may begin earning Arrow Points in the Electives section of his book.

He may work on his "Arrow Point Trail" at any time, however he cannot receive Arrow Points until AFTER he has earned the Wolf Badge.

GOLD ARROW POINT:

For the **FIRST 10** arrow points completed in the "Electives" section of his book, the Wolf Cub earns his **GOLD ARROW POINT**.

SILVER ARROW POINTS:

For **EACH 10** arrow points completed (**AFTER HE EARNS THE GOLD ARROW POINT**) the Wolf Cub earns a **SILVER ARROW POINT**.

He may earn any number of **SILVER ARROW POINTS**, but he may only earn **ONE GOLD ARROW POINT** for the first 10 elective points that he completes.

WOLF ELECTIVES

1. [It's a Secret](#)
2. [Be an Actor](#)
3. [Make it Yourself](#)

4. [Play a Game](#)
 5. [Spare Time Fun](#)
 6. [Books, Books, Books](#)
 7. [Foot Power](#)
 8. [Machine Power](#)
 9. [Let's Have a Party](#)
 10. [Native American Lore](#)
 11. [Sing-a-Long](#)
 12. [Be An Artist](#)
 13. [Birds](#)
 14. [Pets](#)
 15. [Grow Something](#)
 16. [Family Alert](#)
 17. [Tie It Right](#)
 18. [Outdoor Adventure](#)
 19. [Fishing](#)
 20. [Sports](#)
 21. [Computers](#)
 22. [Say It Right](#)
-

The possible electives are as follows:

1. **IT'S A SECRET** (Page 104)
 - a. Use a secret code.
 - b. Write to a friend in invisible "ink"
 - c. "Write" your name with the alphabet that deaf people use.
 - d. Use 12 Native American signs to tell a story.

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2. **BE AN ACTOR** (Page 112)
 - a. Help to plan and put on a skit with costumes.
 - b. Make some scenery for a skit.
 - c. Make sound effects for a skit.
 - d. Be the announcer for a skit.
 - e. Make a paper sack mask for a skit.

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3. **MAKE IT YOURSELF** (Page 118)

- . Make something useful for your home or school. Start with a recipe card holder.
- b. Make a ruler and measure to see how far you can stretch your hand.
- c. Make and use a bench fork.
- d. Make a door stop.
- e. Or make something else.

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4. **PLAY A GAME** (Page 122)

- . Play Pie-tin Washer Toss.
- b. Play Marble Sharpshooter.
- c. Play Ring Toss.
- d. Play Beanbag Toss.
- e. Play a game of Marbles.

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5. **SPARE TIME FUN** (Page 126)

- . Explain safety rules for kite flying.
- b. Make and fly a kite.
- c. OR Make a two-stick kite.
- d. OR Make a three-stick kite.
- e. Make and use a reel for kite string.
- f. Make a model boat with a rubber-band propeller.
- g. , h, i. Make or put together some kind of model boat, train, or car.

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6. **BOOKS, BOOKS, BOOKS** (Page 136)

- . Visit a bookstore or go to a public library with a grown-up. Find out how to get your own library card. Name four kinds of books that interest you (for example, history, science fiction, how-to-books).
- b. Choose a book on a subject you like and read it. With an adult, discuss what you read and what you think about it.
- c. Books are important. Show that you know how to take care of them. Open a new book the right way. Make a paper or plastic cover for it or another book.

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7. **FOOT POWER** (Page 140)

- . Learn to walk on a pair of stilts.
- b. Make a pair of "puddle jumpers" and walk with them.

- c. Make a pair of "foot racers" and use them with a friend.

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8. **MACHINE POWER** (Page 142)

- . Name 10 kinds of trucks, construction machinery, or farm machinery.
- b. Use a wheel and axle.
- c. Use a pulley.
- d. Make and use a windlass.

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9. **LET'S HAVE A PARTY** (Page 146)

- . Help with a home or den party.
- b. , c. Make a gift or toy like one of these and give it to someone. (*examples shown in book*)

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10. **NATIVE AMERICAN LORE** (Page 148)

- . Read a book or tell a story about Native Americans, past or present.
- b. Make a musical instrument used by Native Americans.
- c. Make traditional clothing.
- d. Make a traditional tool.
- e. Make a model of a traditional house.
- f. Learn 12 word pictures and write a story with them.

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11. **SING-A-LONG** (Page 157)

- . Learn and sing the first and last verses of "America."
- b. Learn and sing the first verse of our National Anthem.
- c. Learn the words and sing three Cub Scout songs.
- d. Learn the words and sing the first verse of three other songs, hymns, or prayers. On a piece of paper, write the verse of one of the songs you learned.
- e. Learn and sing a song that would be sung as a grace before meals. Write the words on a piece of paper.

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12. **BE AN ARTIST** (Page 162)

- . Make a freehand sketch.
- b. Tell a story in three steps by drawing three cartoons.
- c. Mix yellow and blue paints to make green; yellow and red to make orange; and red and blue to make violet.

- d. Help draw, paint, or crayon some scenery for a skit, play, or puppet show.
- e. Make a stencil pattern.
- f. Make a poster for a Cub Scout project or a pack meeting.

[Back to the Electives List](#)

13. **BIRDS** (Page 168)

This elective is also part of the World Conservation Award.

- a. Make a list of all the birds you saw in a week and tell where you saw them (field, forest, marsh, yard, or park).
- b. Put out nesting material (short pieces of yarn and string) for birds and tell which birds might use it.
- c. Read a book about birds.
- d. Point out 10 different kinds of birds (5 may be from pictures).
- e. Feed wild birds and tell which birds you fed.
- f. Put out a birdhouse and tell which birds use it.

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14. **PETS** (Page 172)

- a. Take care of a pet.
- b. Know what to do when you meet a strange dog.
- c. Read a book about a pet and tell about it at a den meeting.
- d. Tell what is meant by rabid. Name some animals that can have rabies. Tell what you should do if you see a dog or wild animal that is behaving strangely. Tell what you should do if you find a dead animal.

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15. **GROW SOMETHING** (Page 178)

This elective is also part of the World Conservation Award.

- a. Plant and raise a box garden.
- b. Plant and raise a flower bed.
- c. Grow a plant indoors.
- d. Plant and raise vegetables.

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16. **FAMILY ALERT** (Page 182)

- a. Talk with your family about what you will do in an emergency.
- b. In case of a bad storm or flood, know where you can get safe food and water in your home. Tell how to purify water. Show one way. Know where and how to shut off water, electricity, gas, or oil.
- c. Make a list of your first aid supplies, or make a first aid kit. Know where the first aid things are kept.

[Back to the Electives List](#)**17. TIE IT RIGHT** (Page 184)

- a. Learn to tie an overhand knot and a square knot.
- b. Tie your shoelaces with a square bow knot.
- c. Wrap and tie a package so that it is neat and tight.
- d. Tie a stack of newspapers the right way.
- e. Tie two cords together with an overhand knot.
- f. Learn to tie a necktie.
- g. Wrap the end of a rope with tape to keep it from unwinding.

[Back to the Electives List](#)**18. OUTDOOR ADVENTURE** (Page 190)

- a. Help plan and hold a picnic with your family or den.
- b. With a parent, help plan and run a family or den outing.
- c. Help plan and lay out a treasure hunt something like this.
(*Example map shown in book.*)
- d. Help plan and lay out an obstacle race.
Use this idea or make up your own.
(*Example list shown in book.*)
- e. Help plan and lay out an adventure trail.
- f. Take part in two summertime pack events with your den.
- g. Point out poisonous plants. Tell what to do if you accidentally touch one of them.

[Back to the Electives List](#)**19. FISHING** (Page 194)

This elective is also part of the [World Conservation Award](#).

- a. Point out five fish.
- b. Rig a pole with the right kind of line and hook. Attach a bobber and sinker, if you need them. Then go fishing.
- c. Fish with members of your family or a grown-up. Bait your hook and catch a fish.
- d. Know the rules of safe fishing.
- e. Tell about some of the fishing laws where you live.
- f. Show how to use a rod and reel.

[Back to the Electives List](#)**20. SPORTS** (Page 198)

- a. Play a game of tennis, table tennis, or badminton.
- b. Know boating safety rules.

- c. 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.
- d. Understand the safety and courtesy code for skiing. Show walking and the kick turn. Do climbing with a side stop or herringbone. Show the snowplow or stem turn, and how to get up from a fall.
- e. Know the safety rules for ice skating. Skate, without falling, as far as you can walk in 50 steps. Come to a stop. Turn from forward to backward.
- f. In roller skating, know the safety rules. From a standing start, skate forward as far as you can walk in 50 steps. Come to a stop within 10 walking steps. Skate around a corner one way without coasting. Then do the same coming back. Turn from forward to backward.
- g. Go bowling.
- h. Show how to make a sprint start in track. Run 45 meters in 11 seconds or less.
- i. Play a game of touch or flag football.
- j. Show how to dribble and kick a soccer ball. Take part in a game.
- k. Play a game of baseball or softball.
- l. Show how to shoot, pass, and dribble a basketball. Take part in a game.

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21. **COMPUTERS** (Page 210)

- . Visit a place where computers are used. Find out what they do.
- b. Explain what a computer program does. Use a program to write a report for school, to write a letter, or for something else.
- c. Tell what a computer mouse is. Describe how a CD-ROM is used.

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22. **SAY IT RIGHT** (Page 212)

- . Say "Hello" in a language other than English.
(*Examples given in book.*)
- b. Count to ten in a language other than English.
- c. Tell a short story to your den, your den leader, or a grown-up.
- d. Tell how to get to a nearby fire station or police station from your home, your den meeting, and school. Use directions and street names.
- e. Invite a boy to join Cub Scouting or help a new Cub Scout through the Bobcat trail.

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Bear Badge Requirements

U.S. SCOUTING SERVICE PROJECT -- [HTTP://USSCOUTS.ORG](http://usscouts.org)

As revised in the **1998** edition of the **Bear Cub Scout Book**.

To see the changes which were made in 1998, [Click here](#).

To earn the Bear Badge, a Cub Scout must complete 12 achievements out of a possible 24 that are offered in the book. The achievements are grouped in 4 major areas, GOD, COUNTRY, FAMILY, and SELF. Within each group, a required number of achievements must be completed, as indicated below. Also, any achievements that they do **NOT** use to earn the Bear Badge may be used to earn [Arrow Points](#).

(Note that these achievements, as were the Wolf activities, are primarily done at home and signed off by an adult family member after the boy has completed each one. The book is then shown to the Den Leader who records the progress and also signs the boy's book.)

The Bear Achievements are as follows, page number references to the Bear Book are in parenthesis.

If the Cub Scout has not previously earned the [Bobcat Badge](#), it must be earned first.

ACHIEVEMENTS

- [GOD](#) (Do ONE of the following)
 1. [Ways We Worship](#)

2. [Emblems of Faith](#)
 - [COUNTRY](#) (Do **THREE** of the following)
 3. [What Makes America Special?](#)
 4. [Tall Tales](#)
 5. [Sharing Your World With Wildlife](#)
 6. [Take Care of Your Planet](#)
 7. [Law Enforcement is a Big Job](#)
 - [FAMILY](#) (Do **FOUR** of the following)
 8. [The Past is Exciting and Important](#)
 9. [What's Cooking?](#)
 10. [Family Fun](#)
 11. [Be ready!](#)
 12. [Family Outdoor Adventure](#)
 13. [Saving Well, Spending Well](#)
 - [SELF](#) (Do **FOUR** of the following)
 14. [Ride Right](#)
 15. [Games, Games, Games!](#)
 16. [Building Muscles](#)
 17. [Information Please](#)
 18. [Jot it Down](#)
 19. [Shavings and Chips](#)
 20. [Sawdust and Nails](#)
 21. [Build a Model](#)
 22. [Tying it All Up](#)
 23. [Sports, Sports, Sports](#)
 24. [Be a Leader](#)
-

GOD (Do ONE of the following)

1. **WAYS WE WORSHIP** (Page 24)
Practice your religion as you are taught in your home, church, synagogue, mosque, or other religious community.

[Back to the Achievements List](#)

2. **EMBLEMS OF FAITH** (Page 26)

Earn the religious emblem of your faith. **(A list of the religious emblems available to Cub Scouts is listed on this site. [Click here](#) to see it.)**

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COUNTRY (Do THREE of the following)

3. WHAT MAKES AMERICA SPECIAL? (Page 30)

(Do requirement (a) and three of the other six requirements.)

- a. Write or tell what makes America special to you.
- b. With the help of your family or den leader, find out about two **famous** Americans. Tell the things they did or are doing to improve our way of life.
- c. Find out something about the old homes near where you live. Go and see two of them.
- d. Find out where places of historical interest **are located** in or near your town **or city**. Go and visit one of them with your family or den.
- e. **Choose a state; it can be your favorite one or your home state.** Name its state bird, tree, and flower. Describe its flag. Give the date it was admitted to the union.
- f. Be a member of the color guard in a flag ceremony for your den or pack.
- g. Display the U.S. flag in your home or fly it on three national holidays.

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4. TALL TALES (Page 36)

Do all three requirements.

- a. Tell in your own words what folklore is. List some folklore stories, folk songs, or historical legends from your own state or part of the country.
- b. Name at least five stories about American folklore. Point out on a United States map where they **happened**.
- c. Read two folklore stories and tell your favorite one to your den.

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5. SHARING YOUR WORLD WITH WILDLIFE (Page 44)

This achievement is also part of the [World Conservation Award](#).

Do four of the following requirements.

- a. Choose a bird or animal that you like and find out how it lives. Make a poster showing what you have learned.
- b. Build or make a bird feeder or birdhouse.
- c. Explain what a wildlife conservation officer does.
- d. Visit one of the following:
Zoo, Nature center, Wildlife refuge, Game preserve.
- e. Name one animal that has become extinct in the last 100 years. Tell why

animals become extinct. **Name one animal that is on the endangered species list.**

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6. TAKE CARE OF YOUR PLANET (Page 50)

Do three of the following requirements.

- a. Save 5 pounds of glass or aluminum, or 1 month of daily newspapers. **Turn** them in at a recycling center **or use your community's recycling service.**
- b. Plant a tree in your yard, or on the grounds of the group that operates your Cub Scout pack, or in a park **or other public place.** Be sure to get permission first.
- c. Call city or county officials or your trash hauling company and find out what happens to your trash after it is hauled away.
- d. Do a water-usage survey in your home. Note all the ways water is used. Look for any dripping faucets.
- e. Discuss with **an adult in your family** the ways your family uses energy.
- f. Find out more about your family's use of electricity.

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7. LAW ENFORCEMENT IS A BIG JOB (Page 58)

Do four of the following requirements.

- a. Make a set of your own fingerprints.
- b. Make a plaster cast of a shoeprint.
- c. Check the doors and windows of your home.
- d. Visit your local sheriff's office or police station.
- e. Be sure you know where to get help in your neighborhood.
- f. Be sure fire and police numbers are listed by the phone at your home.
- g. Know what you can do to help law enforcement.

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FAMILY (Do FOUR of the following)

8. THE PAST IS EXCITING AND IMPORTANT (Page 64)

Do three of the following requirements.

- a. Visit your library or newspaper office. Ask to see back issues of newspapers or an almanac.
- b. Find someone who was a Cub Scout a long time ago. Talk with him about what Cub Scouting was like then.
- c. Start or add to an existing pack scrapbook.
- d. Trace your family back through your grandparents or great-grandparents; or, talk to a grandparent about what it was like when he or she was

younger.

- e. Find out some history about your community.
- f. **Write in a journal** for 2 weeks.

[Back to the Achievements List](#)

9. **WHAT'S COOKING?** (Page 70)

Do four of the following requirements.

- a. With an adult, bake cookies.
- b. With an adult, make snacks for the next den meeting part of your supper.
- c. Prepare one part of your breakfast, one part of your lunch, and one part of your supper.
- d. Make a list of the 'junk' foods you eat. Discuss "junk" food with a parent or teacher.
- e. Make some trail food for a hike.
- f. Make a dessert for your family.

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10. **FAMILY FUN** (Page 78)

Do both of these requirements.

- a. Go on a trip with members of your family.
- b. Have a "family-make-and-do-night."

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11. **BE READY!** (Page 82)

Do the first four requirements; the last one is recommended, but not required.

- a. Tell what to do in case of an accident in the home. A family member needs help. Someone's clothes catch on fire.
- b. Tell what to do in case of a water accident.
- c. Tell what to do in case of a school bus accident.
- d. Tell what to do in case of a car accident.
- e. Have a health checkup by a physician (optional).

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12. **FAMILY OUTDOOR ADVENTURE** (Page 90)

Do three of the following requirements.

- a. Go camping with your family.
- b. Go on a hike with your family.
- c. Have a picnic with your family.
- d. Attend an outdoor event with your family.
- e. Plan your outdoor family day.

[Back to the Achievements List](#)**13. SAVING WELL, SPENDING WELL (Page 96)**

Do four of the following requirements.

- a. Go grocery shopping with a parent or other adult member of your family.
- b. Set up a savings account.
- c. Keep a record of how you spend money for 2 weeks.
- d. Pretend you are shopping for a car for your family.
- e. Discuss family finances with a parent or guardian.
- f. Play a board game with your family that involves the use of play money.
- g. With an adult, figure out how much it costs for each person in your home to eat one meal.

[Back to the Achievements List](#)**SELF (do FOUR of the following)****14. RIDE RIGHT (Page 102)**

Do requirement (a) and three more of the other six requirements.

- a. Know the rules for bike safety. If your town requires a bicycle license, be sure to get one.
- b. Learn to ride a bike, if you haven't by now. Show that you can follow a winding course for 60 feet doing sharp left and right turns, a U-turn, and an emergency stop.
- c. Keep your bike in good shape. Identify the parts of a bike that should be checked often.
- d. Change a tire on a bicycle.
- e. Protect your bike from theft. Use a bicycle lock.
- f. Ride a bike for 1 mile without rest, and be sure to obey all traffic rules.
- g. Plan and take a family bike hike.

[Back to the Achievements List](#)**15. GAMES, GAMES, GAMES! (Page 108)**

Do two of the following requirements.

- a. Set up the equipment and play any two of these outdoor games with your family or friends.
(Backyard golf, Badminton, Croquet, Sidewalk shuffleboard, Kickball, Softball, Tetherball, Horseshoes, Volleyball)
- b. Play two organized games with your den.
- c. Select a game that your den has never played. Explain the rules. Tell them how to play it, and then play it with them.

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16. **BUILDING MUSCLES** (Page 112)

Do all of the following requirements.

- a. Do physical fitness stretching exercises. Then do curl-ups, push-ups, the standing long jump, and the softball throw.
- b. With a friend, compete in at least six different two-person contests. (*Many examples in book.*)
- c. Compete with your den or pack in the crab relay, gorilla relay, 30-yard dash, and kangaroo relay.

NOTE TO PARENTS: If a licensed physician certifies that the Cub Scout's physical condition for an indeterminable time doesn't permit him to do three of the requirements in this achievement, the Cubmaster and pack committee may authorize substitution of any three Arrow Point electives.

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17. **INFORMATION, PLEASE** - (Page 118)

Do requirement (a) and three more of the following requirements.

- a. With an adult in your family, choose a TV show. Watch it together.
- b. Play a game of charades at your den meeting or with your family at home.
- c. Visit a newspaper office, or a TV or radio station and talk to a news reporter.
- d. Use a computer to get information. Write, spell-check, and print out a report on what you learned.
- e. Write a letter to a company that makes something you use. Use e-mail or the U.S. Postal Service.
- f. Talk with a parent or other family member about how getting and giving facts fits into his or her job.

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18. **JOT IT DOWN** (Page 122)

Do five of the following requirements.

- a. Make a list of the things you want to do today. Check them off when you have done them.
- b. Write two letters to relatives or friends.
- c. Keep a daily record of your activities for 2 weeks.
- d. Write an invitation to someone.
- e. Write a story about something you have done with your family.
- f. Write a thank-you note.
- g. Write about the activities of your den.

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19. **SHAVINGS AND CHIPS** (Page 128)

Do all of the following requirements.

- a. Know the safety rules for handling a knife.
- b. Show that you know how to take care of and use a pocketknife.
- c. Make a carving with a pocketknife. Work with your den leader or other adult when doing this.
- d. Earn the [Whittling Chip card](#).

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20. **SAWDUST AND NAILS** (Page 134)

Do all of the following requirements.

- a. Show how to use and take care of four of these tools.
(Crescent wrench, Coping saw, C-clamp, Hand saw, Drill bit, Hammer, Hand drill, Bench vise, Wood plane, Screwdriver, Pliers)
- b. Build your own tool box.
- c. Use at least two tools listed in requirement (a) to fix something.

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21. **BUILD A MODEL** (Page 138)

Do three of the following requirements.

- a. Build a model from a kit.
- b. Build a display for one of your models.
- c. Pretend you are planning to change the furniture layout in one of the rooms in your home.
- d. Make a model of a mountain, a meadow, a canyon, or a river.
- e. Go and see a model of a shopping center or new building that is on display somewhere.
- f. Make a model of a rocket, boat, car, or plane.

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22. **TYING IT ALL UP** (Page 142)

Do five of the following requirements.

- a. Whip the ends of a rope.
- b. Tie a square knot, bowline, sheet bend, two half hitches, and slip knot. Tell how each knot is used.
- c. Learn how to keep a rope from tangling.
- d. Coil a rope. Throw it, hitting a 2-foot square marker 20 feet away.
- e. Learn a magic rope trick.
- f. Make your own rope.

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23. **SPORTS, SPORTS, SPORTS** (Page 150)

Do all of the following requirements.

- a. Learn the rules **of** and how to play three team sports.
- b. Learn the rules **of** and how to play two sports in which only one person is on each side.
- c. Take part in one team and one individual sport.
- d. Watch a sport on TV with a parent or some other member of your family.
- e. Attend a high school, college, or professional sporting event with your family or your den.

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24. **BE A LEADER** (Page 154)

Do three of the following requirements.

- a. Help a boy join Cub Scouting, or help a new Cub Scout through the Bobcat trail.
- b. Serve as a denner or assistant denner.
- c. Plan and conduct a den activity with the approval of your den leader.
- d. Tell two people they have done a good job.
- e. Leadership means choosing a way even when not everybody likes your choice.

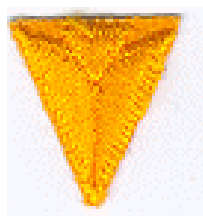
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Page updated on: October 01, 2000

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Bear Electives



(ARROW POINT TRAIL)

U.S. SCOUTING SERVICE PROJECT -- [HTTP://USSCOUTS.ORG](http://usscouts.org)

As revised in the **1998** edition of the **Bear Cub Scout Book**.

To see the changes which were made in **1998**, [Click here](#).

AFTER a Bear Cub Scout earns his [Bear Badge](#) he may begin earning Arrow Points in the Electives section of his book.

He may work on his "Arrow Point Trail" at any time, however he cannot receive Arrow Points until AFTER he has earned the Bear Badge.

There is a big difference in the achievements for arrow points for Bear. In this rank the Cub Scout can go back and do requirements from the ACHIEVEMENTS section of the book and use them as requirements for arrow points, as long as they do not count any requirements that they used to earn the Bear Badge.

The Achievement requirements and the Elective requirements can be freely mixed to count toward earning arrow points. In the following descriptions, we will use the term "Arrow Points" to refer to either type of requirement.

GOLD ARROW POINT:

For the **FIRST 10** arrow points completed in his book, the Bear Cub earns his **GOLD ARROW POINT**.

SILVER ARROW POINTS:

For **EACH 10** arrow points completed (**AFTER HE EARNS THE GOLD ARROW POINT**) the Bear Cub earns a **SILVER ARROW POINT**.

As a **BEAR** Cub Scout, a boy may earn any number of **SILVER ARROW POINTS**, but he may only earn **ONE GOLD ARROW POINT** for the first 10 elective points that he

completes.

BEAR ELECTIVES

1. [Space](#)
2. [Weather](#)
3. [Radio](#)
4. [Electricity](#)
5. [Boats](#)
6. [Aircraft](#)
7. [Things That Go](#)
8. [Cub Scout Band](#)
9. [Art](#)
10. [Masks](#)
11. [Photography](#)
12. [Naturecrafts](#)
13. [Magic](#)
14. [Landscaping](#)
15. [Water and Soil Conservation](#)
16. [Farm Animals](#)
17. [Repairs](#)
18. [Backyard Gym](#)
19. [Swimming](#)
20. [Sports](#)
21. [Sales](#)
22. [Collecting Things](#)
23. [Maps](#)
24. [Native American Life](#)

The following is a list of the ELECTIVES for arrow points. To see what is available in the Achievements section - see [Bear Badge requirements](#).

1. SPACE (Page 160)
 - a. Identify two constellations and the North Star.
 - b. Make a pinhole planetarium and show three constellations.
 - c. Visit a planetarium.

- d. Build a model of a rocket or space satellite.
- e. Read and talk about at least one man-made satellite and one natural one.
- f. Find a picture of another planet in our solar system. Explain how it is different from Earth.

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2. WEATHER (Page 162)

This elective is also part of the [World Conservation Award](#).

- a. Learn how to read a thermometer. Put a thermometer outdoors and read it at the same time every day for 2 weeks. Keep a record of each day's temperature and a description of the weather each day (fair skies, rain, fog, snow, etc.).
- b. Build a weather vane. Record wind direction every day at the same hour for 2 weeks. Keep a record of the weather for each day.
- c. Make a rain gauge.
- d. Find out what a barometer is and how it works. Tell your den about it. Tell what "relative humidity" means.
- e. Learn to identify three different kinds of clouds. Estimate their heights.
- f. Watch the weather forecast on TV every day for 2 weeks. Describe three different symbols used on weather maps. Keep a record of how many times the weather forecast is correct.

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3. RADIO (Page 168)

- a. Build a crystal or diode radio. Check with your local craft or hobby shop or the nearest Scout shop that carries a crystal radio kit. It is all right to use a kit.
- b. Make and operate a battery powered radio, following the directions with the kit.

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4. ELECTRICITY (Page 170)

- a. Wire a buzzer or doorbell.
- b. Make an electric buzzer game.
- c. Make a simple bar or horseshoe electromagnet.
- d. Use a simple electric motor.
- e. Make a crane with an electromagnetic lift.

[Back to the Electives List](#)

5. BOATS (Page 174)

- a. Help an adult rig and sail a real boat.
- b. Help an adult repair a real boat or canoe.

- c. Know the flag signals for storm warnings.
- d. Help an adult repair a boat dock.
- e. Know the rules of boat safety.
- f. With an adult, demonstrate forward strokes, turns, and backstrokes. Row a boat around a 100-yard course involving two turns.

[Back to the Electives List](#)

6. AIRCRAFT (Page 180)

- a. Identify five different kinds of aircraft in flight, if possible, or from models or photos.
- b. Ride in an airplane (commercial or private).
- c. Explain how a hot air balloon works.
- d. Build and fly a model airplane. (You can use a kit. Every time you do this differently, it counts as a completed project.)
- e. Sketch and label an airplane showing the direction of forces acting on it (lift, drag, and load).
- f. Make a list of some of the things a helicopter can do that other kinds of airplanes can't. Draw or cut out a picture of a helicopter and label the parts.
- g. Build and display a scale airplane model. You may use a kit or build it from plans.

[Back to the Electives List](#)

7. THINGS THAT GO (Page 184)

- a. Make a scooter or a Cubmobile. Know the safety rules.
- b. Make a windmill.
- c. Make a waterwheel.
- d. Make an invention of your own design that goes.

[Back to the Electives List](#)

8. CUB SCOUT BAND (Page 188)

- a. Make and play a homemade musical instrument - cigarbox banjo, washtub bull fiddle, a drum or rhythm set, tambourine. etc.
- b. Learn to play two familiar tunes on an ocarina, a harmonica, or a tonette.
- c. Play in a den band using homemade or regular musical instruments. Play at a pack meeting.
- d. Play two tunes on any recognized band or orchestra instrument.

[Back to the Electives List](#)

9. ART (Page 192)

- a. Do an original art project and show it at a pack meeting. Every project you do counts as one requirement

Here are some ideas for art projects:

Mobile or wire sculpture, Silhouette, Acrylic painting, Watercolor painting, Collage, Mosaic, Clay sculpture, Silk screen picture.

- b. Visit an art museum or picture gallery with your den or family.

[Back to the Electives List](#)

10. MASKS (Page 196)

- . Make a simple papier-mâché mask.
- b. Make an animal mask.
- c. Make a clown mask.

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11. PHOTOGRAPHY (Page 200)

- . Practice holding a camera still in one position. Learn to push the shutter button without moving the camera. Do this without film in the camera until you have learned how. Look through the viewfinder and see what your picture will look like. Make sure that everything you want in your picture is in the frame of your viewfinder.
- b. Take five pictures of the same subject in different kinds of light.
 1. Subject in direct sun with direct light.
 2. Subject in direct sun with side light.
 3. Subject in direct sun with back light.
 4. Subject in shade on a sunny day.
 5. Subject on a cloudy day.
- c. Put your pictures to use.
 1. Mount a picture on cardboard for display.
 2. Mount on cardboard and give it to a friend.
 3. Make three pictures that show how something happened (tell a story) and write a one sentence explanation for each.
- d. Take a picture in your house.
 1. With available light.
 2. Using a flash attachment or photoflood (bright light).

[Back to the Electives List](#)

12. NATURE CRAFTS (Page 204)

This elective is also part of the [World Conservation Award](#).

- . Make shadow prints or blueprints of three kinds of leaves.
- b. Make a display of eight different animal tracks with an eraser print.
- c. Collect, press, and label 10 kinds of leaves.
- d. Build a waterscope and identify five types of water life.

- e. Collect eight kinds of plant seeds and label them.
- f. Collect, mount, and label 10 kinds of rocks or minerals.
- g. Collect, mount, and label five kinds of shells.
- h. Build and use a bird caller

[Back to the Electives List](#)

13. MAGIC (Page 208)

- a. Learn and show three magic tricks.
- b. With your den, put on a magic show for someone else.
- c. Learn and show four puzzles.
- d. Learn and show three rope tricks. Electives List

[Back to the Electives List](#)

14. LANDSCAPING (Page 214)

- a. With an adult, help take care of your lawn or help take care of the lawn of a public building, school, or church. Seed bare spots. Get rid of weeds. Pick up litter. Agree ahead of time on what you will do.
- b. Make a sketch of a landscape plan for the area right around your home. Talk it over with a parent or den leader. Show which trees, shrubs and flowers you could plant to make the area look better.
- c. Take part in a project with your family, den, or pack to make your neighborhood or community more beautiful. These might be having a cleanup party, painting, cleaning and painting trash barrels, and removing ragweed. (Each time you do this differently, it counts as a completed project.)
- d. Build a greenhouse and grow 20 plants from seed. You can use a package of garden seeds, or use beans, pumpkin seeds, or watermelon seeds.

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15. WATER AND SOIL CONSERVATION (Page 218)

This elective is also part of the [World Conservation Award](#).

- a. Dig a hole or find an excavation project and describe the different layers of soil you see and feel. (Do not enter an excavation area without permission.)
- b. Explore three kinds of earth by conducting a soil experiment.
- c. Visit a burned-out forest or prairie area, or a slide area, with your den or your family. Talk to a soil and water conservation officer or forest ranger about how the area will be planted and cared for so that it will grow to be the way it was before the fire or slide
- d. What is erosion? Find out the kinds of grasses, trees, or ground cover you should plant in your area to help limit erosion.
- e. As a den, visit a lake, stream, river, or ocean (whichever is nearest where you live). Plan and do a den project to help clean up this important source

of water. Name four kinds of water pollution.

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16. FARM ANIMALS (Page 222)

- a. Take care of a farm animal. Decide with your parent the things you will do and how long you will do them.
- b. Name and describe six kinds of farm animals and tell their common uses.
- c. Read a book about farm animals and tell your den about it.
- d. With your family or den, visit a livestock exhibit at a county or state fair.

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17. REPAIRS (Page 224)

- a. With the help of an adult, fix an electric plug or an electric appliance.
- b. Use glue or epoxy to repair something.
- c. Remove and clean a drain trap.
- d. Refinish or repaint something.
- e. Agree with an adult in your family on some repair job to be done and do it. (Each time you do this differently, it counts as a completed project.)

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18. BACKYARD GYM (Page 228)

- a. Build and use an outdoor gym with at least three items from this list.
 1. Balance board
 2. Trapeze
 3. Tire walk
 4. Tire swing
 5. Tetherball
 6. Climbing rope
 7. Running long jump area.
- b. Build three outdoor toss games.
- c. Plan an outdoor game or gym day with your den. (This can be part of a pack activity). Put your plans on paper.
- d. Hold an open house for your backyard gym.

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19. SWIMMING (Page 232)

- a. Jump feetfirst into water over your head, swim 25 feet on the surface, stop, turn sharply, and swim back.
- b. Swim on your back, the elementary backstroke, for 30 feet.
- c. Rest by floating on your back, using as little motion as possible for at least

one minute.

- d. Tell what is meant by the buddy system. Know the basic rules of safe swimming
- e. Do a racing dive from edge of pool and swim 60 feet, using a racing stroke. (You may need to make a turn.)

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20. SPORTS (Page 238)

- a. 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.
- b. In skiing, know the Skier's Safety and Courtesy Code. Demonstrate walking and kick turn, climbing with a side step or herringbone, a snowplow stop, a stem turn, four linked snowplow or stem turns, straight running in a downhill position or cross-country position, and how to recover from a fall.
- c. In ice skating, know the safety rules. From a standing start, skate forward 150 feet; and come to a complete stop within 20 feet. Skate around a corner clockwise and counterclockwise without coasting. Show a turn from forward to backward. Skate backward 50 feet.
- d. In track, show how to make a sprint start. Run the 50-yard dash in 10 seconds or less. Show how to do the standing long jump, the running long jump, or high jump. Be sure to have a soft landing area.
- e. In roller skating (with conventional or in-line skates), know the safety rules. From a standing start, skate forward 150 feet; and come to a complete stop within 20 feet. Skate around a corner clockwise and counterclockwise without coasting and show a turn from forward to backward. Skate backward 50 feet. Wear the proper protective clothing.

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21. SALES (Page 246)

- a. Take part in a council- or pack-sponsored, money-earning sales program. Keep track of the sales you make yourself. When the program is over, add up the sales you have made.
- b. Help with a garage sale or rummage sale. This can be with your family or a neighbor, or it can be a church, school, or pack event.

[Back to the Electives List](#)

22. COLLECTING THINGS (Page 248)

- a. Start a stamp collection. You can get information about stamp collecting at any U.S. Post Office.
- b. Mount and display a collection of emblems, coins, or other items to show at a pack meeting. This can be any kind of collection. Every time you show a different kind of collection, it counts as one requirement.
- c. Start your own library. Keep your own books and pamphlets in order by

subject. List the title, author, and subject of each on an index card and keep the cards in a file box, or use a computer program to store the information.

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23. MAPS (Page 250)

- a. Look up your state on a U.S. map. What other states touch its borders?
- b. Find your city or town on a map of your state. How far do you live from the state capital?
- c. In which time zone do you live? How many time zones are there in the U.S.?
- d. Make a map showing the route from your home to your school or den meeting place.
- e. Mark a map showing the way to a place you would like to visit that is at least 50 miles from your home.

[Back to the Electives List](#)

24. NATIVE AMERICAN LIFE (Page 252)

- a. American Indians once lived all over what is now the United States. Find the name of the tribe that lived nearest where you live. What was this tribe best known for?
- b. Learn, make equipment for, and play two Native American games with members of your den. Be able to tell the rules, who won, and what the score was.
- c. Make a model of an early Native American house.

[Back to the Electives List](#)

Page updated on: October 01, 2000

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WEBELOS Badge Requirements

U.S. SCOUTING SERVICE PROJECT -- [HTTP://USSCOUTS.ORG](http://usscouts.org)

As revised in the **1998** edition of the **Webelos Scout Book**.

To see the changes which were made in 1998, [Click here](#).

As with all Cub Scout ranks, you must first earn the [Bobcat Badge](#) to be eligible to work for this award.

Also, your Webelos Den Leader will now sign off your activities (your parent or guardian does not sign off the activities as they did when you were a [Wolf](#) or [Bear](#)).

-
1. Have an adult member of your family read the Webelos Scout Parent Guide that comes with this book (see pages 444-460) and sign here.
 2. Be an active member of your Webelos den for 3 months (Active means having good attendance, paying den dues, working on den projects).
 3. Know and explain the meaning of the Webelos badge.
 4. Point out the three special parts of the Webelos Scout uniform. Tell when to wear the uniform and when not to wear it.
 5. Earn the [Fitness](#) activity badge and two other [activity badges](#) from different [activity badge groups](#).
 6. Plan and lead a flag ceremony in your den.
 7. Show that you know and understand the requirements to be a Boy Scout.

- Understand and intend to live by the:
 - [Scout Oath](#),
 - [Scout Law](#),
 - [Scout motto](#),
 - [Scout slogan](#)
 - Know the following and when to use them:
 - Scout salute,
 - Scout sign,
 - Scout handclasp
 - Understand and agree to follow the [Outdoor Code](#).
8. . Earn the religious emblem of your faith*
- OR**
- b. Do two of these§
- Attend the church, synagogue, mosque, or other religious organization of your choice, talk with your religious leader about your beliefs, and tell your family and Webelos den leader about what you learned.
 - Tell how your religious beliefs fit in with the [Scout Oath](#) and [Scout Law](#), Discuss this with your family and Webelos den leader: What character-building traits do your beliefs and the [Scout Oath](#) and [Scout Law](#) have in common?
 - With your religious leader, discuss and write down two things you think will help you draw nearer to God. Do these things.
 - Pray to God or meditate reverently each day as taught by your family, and by your church, synagogue, or religious group. Do this for at least one month.
 - Under the direction of your religious leader, do an act of service for someone else. Talk about your service with your family and Webelos den leader. Tell them how it made you feel.
 - List at least two ways you believe you have lived according to your religious beliefs.

*** If you earned your faith's religious emblem when you were a Wolf or Bear Cub Scout, you must do two of the other religious requirements listed under (b). Webelos Emblems are listed on pages 434-435.**

(Note: Some faiths have more than one emblem available to Cub Scouts and webelos Scouts. If you earned a lower level religious emblem of your faith as a Tiger Cub, Wolf, or Bear Cub Scout, you CAN earn the higher level emblem as a Webelos Scout to meet this requirement. A list of the emblems, and the levels in which they can be earned is also

listed on this site. [Click here](#) to see it.)

§ Completion of requirement (b) does not qualify a youth to receive the religious emblem of his faith.



COMPASS POINTS

After you've earned the Webelos badge, you can earn the compass points emblem. It is awarded after you earn seven [activity badges](#), four more in addition to the three you earned for the Webelos badge. Wear your compass points emblem attached to the button on the right pocket of the Webelos uniform shirt.

After you earn the compass points emblem, you'll receive a metal compass point for each four additional [activity badges](#) you earn. Pin these compass points on the emblem in the "E," "W," or "S" positions, in any order you choose.

You can earn the emblem and all three compass points by completing 19 activity badges, including the three required for the Webelos Badge.

Page updated on: October 02, 2000

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**PHYSICAL
SKILLS
GROUP:**

AQUANAUT

ATHLETE

FITNESS(*)

SPORTSMAN

**MENTAL
SKILLS
GROUP:**

ARTIST

SCHOLAR

SHOWMAN

TRAVELER



U.S. Scouting Service Project

The Scouting Web Portal - USSCOUTS.ORG

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Webelos Scout Activity Pins

**COMMUNITY
GROUP:**

CITIZEN(**)

COMMUNICATOR

FAMILY MEMBER

READYMAN(**)

**TECHNOLOGY
GROUP:**

CRAFTSMAN

ENGINEER

HANDYMAN

SCIENTIST

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As they appear in the 1998 edition of the **Webelos Scout Book**.

The following is a list of the Webelos Activity Pins and their requirements. There are two markings that show the required Pins for the [Webelos Badge](#) and for the [Arrow of Light](#). The markings are as follows:

* = Required for [Webelos Badge](#) ** = Required for [Arrow of Light](#)

The twenty Activity Badges are divided into five groups of four activities each. The Groups and Activities are as follows:

● **PHYSICAL SKILLS GROUP:**

- [AQUANAUT](#)
- [ATHLETE](#)
- [FITNESS\(*\)](#)
- [SPORTSMAN](#)

● **MENTAL SKILLS GROUP:**

- [ARTIST](#)
- [SCHOLAR](#)

**OUTDOOR
GROUP:**

FORESTER

GEOLOGIST

NATURALIST

OUTDOORSMAN

- SHOWMAN
- TRAVELER

● **COMMUNITY GROUP:**

- CITIZEN(**)
- COMMUNICATOR
- FAMILY MEMBER
- READYMAN(**)

● **TECHNOLOGY GROUP:**

- CRAFTSMAN
- ENGINEER
- HANDYMAN
- SCIENTIST

● **OUTDOOR GROUP:**

- FORESTER
- GEOLOGIST
- NATURALIST
- OUTDOORSMAN

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Academics



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[Art](#)

[Chess](#)

[Citizenship](#)

[Communicating](#)

[Computers](#)

[Geography](#)

[Heritages](#)

[Mathematics](#)

[Music](#)

[Science](#)

[Weather](#)

[Wildlife](#)

[Conservation](#)



Cub Scout Academics and Sports Program

U.S. SCOUTING SERVICE PROJECT -- [HTTP://USSCOUTS.ORG](http://USSCOUTS.ORG)

Sports

[Archery](#)

[BB Shooting](#)

[Badminton](#)

[Baseball](#)

[Basketball](#)

[Bicycling](#)

[Bowling](#)

[Fishing](#)

[Golf](#)

[Gymnastics](#)

[Marbles](#)

[Physical Fitness](#)

The Cub Scouts Academics and Sports Program is one method of addressing the third aim of Scouting: the development of physical, mental and emotional fitness. Fitness includes the body (well-tuned and healthy), the mind (able to think and solve problems), and the emotions (self-control, courage, and self-respect). As in most activities in Cub Scouting, this is not meant to be a highly competitive program, instead, the boys are encouraged to DO THEIR BEST.

The Academic and Sports Program is an optional program for all Cub Scouts. It is not part of the normal requirements towards ranks (except where used in obtaining the Webelos Sportsman and Athlete activity badges). Its purpose is to assist the Scouts in learning a new skill, or improving one they already possess.

A variety of recognition items are available for the boys (Tiger Cubs, Cub Scouts, or Webelos Scouts) who participate in the program. (Adults are NOT awarded with belt loops or pins.)

- Belt loops are awarded to boys who complete the three belt loop requirements in an academic subject or sport. Academic belt loops are gold, and Sports belt loops are silver (except for the Archery and BB-gun Shooting belt loops, which are brass colored)
- Pins are awarded to boys who choose to continue their involvement in an Academics or Sports area and earn the pin by meeting the appropriate requirements. Pins are worn on the Cub Scout Academic and Sports letter
- The Academic and Sports letter (pictured above) is available to boys for displaying Academics and Sports pins that Tiger Cubs, Cub Scouts, and Webelos Scouts earn. The letter, a large Blue and Gold "C", representing Cub Scouts can be

[Skating](#)
(roller and ice)

[Skiing](#)

[Soccer](#)

[Softball](#)

[Swimming](#)

[Table Tennis](#)

[Tennis](#)

[Ultimate](#)

[Volleyball](#)

worn on a sweater or jacket, or displayed or framed. It does NOT go on the uniform. There are NO specific requirements for earning the letter, as it is designed merely to display the pins.

- There are also Pocket Certificates, Activity Medals, and Trophies, and the Participation Emblem (pictured above), which can be awarded as the Pack decides.

The Cub Scout Academics and Sports program is a supplemental enrichment program that complements the existing Cub Scout program. The Academics subjects and, Sports activities allow boys to learn new techniques, increase scholarship skills, develop sportsmanship - and have fun. Boys participating in the program will be recognized for enjoying teamwork, developing physical fitness, and discovering and building new talents. The Academics and Sports program encourages a boy to do his best.

Concepts and Guidelines

The Cub Scout Academics and Sports program is based on the following concepts and guidelines

- The program supplements the existing advancement and recognition program for Tiger Cubs, Cub Scouts, and Webelos Scouts; it does not replace it. The program is one element of Cub Scouting, as are den and pack meetings, day camp, and other activities.
- All registered Tiger Cubs, Cub Scouts, and Webelos Scouts have an opportunity to participate in the Academics and Sports program.
- Participation may take place at home, with the family, or within a den, a pack, or the community.
- Adult participation by a parent or adult relative, if possible, is strongly recommended for Cub Scouts and Webelos Scouts and is required for Tiger Cubs.
- Emphasis is placed on introducing a boy to a sport or academic subject, allowing him to participate in it and encouraging him to do his best. The Academics and Sports program focuses on learning and skill development, not winning.
- The primary focus of the program is on scholarship and sportsmanship.
- Each Tiger Cub, Cub Scout, and Webelos Scout will be presented with the appropriate recognition item for completing the requirements, whether he does so as an individual Scout, with his family, with his den or pack, or in his school or community.
- The Academics portion of the program covers a variety of subjects, including art, chess, citizenship, communicating, computers, geography, heritages, mathematics, music, science, weather, and wildlife conservation.
- The Sports portion of the program includes summer and winter sports, indoor and outdoor sports, active and less-active sports, and team and individual sports.
- Cub Scouts who have disabilities may select their own activities and design their own fitness or academic program with the help of a physician, teacher, or parent.

The Purposes of Cub Scouting

The Cub Scout Academics and Sports program relates directly to the nine purposes of

Cub Scouting:

- Positively influencing a boy's character development and encouraging spiritual growth
- Helping boys develop habits and attitudes of good citizenship
- Encouraging good sportsmanship and pride in growing strong in mind and body
- Improving understanding within the family
- Strengthening the ability to get along with other boys and to respect other people
- Fostering a sense of personal achievement by helping boys develop new interests and skills
- Showing how to be helpful and do one's best
- Providing fun and exciting new things to do
- Preparing boys to become Boy Scouts

Cub Scout Academics Program

Currently, recognition can be earned for the following 12 academic areas:

[Art](#), [Chess](#), [Citizenship](#), [Communicating](#), [Computers](#), [Geography](#), [Heritages](#), [Mathematics](#), [Music](#), [Science](#), [Weather](#), and [Wildlife Conservation](#).

Cub Scout Sports Program

Currently, recognition can be earned for the following 21 sports:

[Archery](#), [BB Shooting](#), [Badminton](#), [Baseball](#), [Basketball](#), [Bicycling](#), [Bowling](#), [Fishing](#), [Golf](#), [Gymnastics](#), [Marbles](#), [Physical Fitness](#), [Skating \(both roller and ice\)](#), [Skiing](#), [Soccer](#), [Softball](#), [Swimming](#), [Table Tennis](#), [Tennis](#), [Ultimate](#), and [Volleyball](#).

The Archery and BB Shooting belt loops and pins can only be earned under BSA range trained supervision. The BB shooting loop and pin MUST be earned at a BSA facility range.

Page updated on: October 19, 2000

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Cub Scout Academics Program



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The Academic Program is an optional program for all Cub Scouts. It is not part of the normal requirements towards ranks. Its purpose is to assist the Scouts in learning a new skill, or improving one they already possess.

Loops and pins can be earned by Tiger Cubs, Wolf and Bear Cub Scouts and Webelos Scouts.

Tiger Cubs, Cub Scouts, and Webelos Scouts may complete requirements in a family, den, pack, school, or community environment.

Tiger Cubs must work with their parents or adult partners.

Parents and partners do not earn loops or pins.

Complete details on using the academics program are contained in the *Cub Scout Academics and Sports Program Guide (#34299)*.

Recognitions can be earned for the following twelve academics areas:

[Art](#), [Chess](#), [Citizenship](#),
[Communicating](#), [Computers](#), [Geography](#),
[Heritages](#), [Mathematics](#), [Music](#),
[Science](#), [Weather](#), [Wildlife Conservation](#)

Academics Belt Loops

The Cub Scout Academics Belt Loops shown above are worn on the navy blue Cub Scout belt. They will not fit on the khaki (olive) Boy Scout / Webelos belt. Webelos may continue to wear the blue belt on their uniforms.

Academics belt loops for each subject may be earned once within each rank.

Academics belt loops are earned by the Cub by meeting the requirements listed.

Academics Pins

The Cub Scout Academics Pins are worn on civilian clothes only. The pins are triangular in shape. The designs for the various pins are shown on the belt loops for each subject.

Academics pins are given in each subject for Cub Scouts to recognize academic development

The Academics Pin for a specific subject may be earned once within each rank.

Academics pins are earned by meeting the appropriate requirements.

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Cub Scout Academics



Art

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Belt Loop

Complete these three requirements:

1. Make a list of common materials used to create visual art compositions.
2. Demonstrate how six of the following elements of design are used in a drawing: lines, circles, dots, shapes, colors, patterns, textures, space, balance, or perspective.
3. Identify the three primary colors and the three secondary colors that can be made by mixing them. Show how this is done using paints or markers. Use the primary and secondary colors to create a painting

Academics Pin

Earn the Art belt loop, and complete six of the following requirements:

1. Visit an art museum, gallery, or exhibit. Discuss with an adult the art you saw.
2. Create two self-portraits using two different art techniques, such as drawing, painting, printmaking, sculpture, or computer illustration.
3. Demonstrate how to make paper. Make a sample at least 4 inches by 4 inches.
4. Make a simple silkscreen or stencil. Print a card or T-shirt.
5. Create a freestanding sculpture or mobile using wood, metal, soap, papier-mâché, or found objects.
6. Create an object using clay that can be fired, baked in the oven, or hardened in water.

7. Photograph four subjects in one theme, such as landscapes, people, animals, sports, or buildings.
8. Make a collage using several different materials.
9. Use your artistic skills to create a postage stamp, book cover, or music CD cover.
10. Use a computer illustration or painting program to create a work of art.
11. Display your artwork in a pack, school, or community art show.

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Cub Scout Academics



Chess

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Belt Loop

Complete these three requirements:

1. Identify the chess pieces and set up a chess board for play.
2. Demonstrate the moves of each chess piece to your den leader or adult partner.
3. Play a game of chess.

Academics Pin

Earn the Chess belt loop, and complete five of the following requirements:

1. Demonstrate basic opening principles (such as development of pieces, control center, castle, don't bring queen out too early, don't move same piece twice).
2. Visit a chess tournament and tell your den about it.
3. Participate in a pack, school, or community chess tournament.
4. Solve a pre-specified chess problem (e.g., "White to move and mate in three") given to you by your adult partner.
5. Play five games of chess.
6. Play 10 chess games via computer or on the Internet.
7. Read about a famous chess player.
8. Describe U.S. Chess Federation ratings for chess players.

9. Learn to write chess notation and record a game with another Scout.
10. Present a report about the history of chess to your den or family.

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Citizenship

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Belt Loop

Complete these three requirements:

1. Develop a list of jobs you can do around the home. Chart your progress for one week.
2. Make a poster showing things that you can do be a good citizen.
3. Participate in a family, den, or school service project.

Academics Pin

Earn the Citizenship belt loop, and complete five of the following requirements:

1. Interview someone who has become a naturalized citizen. Give a report of your interview to your den or family.
2. Write a letter to your newspaper about an issue that concerns you.
3. Create a collage about America.
4. Conduct a home safety or energy audit and inspect your home. Talk with your parent or adult partner about correcting any problems you find.
5. Visit your local site of government. Interview someone who is involved with the governmental process.
6. Visit a court room and talk with someone who works there.
7. Go to the polls with your parents when they vote. Talk to them about their choices.

8. Take part in a parade with your den or pack.
9. List ways you can recycle various materials and conserve and protect the environment.
10. Attend a community event or visit a landmark in your community.

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Cub Scout Academics



Communicating

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Belt Loop

Complete these three requirements:

1. Tell a story or relate an incident to a group of people, such as your family, den, or members of your class.
2. Write a letter to a friend or relative.
3. Make a poster about something that interests you. Explain the poster to your den.

Academics Pin

Earn the Communicating belt loop, and complete five of the following requirements:

1. Write an original poem or story.
2. Keep a journal of daily activities for at least seven days.
3. Listen to a news story on television or the radio. Discuss the information with an adult.
4. Go to the library. Use the card catalog or computer reference system to find a book, and then check it out.
5. Read a book that has been approved by your parent or teacher. Discuss the book with an adult.
6. With a friend, develop a skit. Perform it at a Scout meeting, family meeting, or school event.

7. Learn the alphabet in sign language. Learn how to sign 10 words.
 8. With an adult, use the Internet to search for information on a topic of interest to you.
 9. Watch three television commercials and discuss the information in them with your parent or den leader.
 10. Read the directions for a new game. Explain to a family member or friend how to play it.
 11. Learn about "reading" materials for people who have poor vision or who are blind.
 12. While traveling, make a list of road signs, animals, or license plates that you see.
-

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Computers

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Belt Loop

Complete these three requirements:

1. Explain these parts of a personal computer: central processing unit (CPU), monitor, keyboard, mouse, modem, and printer.
2. Demonstrate how to start up and shut down a personal computer properly.
3. Use your computer to prepare and print a document.

Academics Pin

Earn the Computers belt loop, and complete five of the following requirements:

1. Use a computer to prepare a report on a subject of interest to you. Share it with your den.
2. Make a list of 10 devices that can be found in the home that use a computer chip to function.
3. Use a computer to maintain a balance sheet of your earnings or allowance for four weeks.
4. Use a spreadsheet program to organize some information.
5. Use an illustration, drawing, or painting program to create a picture.
6. Use a computer to prepare a thank-you letter to someone.

7. Log on to the Internet. Visit the Boy Scouts of America homepage (<http://www.bsa.scouting.org>).
8. Discuss personal safety rules you should pay attention to while using the Internet.
9. Practice a new computer game for two weeks. Demonstrate an improvement in your scores.
10. Correspond with a friend via e-mail. Have at least five e-mail replies from your friend.
11. Visit a local business or government agency that uses a mainframe computer to handle its business. Explain how computers save the company time and money in carrying out its work.

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Geography

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Belt Loop

Complete these three requirements:

1. Draw a map of your neighborhood. Show natural and manmade features. Include a key or legend of map symbols.
2. Learn about the physical geography of your community. Identify the major landforms within 100 miles. Discuss with an adult what you learned.
3. Use a world globe or map to locate the continents, the oceans, the equator, and the northern and southern hemispheres. Learn how longitude and latitude lines are used to locate a site.

Academics Pin

Earn the Geography belt loop, and complete five of the following requirements:

1. Make a three-dimensional model of an imaginary place. Include five different landforms, such as mountains, valleys, lakes, deltas, rivers, buttes, plateaus, basins, and plains.
2. List 10 cities around the world. Calculate the time it is in each city when it is noon in your town.
3. Find the company's location on the wrapper or label of 10 products used in your home, such as food, clothing, toys, and appliances. Use a world map or atlas to find each

location.

4. On a map, trace the routes of some famous explorers. Show the map to your den or family.
5. On a United States or world map, mark where your family members and ancestors were born.
6. Keep a map record of the travels of your favorite professional sports team for one month.
7. Read a book (fiction or nonfiction) in which geography plays an important part.
8. Take part in a geography bee or fair in your pack, school, or community.
9. Choose a country in the world and make a travel poster for it.
10. Play a geography-based board game or computer game. Tell an adult some facts you learned about a place that was part of the game.
11. Draw or make a map of your state. Include rivers, mountain ranges, state parks, and cities. Include a key or legend of map symbols.

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Cub Scout Academics



Heritages

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Belt Loop

Complete these three requirements:

1. Talk with members of your family about your family heritage: its history, traditions, and culture.
2. Make a poster that shows the origins of your ancestors. Share it with your den or other group.
3. Draw a family tree showing members of your family for three generations.

Academics Pin

Earn the Heritages belt loop, and complete five of the following requirements:

1. Participate in a pack heritage celebration in which Cub Scouts give presentations about their family heritage.
2. Attend a family reunion.
3. Correspond with a pen pal from another country. Find out how his or her heritage is different from yours.
4. Learn 20 words in a language other than your native language.
5. Interview a grandparent or other family elder about what it was like when he or she was growing up.
6. Work with a parent or adult partner to organize family photographs in a photo album.

7. Visit a genealogy library and talk with the librarian about how to trace family records.
Variation:- Access a genealogy Web site and learn how to use it to find out information about ancestors.
8. Make an article of clothing, a toy, or a tool that your ancestors used. Show it to your den.
9. Help your parent or adult partner prepare one of your family's traditional food dishes.
10. Learn about the origin of your first, middle, or last name.

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Cub Scout Academics



Mathematics

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Belt Loop

Complete these three requirements:

1. Do five activities within your home or school that require the use of mathematics. Explain to your den how you used everyday math.
2. Keep track of the money you earn and spend for three weeks.
3. Measure five items using both metric and non-metric measures. Find out about the history of the metric system of measurement.

Academics Pin

Earn the Mathematics belt loop, and complete one from each of the five areas below:

1. **Geometry** is related to measurement but also deals with objects and positions in space.
 1. Many objects can be recognized by their distinctive shapes: a tree, a piece of broccoli, a violin. Collect 12 items that can be recognized, classified, and labeled by their distinctive shape or outline.
 2. Select a single shape or figure. Observe the world around you for at least a week and keep a record of where you see this shape or figure and how it is used.
 3. Study geometry in architecture by exploring your neighborhood or community. Look at different types of buildings-houses, churches, businesses, etc.-and create

a presentation (a set of photographs, a collage of pictures from newspapers and magazines, a model) that you can share with your den or pack to show what you have seen and learned about shapes in architecture.

II. *Calculating* is adding, subtracting, multiplying, and dividing numbers.

1. Learn how an abacus or slide rule works and teach it to a friend or to your den or pack.
2. Go shopping with an adult and use a calculator to add up how much the items you buy will cost. See whether your total equals the total at check out.
3. Visit a bank and have someone there explain to you about how interest works. Use the current interest rate and calculate how much interest different sums of money will earn.

III. *Statistics* is collecting and organizing numerical information and studying patterns.

1. Explain the meaning of these statistical words and tools: data, averaging, tally marks, bar graph, line graph, pie chart, and percentage.
2. Conduct an opinion survey through which you collect data to answer a question, and then show your results with a chart or graph. For instance: What is the favorite food of the Cub Scouts in your pack (chart how many like pizza, how many like hamburgers, etc.).
3. Study a city newspaper to find as many examples as you can of statistical information.
4. Learn to use a computer spreadsheet.

IV. *Probability* helps us know the chance or likelihood of something happening.

1. Explain to your den how a meteorologist or insurance company (or someone else) might use the mathematics of probability to predict what might happen in the future (i.e., the chance that it might rain, or the chance that someone might be in a car accident).
2. Conduct and keep a record of a coin toss probability experiment.
3. Guess the probability of your sneaker landing on its bottom, top, or side, and then flip it 100 times to find out which way it lands. Use this probability to predict how a friend's sneaker will land.

V. *Measuring* is using a unit to express how long or how big something is, or how much of it there is.

1. Interview four adults in different occupations to see how they use measurement in their jobs.
 2. Measure how tall someone is. Have them measure you.
 3. Measure how you use your time by keeping a diary or log of what you do for a week. Then make a chart or graph to display how you spend your time.
 4. Measure, mix, and cook at least two recipes. Share your snacks with family, friends, or your den.
-

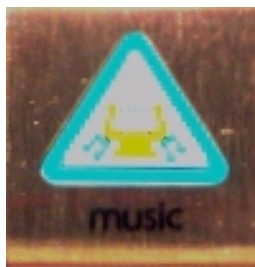
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Music

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Belt Loop

Complete these three requirements:

1. Explain why music is an important part of our culture.
2. Pick a song with at least two verses and learn it by heart.
3. Listen to four different types of music either recorded or live.

Academics Pin

Earn the Music belt loop, and complete five of the following requirements:

1. Make a musical instrument and play it for your family, den, or pack.
2. Teach your den a song.
3. Play a song by yourself or in a group, in unison or in harmony.
4. Create an original melody and/or original words for a song.
5. Using a tape recorder, capture natural sounds of the environment or record songs you create, and use your recording as a soundtrack for a short skit or as background for a movement activity.
6. Attend a live musical performance or concert.
7. Demonstrate conducting patterns for two songs using two different meters (two-, three-, or four- beat meter) while your adult partner or den members sing or play the songs you

have selected.

8. Take voice or dance lessons or lessons to learn to play an instrument.
9. Create movements to a piece of music without words to demonstrate the moods of the music: happy, sad, calm, excited, playful, inspired.
10. Learn about a composer of some music that you enjoy.

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Science

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Belt Loop

Complete these three requirements:

1. Explain the scientific method to your adult partner.
2. Use the scientific method in a simple science project Explain the results to an adult.
3. Visit a museum, a laboratory, an observatory, a zoo, an aquarium, or other facility that employs scientists. Talk to a scientist about his or her work.

Academics Pin

Earn the Science belt loop, and complete five of the following requirements:

1. Make a simple electric motor that works.
2. Find a stream or other area that shows signs of erosion. Try to discover the cause of the erosion.
3. Plant seeds. Grow a flower, garden vegetable, or other plant.
4. Use these simple machines to accomplish tasks: lever, pulley, wheel-and-axle, wedge, inclined plane, and screw.
5. Learn about solids, liquids, and gases using just water. Freeze water until it turns into ice. Then, with an adult, heat the ice until it turns back into a liquid and eventually boils and becomes a gas.
6. Build models of two atoms and two molecules, using plastic foam balls or other objects.

7. Make a collection of igneous, metamorphic, and sedimentary rocks and label them.
8. Learn about a creature that lives in the ocean. Share what you have learned with your den or family.
9. Label a drawing or diagram of the bones of the human skeleton.
10. Make a model or poster of the solar system. Label the planets and the sun.
11. Do a scientific experiment in front of an audience. Explain your results.
12. Read a book about a science subject that interests you.

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Weather

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Belt Loop

Complete these three requirements:

1. Make a poster that shows and explains the water cycle.
2. Set up a simple weather station to record rainfall, temperature, air pressure, or evaporation for one week.
3. Watch the weather forecast on a local television station.

Academics Pin

Earn the Weather belt loop, and complete five of the following requirements:

1. Define the following terms: *weather*, *humidity*, *precipitation*, *temperature*, and *wind*.
2. Explain how clouds are made. Describe the different kinds of clouds - *stratus*, *cumulus*, *cumulonimbus*, and *cirrus* - and what kind of weather can be associated with these cloud types.
3. Describe the climate in your state. Compare its climate with that in another state.
4. Describe a potentially dangerous weather condition in your community. Discuss safety precautions and procedures for dealing with this condition.
5. Define what is meant by *acid rain*. Explain the *greenhouse effect*.
6. Talk to a meteorologist about his or her job. Learn about careers in meteorology.

7. Make a weather map of your state or country, using several weather symbols.
8. Explain the differences between tornadoes and hurricanes.
9. Make a simple weather vane. Make a list of other weather instruments and describe what they do.
10. Explain how weather can affect agriculture and the growing of food.
11. Make a report to your den or family on a book about weather.
12. Explain how rainbows are formed and then draw and color a rainbow.

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Wildlife Conservation

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Belt Loop

Complete these three requirements:

1. Explain what natural resources are and why it's important to protect and conserve them.
2. Make a poster that shows and explains the food chain. Describe to your den what happens if the food chain becomes broken or damaged.
3. Learn about an endangered species. Make a report to your den that includes a picture, how the species came to be endangered, and what is being done to save it.

Academics Pin

Earn the Wildlife Conservation belt loop, and complete five of the following requirements:

1. Visit a wildlife sanctuary, nature center, or fish hatchery.
2. Collect and read five newspaper or magazine articles that discuss conservation of wildlife and report to your family or den what you learn.
3. Learn about five animals that use camouflage to protect themselves.
4. Make a birdbath and keep a record for one week of the different birds that visit it.
5. Make a collage of animals that are in the same class: fish, amphibians, reptiles, birds, or mammals.

6. Make a plaster cast of an animal track. Show it to your den.
7. Visit with a person who works in wildlife conservation, such as a park ranger, biologist, range manager, geologist, horticulturist, zookeeper, fishery technician, or conservation officer.
8. Visit a state park or national park.
9. Participate in an environmental service project that helps maintain habitat for wildlife, such as cleaning up an area or planting trees.

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The Scouting Web Portal - USSCOOTS.ORG

Volunteer Scouters Serving Scouting Through Information Technologies



Cub Scout Sports Program





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The Sports Program is an optional program for all Cub Scouts. It is not part of the normal requirements towards ranks (except were used in obtaining the Webelos Sportsman and Athlete activity badges). Its purpose is to assist the Scouts in learning a new skill, or improving one they already possess.

Loops and pins can be earned by Tiger Cubs, Wolf and Bear Cub Scouts and Webelos Scouts.

Tiger Cubs, Cub Scouts, and Webelos Scouts may complete requirements in a family, den, pack, school, or community environment.

Tiger Cubs must work with their parents or adult partners.

Parents and partners do not earn loops or pins.

Complete details on using the sports program are contained in the

Cub Scout Sports Program

Currently, recognition can be earned for the following twenty-one sports:

[Archery](#), [BB-Gun](#), [Badminton](#),
[Baseball](#), [Basketball](#), [Bicycling](#),
[Bowling](#), [Fishing](#), [Golf](#),
[Gymnastics](#), [Marbles](#), [Physical Fitness](#),
[Skating](#) (roller and ice), [Skiing](#), [Soccer](#),
[Softball](#), [Swimming](#), [Table Tennis](#),
[Tennis](#), [Ultimate](#), [Volleyball](#)

Sports Belt Loops

The Cub Scout Sports Belt Loops are worn on the navy blue Cub Scout belt. They will not fit on the khaki (olive) Boy Scout / Webelos belt. Webelos Scouts may continue to wear the blue belt on their uniforms.

The same belt loop may be earned once within each rank.

Belt loops for each sport may be earned once within each rank.

Sports belt loops are earned by the Cub by meeting the requirements listed.

Please note there are special requirements for the [BB-Shooting](#) and Archery belt loops.

Sports Pins

The Cub Scout Sports Pins are worn on civilian clothes only. The pins are triangular in shape. The designs for the various pins are shown on the belt loops for each subject.

Sports pins are given in each sport for Cub Scouts to recognize physical development.

Sports pins are earned by meeting the appropriate requirements.

Please note there are special requirements for the [BB-Shooting](#) and [Archery](#) sports pins.

Page updated on: October 19, 2000

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Cub Scout Sports



Archery

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The Archery loop and pin can be awarded only by a certified Cub Scout Archery shooting director.

Cub Scout Sports for Camp Only

Shooting Sports for Cub Scouts, Webelos Scouts, and Parents in Camp, No. 13-550, has been developed for those who will give guidance to Cub Scouts and Webelos Scouts in learning BB-gun and archery shooting-sports skills while in camp.

The Archery belt loop and pin can only be awarded by a BSA range-trained shooting-sports director.

Belt Loop

Cub Scouts and Webelos Scouts can earn the archery belt loop by participating in the archery safety program at Cub Scout camp.

Sports Pin

The archery pin is earned by completing the camp archery safety program and qualifying with a minimum of **30 credits** in firing activities *with a parent or adult partner*. A certified range officer must be present.

Required Activities:

1. Complete the camp basic archery marksmanship safety course (**15 credits**).
2. Fire five groups of arrows (three arrows per group) that are within the "9" or gold target area (**15 credits**).

Cub Scout Shooting Sports Award Certificate

Before firing the Pro Archer course, the camper is to complete the following:

1. Explain how to string your bow and explain these of archery equipment.
2. Be able to list and discuss nine points in 'Shooting Techniques.'

Pro Archer Level

Shoot five groups (three arrows per group) trying to group each set within a circle the size of the nine-ring. (No specific score is required.)

Then fire for the Pro Archer score.

Level of Recognition	Number of Arrows	Distance	Score
Pro Archer	30	15 feet	30
Archer I	30	20 feet	30
Archer II	30	20 feet	50
Archer III	30	20 feet	100

In Cub Scout archery, the camp awards the certificate when the Cub Scout or Webelos Scout qualifies for the different levels of recognition. It is possible to earn four certificates if every level of marksmanship has been accomplished.

Page updated on: October 01, 2000

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Cub Scout Sports



BB-Shooting

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The BB shooting loop and pin can be awarded only by a certified Cub Scout BB gun shooting director at a BSA approved camp.

Cub Scout Sports for Camp Only

Shooting Sports for Cub Scouts, Webelos Scouts, and Parents in Camp, No. 13-550, has been developed for those who will give guidance to Cub Scouts and Webelos Scouts in learning BB-gun and archery shooting-sports skills while in camp.

The BB Gun safety and shooting participation belt loop and pin can only be awarded with approval of the camp BB-gun shooting-sports director to Cub Scouts and Webelos Scouts who earn them at a BSA facility range.

Belt Loop

Complete these two requirements:

1. Complete the camp basic BB gun marksmanship safety course.
2. Fire 15 shots at a 4-inch or 5-inch target. No particular score is required. Participant must be able to adjust the BB gun sight.

Sports Pin

The BB sports pin is earned by completing the camp BB gun safety program and qualifying with a

minimum of **60 credits** in firing activities *with a parent or adult partner*. A certified range officer must be present.

Required

1. Complete the camp basic BB gun marksmanship safety course (**15 credits**).
2. Fire three groups of shots (three shots per group) that can be covered by a quarter. Participant must be able to adjust the BB gun sight (**15 credits**),

Choose from the following firing levels to earn the rest of the necessary credits for the sports pin. Refer to the chart below for the requirements for each marksmanship level.

<u>Level</u>	<u>Credits</u>
Pro Marksman (benchrest)	10
Marksman I (standing position)	10
Marksman II (prone position)	10
Marksman III (kneeling position)	10
Marksman IV (sitting position)	10

Councils may provide extra opportunities for a boy and his adult partner to continue qualifying for a pin after the council camp experience is over. However, a certified range officer must be present for shooting credits to be valid.

Cub Scout Shooting Sports Award Certificate

Certificates may be awarded to the Cub Scout or Webelos Scout at any time he achieves a level of marksmanship. It is possible to earn five certificates if every level of marksmanship has been accomplished.

Score Requirements for BB Gun Recognition Certificate

<p>Before completing the Pro Marksman requirements below, the following criteria must be met: Instruction: Complete a basic BB gun marksmanship safety course. Shooting: Fire five groups of shots (three shots per group) that can be covered by a quarter, and then adjust the BB gun sights so that the group is centered on a bull's eye. (No specific score is required.) Then fire the Marksmanship levels shown below.</p>					
Marksman Level	Target	Position	Number of Bull's eyes Required	Number of Shots Required per Bull's eye	Minimum Score required per Shot

Pro Marksman	TQ-40	Benchrest	5	5	8
Marksman Levels	Target	Position	Number of Bull's eyes Required	Number of Shots Required per Bull's eye	Minimum Score required per Shot
Marksman I	TQ-40	Standing	10	5	20
Marksman II	TQ-40	Prone	10	5	35
Marksman III	TQ-40	Kneeling	10	5	25
Marksman IV	TQ-40	Sitting	10	5	30

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Cub Scout Sports



Badminton

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Belt Loop

Complete these three requirements:

1. Explain the rules of badminton to your leader or adult partner.
2. Spend at least 30 minutes practicing badminton skills.
3. Participate in a badminton game.

Sports Pin

Earn the Badminton belt loop, and complete five of the following requirements:

1. Compete in a pack or community badminton tournament.
2. Demonstrate your knowledge of the use and care of the equipment needed to play badminton: shuttlecock (shuttle or bird), racket, court, net, and comfortable clothes and shoes.
3. Demonstrate skill in the following grip techniques: forehand and backhand.
4. Spend at least 60 minutes practicing to develop skills for shots and strokes (clear, drive, drop, and smash). Keep track of your time on a chart.
5. Demonstrate skill in the following: hit the shuttle using forehand or backhand; hit the shuttle, alternating forehand and backhand; hit the shuttle against the wall with a forehand or backhand; hit the shuttle against the wall, alternating forehand and backhand.
6. Accurately lay out a badminton court, including net and lines.

7. Play five games of badminton.
8. Participate in a badminton skills development clinic.
9. Play at least three games during which you make your own foul calls effectively to your leader's satisfaction.

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Cub Scout Sports



Baseball

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Belt Loop

Complete these three requirements:

1. Explain the rules of baseball to your leader or adult partner.
2. Spend at least 30 minutes practicing baseball skills.
3. Participate in a baseball game.

Sports Pin

Earn the Baseball belt loop, and complete five of the following requirements:

1. Participate in a pack or community baseball tournament.
2. Demonstrate skill in two of the following throwing techniques: overhand, sidearm, underhand, and the relay throw.
3. Demonstrate skill in two of the following catching techniques: fielding a ground ball, fielding a pop-up, catching a line drive.
4. Demonstrate correct pitching techniques.
5. Demonstrate correct hitting techniques,
6. Explain the rules of base running. Explain base coaching signals.
7. Demonstrate skill in the following sliding techniques: the straight-in slide, the hook slide, and the headfirst slide.
8. Play five games of baseball using standard baseball rules.

9. Draw a baseball field to scale or set one up for play.
10. Attend a high school, college, or professional baseball game.
11. Read a book about a baseball player and give a report about him or her to your den or family.

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Cub Scout Sports



Basketball

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Belt Loop

Complete these three requirements:

1. Explain the rules of basketball to your leader or adult partner.
2. Spend at least 30 minutes practicing basketball skills.
3. Participate in a basketball game.

Sports Pin

Earn the Basketball belt loop, and complete five of the following requirements:

1. Compete in a pack or community basketball tournament.
2. Demonstrate effective passing using the chest pass, bounce pass, over-the-head pass, and baseball pass.
3. Successfully demonstrate the set shot and jump shot shooting styles.
4. Demonstrate skill in the following dribbling techniques: high dribble, low dribble, turnable dribble, change-of-pace dribble, and combination dribble.
5. Spend at least 30 minutes on three different occasions developing individual defensive skills.
6. Explain and demonstrate 10 official basketball signals.
7. Play three -shot-improving games with a member of your den or team.
8. Play five games of basketball.

9. Participate in a basketball clinic.
10. Attend a high school, college, or professional basketball game.

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Cub Scout Sports



Bicycling

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Belt Loop

Complete these three requirements:

1. Explain the rules of safe bicycling to your den leader or adult partner.
2. Demonstrate the correct fit of a bicycle helmet.
3. Show how to ride a bike safely, using all hand signals and following all safety and traffic rules. Ride for at least half an hour with an adult partner, your family, or your den.

Sports Pin

Earn the Bicycling belt loop, complete requirement 1 below, and do four additional requirements

1. Record on a chart at least 25 hours of bicycling. (Required)
2. Participate in a pack, den, or community bike rodeo.
3. Demonstrate how to repair a flat tire on a bicycle.
4. Make a poster illustrating different types of early bikes and show it to your den.
5. Demonstrate to your den or pack the use of proper bicycling safety equipment.
6. With the help of a parent or adult partner, register or reregister your bicycle.
7. Go on a "bicycle hike" with your family or den. Obey traffic rules related to bicycling.
8. Repair or restore a nonfunctioning bicycle to a

9. Visit a bicycle race or exhibition.
10. Help set up a bike rodeo or bike competition for your pack.

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Cub Scout Sports



Bowling

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Belt Loop

Complete these three requirements:

1. Explain to your leader or adult partner the rules of courtesy and safety for bowling.
2. Show how to pick out a ball of proper weight and with finger holes that fit your hand.
3. Play a complete game with your family or den.

Sports Pin

Earn the Bowling belt loop, and do five of the following requirements

1. Give a brief history of the sport of bowling.
2. Define the following terms: strike, spare, split, miss, and foul. Show their symbols for scoring.
3. Demonstrate proper stance, delivery, balance, and follow-through to your leader or adult partner.
4. Try different types of delivery and hand positions and see which work best for you.
5. Score a complete game using a score sheet and the proper symbols.
6. Play at least four games and chart your progress. Figure out your average score.
7. Compete in a Scout, family, school, or community bowling tournament.
8. Take bowling lessons.
9. Attend a parent, high school, college, or professional bowling competition.

10. Visit a bowling alley and learn about the care and maintenance of the bowling lanes, pins, and racks.

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Cub Scout Sports



Fishing

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Belt Loop

Complete these three requirements:

1. Review your local fishing regulations with your leader or adult partner. Explain why they are important, and commit to following them.
2. Demonstrate how to properly bait a hook.
3. Try to catch a fish.

Sports Pin

Earn the Fishing belt loop, and complete five of the following requirements:

1. Compete in a pack or community fishing tournament.
2. Demonstrate how to clean a fish.
3. Prepare a report on three different kinds of fish. Include information on preferred habitats, feeding habits, and recommended fishing techniques, baits, and equipment needed to catch it.
4. Draw a picture of three different types of fishing reels. Explain how each works.
5. Tie three fishing flies. Use at least one to fish.
6. Demonstrate proficiency in casting at a target 30 feet away.
7. Select a species of fish and draw a picture of it, correctly labeling each part and its function.

8. Replace the line in a fishing reel.
9. Make a simple pole and line fishing rig. Use it to catch a fish.
10. Catch a fish using artificial bait or lures.
11. Practice fishing on five occasions, complying with local fishing regulations and the Outdoor Code.

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Cub Scout Sports



Golf

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Belt Loop

Complete these three requirements:

1. Explain the rules of golf to your leader or adult partner. Explain the need for caution concerning golf clubs and golf balls.
2. Spend at least 30 minutes practicing golfing skills.
3. Participate in a round of golf (nine holes).

Sports Pin

Earn the Golf belt loop, and complete five of the following requirements:

1. Explain the use of woods and irons. Explain their differences.
2. Explain how par is determined for a hole.
3. Demonstrate the proper grip of the club to your leader, adult partner, or instructor.
4. Spend 30 minutes practicing the swing styles: full swing, approach swing, and putting swing.
5. Spend 30 minutes practicing aim, stance, and the address position.
6. Draw a diagram of a typical golf hole, from tee to green.
7. Demonstrate your knowledge of the use and care of golf equipment: clubs, ball, tee, bag, shoes, and gloves.
8. Describe the composition of a regulation golf ball.

9. Take golf lessons.
10. Spend 30 minutes hitting balls on a driving range.
11. Play miniature golf.

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Cub Scout Sports



Gymnastics

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Belt Loop

Complete these three requirements:

1. Explain the six events of men's gymnastics: floor exercise, pommel horse, still rings, vaulting / side horse, parallel bars, and horizontal bar.
2. Participate in three of the six events using the proper equipment.
3. Explain the safety rules you should follow to learn gymnastics

Sports Pin

Earn the Gymnastics belt loop, and complete five of the following requirements:

1. Write a report on the history of gymnastics.
2. Take gymnastics lessons.
3. Attend a gymnastics meet.
4. Practice and demonstrate five floor exercise skills.
5. Practice and demonstrate two skills used on the pommel horse.
6. Demonstrate two skills on the still rings.
7. Demonstrate two skills using parallel bars.
8. Demonstrate two skills using the horizontal learn gymnastics. bar.
9. Demonstrate a vault using the side horse.
10. Develop a regular routine of physical and mental conditioning.

11. Learn about three U.S. gymnasts who have won medals in the Olympics.

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Cub Scout Sports



Marbles

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Belt Loop

Complete these three requirements:

1. Explain the rules of Ringer or another marble game to your leader or adult partner
2. Spend at least 30 minutes practicing skills to play the game of Ringer or another marble game.
3. Participate in a game of marbles

Sports Pin

Earn the Marbles belt loop, and complete five of the following requirements:

1. Compete in a den, pack, or community marbles tournament
2. Explain to an adult what lagging is.
3. Demonstrate how to do it.
4. Demonstrate the following shooting techniques: knuckling down, bowling, and lofting (also called plunking).
5. Explain the correct way of scoring for a game game. of marbles.
6. Play five complete matches of marbles using standard rules.
7. Start a collection of marbles and show it at a den or pack meeting.
8. Write a short report on the history of marbles and share it with your den or family.
9. Explain the rules about shooters.

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Cub Scout Sports



Physical Fitness

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Belt Loop

Complete these three requirements:

1. Give a short report to your den or family on the dangers of drugs and alcohol.
2. Practice finding your pulse and counting your heartbeats per minute. Determine your target heart rate.
3. Practice five physical fitness skills regularly. Improve performance in each skill over a month. Skills could include pull-ups, curl-ups, the standing long jump, the 50-yard dash, and the softball throw.

Sports Pin

Earn the Physical Fitness belt loop, and complete five of the following requirements:

1. Make a diagram of the Food Guide Pyramid. List foods you ate in a week and show where they fit in the pyramid.
2. Choose a form of exercise, bring your heart rate up to target, and keep it there for 15 minutes. Don't forget to warm up and cool down.
3. Set up a four-step exercise program. Chart your progress for five days a week for two weeks.
4. Explain the reason for warming up and cooling down before and after each exercise session.
5. Visit a local gym and talk to a trainer about exercises and programs for young people.

6. Participate in some aerobic exercises at least three times a week for four weeks.
7. Build an obstacle course that could include some exercises with jumping, crawling, and hurdles. Time yourself three times to see whether you can improve your time.
8. Swim for a total of an hour, charting your time as you go.
9. Participate for at least three months in an organized team sport or organized athletic activity.

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Cub Scout Sports



Skating

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Belt Loop

Complete these three requirements:

Choose either roller skating (traditional or in-line) or ice skating as your interest area.

1. Explain ways to protect yourself while skating, and the need for proper safety equipment.
2. Spend at least 30 minutes practicing skating skills.
3. Go skating with a family member or your den for a total of at least three hours. Chart your time.

Sports Pin

Earn the Skating belt loop, and complete five of the following requirements:

1. Participate in a pack or community skating event.
2. Demonstrate how to care for your skates.
3. Explain the proper clothing (including any safety equipment) needed for skating.
4. Find out about some stretching exercises to do as a skating warm-up, and spend at least 10 minutes, on two occasions, practicing them.
5. Play a game of ice or roller hockey.
6. Learn how to do two new skating skills in the area of skating you have chosen (traditional or in-line roller skating, or ice skating) (e.g., for roller skating, forward scissors and crossover; for ice skating, forward and backward swizzles and glides).

7. Participate in a skating skills development clinic.
 8. Draw a layout for an ice hockey arena.
 9. Explain skating safety/courtesy rules to your adult partner and *always practice them!*
-

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Cub Scout Sports



Skiing

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Belt Loop

Complete these three requirements:

1. Explain the conditioning, clothing, equipment, and planning needed for a ski activity.
2. Be able to explain safety and courtesy codes for a downhill or cross-country ski trip.
3. Go skiing. Demonstrate how to stop and turn.

Sports Pin

Earn the Skiing belt loop, and complete five of the following requirements:

1. Explain the different kinds of ski lifts and how they work. Use one.
2. Describe the four universal symbols used to indicate ski trail difficulty.
3. Demonstrate how to snowplow (wedge position), hold your position, and get up from a fall.
4. Demonstrate how to do a basic christie.
5. Demonstrate five cross-country skills, such as a kick turn, the diagonal stride, double poling, sidestepping, the step turn, the herringbone, straight downhill running, the snowplow, sideslipping, dragging the pole, the diagonal stride uphill, and a traverse.
6. Participate in at least three games using skis, such as relays, races, treasure hunts, and skiing around poles or flags.
7. Explain what to do if you see a skiing accident.

8. Take skiing lessons.
 9. Watch a film on skiing.
 10. Talk with a member of a ski patrol and learn about the job he or she does at the ski slope.
-

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Cub Scout Sports



Soccer

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Belt Loop

Complete these three requirements:

1. Explain the rules of soccer to your leader or adult partner.
2. Spend at least 30 minutes practicing soccer skills.
3. Play a game of soccer.

Sports Pin

Earn the Soccer belt loop, and complete five of the following requirements:

1. Participate in a pack, school, or community soccer tournament.
2. Demonstrate the skills of passing, collecting, shooting, heading, dribbling, and tackling.
3. Demonstrate skill in goal keeping.
4. Accurately lay out a soccer field for a game.
5. Demonstrate five types of fouls and explain why players should avoid them.
6. Demonstrate how to juggle the soccer ball and keep it from touching the ground for 30 seconds.
7. Play at least two games of Soccer Tennis.
8. Spend at least a total of six hours playing soccer. Keep track of your time on a chart.

9. Join a soccer team in your community or school.
10. Attend a high school, college, or professional soccer game.
11. Learn about a U.S. Olympic soccer team and report your information to your den.
12. Explain the history of soccer.

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Cub Scout Sports



Softball

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Belt Loop

Complete these three requirements:

1. Explain the rules of softball to your leader or adult partner.
2. Spend at least 30 minutes practicing softball skills.
3. Participate in a softball game.

Sports Pin

Earn the Softball belt loop, and complete five of the following requirements:

1. Compete in a pack or community softball tournament.
2. Demonstrate skill in the following throwing techniques: overhand, sidearm, underhand, softball game. and the relay throw.
3. Demonstrate skill in the following catching techniques: fielding a ground ball, fielding a pop-up, catching a line drive.
4. Demonstrate correct pitching techniques and practice for three half-hour sessions.
5. Demonstrate correct hitting techniques, including bunting. Practice for three half-hour sessions.
6. Explain the rules of base running and demonstrate skill in the following sliding techniques: the straight-in slide, the hook slide, and the headfirst slide.
7. Learn and demonstrate base coaching signals.

8. Learn about one defensive position (shortstop, catcher, etc.) and practice at that position for three half-hour sessions.
 9. Attend a high school, college, or community softball game.
-

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Cub Scout Sports



Swimming

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Belt Loop

Complete these three requirements:

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.

Sports Pin

Earn the Swimming belt loop, and complete five of the following requirements:

1. Learn two of the following strokes: crawl, backstroke, elementary backstroke, sidestroke, or breaststroke.
2. Learn two of the following floating skills: jellyfish float, turtle float, canoe (prone) float.
3. Using a kickboard, demonstrate three kinds of kicks.
4. Play a water game with your den or family.
5. Visit with a lifeguard and talk about swimming safety in various situations (pool, lake, river, ocean). Learn about the training a lifeguard needs for his or her job.
6. Explain the three rescue techniques of Reach, Throw, and Go.
7. Take swimming lessons.
8. Attend a swim meet at a school or community pool.
9. Tread water for 30 seconds.

10. Learn about a U.S. swimmer who has earned a medal in the Olympics.

All swimming activities done by Cub Scout Packs must be done in accordance with the rules in the "Safe Swim Defense", described in the Guide to Safe Scouting (#34416B). That program is available for viewing by [Clicking Here](#). Those rules are not mandatory for individuals or families, of course, swimming in private or public pools, lakes, or beaches, although families are encouraged to use as much of them as appropriate. They ARE mandatory for all Cub Scout aquatic activities, trips to swimming pools arranged as Den or Pack meetings or outings.

Included in the Guide is a procedure and standards for classifying swimming ability. Requirement 2 for the Swimming Belt Loop, listed above, refers to the following, taken from the Guide.

Beginner Test

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

The entry and turn serve the same purpose as in the swimmer test. The swimming can be done with any stroke, but no underwater swimming is permitted. The stop assures that the swimmer can regain a stroke if it is interrupted. The test demonstrates that the beginning swimmer is ready to learn deepwater skills and has the minimum ability required for safe swimming in a confined area in which shallow water, sides, or other support is less than 25 feet from any point in the water.

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Cub Scout Sports



Table Tennis

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Belt Loop

Complete these three requirements:

1. Explain the rules of table tennis to your leader or adult partner.
2. Spend at least 30 minutes practicing table tennis skills.
3. Participate in a table tennis game.

Sports Pin

Earn the Table Tennis belt loop, and complete five of the following requirements:

1. Compete in a pack or community table tennis tournament.
2. Demonstrate your knowledge, use, and care of the equipment needed to play table tennis (racket or paddle, table and net, ball, tennis or basketball shoes, and comfortable clothing).
3. Practice 30 minutes developing serving skills.
4. Practice 30 minutes developing your forehand and backhand strokes.
5. Explain to your leader or adult partner how spin affects the bounce of the ball.
6. Accurately set up a table tennis table and net according to USA Table Tennis rules.
7. 7.Play five games of table tennis.
8. Participate in a table tennis skills development clinic.
9. Explain to your leader or adult partner how to score a table tennis game.

10. Participate in a game of doubles table tennis (four people playing in one game, two people per side).

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Cub Scout Sports



Tennis

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Belt Loop

Complete these three requirements:

1. Explain the rules of tennis to your leader or adult partner.
2. Spend at least 30 minutes practicing tennis skills.
3. Participate in a tennis game.

Sports Pin

Earn the Tennis belt loop, and complete five of the following requirements:

1. Compete in a pack or community tennis tournament.
2. Demonstrate your knowledge of the use and care of the equipment needed to play tennis (rackets, balls, shoes, clothing, and court).
3. Practice for 30 minutes developing forehand techniques through forehand bump-ups with a bounce, partner bump-ups with a target, forehand alley rally, forehand alley rally over a "net," drop-hit forehand bumps, drop-hit catch in pairs, and toss-hit catch in pairs.
4. Practice developing serving skills for 30 minutes.
5. Explain to your leader or adult partner how to score in tennis.
6. Accurately draw, label, and explain a tennis court layout.
7. Play five games of tennis using U.S. Tennis Association rules.
8. Participate in a tennis skills development clinic.

9. Attend a high school, college, or professional tennis meet.
10. Present to your den or family a report on the history of tennis.

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Cub Scout Sports



Ultimate

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Belt Loop

Complete these three requirements:

1. Explain the rules of ultimate to your leader or adult partner.
2. Spend at least 30 minutes practicing ultimate skills.
3. Participate in an ultimate game.

Sports Pin

Earn the Ultimate belt loop, and complete five of the following requirements:

1. Compete in a pack or community ultimate tournament.
2. Demonstrate effective pivoting while throwing. Use the following throwing styles: backhand pass, sidearm pass, and upside-down pass.
3. Demonstrate skill in the following catching techniques: one-handed, clapping, and sandwich.
4. Spend a total of 90 minutes in practice developing individual defensive skills for the positions of marker and defender. Keep track of your time on a chart.
5. Explain the flight dynamics of the ultimate disk. Draw a diagram if needed.
6. Accurately lay out an ultimate playing field, including end zones.
7. Play five games of ultimate.
8. Participate in an ultimate skills development clinic.

9. Explain the history of ultimate and how it became a sport.

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Cub Scout Sports



Volleyball

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Belt Loop

Complete these three requirements:

1. Explain the rules of volleyball to your leader or adult partner.
2. Spend at least 30 minutes practicing skills to play the sport of volleyball.
3. Participate in a volleyball game.

Sports Pin

Earn the Volleyball belt loop, and complete five of the following requirements:

1. Compete in a pack, school, or community volleyball tournament.
2. Demonstrate skill in two volleyball passing techniques: forearm pass and overhead pass (setting).
3. Demonstrate skill in two volleyball serving techniques: underhand and overhand.
4. Spend at least 90 minutes in practice to develop individual skills for volleyball. Make a chart to record your practice efforts.
5. Explain how volleyball matches are scored, including the terms side-out and rally scoring.
6. Accurately lay out a volleyball court.
7. Play five games of volleyball.
8. Officiate at least three games of volleyball.

9. Explain the importance of good sportsmanship.
10. Attend a high school, college, or professional volleyball game.

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Special Opportunities for Cub Scouts and Webelos Scouts

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In addition to Rank Advancements and Sports and Academic Loops and Pins, Cub Scouts may earn a number of other Badges and Awards. The requirements for the following awards can be found on this site:

- **Crime Prevention Award**
 - [Guidelines](#)
 - [Requirements](#)
- [Donor Awareness](#)
- [International Activity Badge](#)
- [Interpreter Strips](#)
- [National Court of Honor](#)
- [Lifesaving and Meritorious Awards](#)
 - [Honor Medal with Crossed Palms](#)
 - [Honor Medal](#)
 - [Heroism Award](#)
 - [Medal of Merit](#)
 - [Certificate of Merit](#)
- [Recruiter Strip](#)
- [Religious Emblems](#)
- [Whittling Chip card](#)
- [World Conservation Award](#)

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