

# Master Copy

## Please Return to Capt. Dan on Friday

### Connecticut Yankee Council 2018 Cub Scout Day Camp Tiger Required and Elective Adventures

Camp Location Eisenhower Park Milford, CT

Den Number in Camp 1

Den Leader in Camp \_\_\_\_\_

#### TIGER REQUIRED ADVENTURES

##### *Tiger Adventure: Backyard Jungle*

- 1. Take a 1-foot hike. Make a list of the living things you find on your 1-foot hike.
- 2. Point out two different kinds of birds that live in your area.
- 5. With your adult partner, go on a walk, and pick out two sounds you hear in your “jungle.”

##### *Tiger Adventure: Games Tigers Play*

- 1. Do the following:
  - a. Play two initiative or team-building games with the members of your den.
  - b. Listen carefully to your leader while the rules are being explained, and follow directions when playing.
  - c. At the end of the game, talk with the leader about what you learned when you played the game. Tell how you helped the den by playing your part.
- 2.  Make up a game with the members of your den.
- 3.  Make up a new game, and play it with your family or members of your den or pack.
- 4.  While at a sporting event, ask a player or coach why he or she thinks it is important to be active.
- 5.  Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack choice.

### ***Tiger Adventure: Tiger Bites***

- \_\_\_\_\_ 1. Identify three good food choices and three foods that would not be good choices.
- \_\_\_\_\_ 2. Show that you know the difference between a fruit and a vegetable. Eat one of each.
- X**\_\_\_\_\_ 4. Show you can keep yourself and your personal area clean.

### ***Tiger Adventure: Tigers in the Wild***

1. \_\_\_\_\_ With your adult partner, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list if it rains.
2. **X**\_\_\_\_\_ Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.
3. \_\_\_\_\_ Do the following:
  - a. **X**\_\_\_\_\_ Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.
  - X**\_\_\_\_\_ b. Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should “Trash Your Trash.”
  - X**\_\_\_\_\_ c. Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.
4. **X**\_\_\_\_\_ While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your *Tiger Handbook*.
5. **X**\_\_\_\_\_ Participate in an outdoor pack meeting or pack campout campfire. Sing a song and act out a skit with your Tiger den as part of the program.
6. \_\_\_\_\_ Find two different trees and two different types of plants that grow in your area. Write their names in your *Tiger Handbook*.
7. \_\_\_\_\_ Visit a nearby nature center, zoo, or another outside place with your family or den. Learn more about two animals, and write down two interesting things about them in your *Tiger Handbook*.

## **TIGER ELECTIVE ADVENTURES**

### ***Tiger Elective Adventure: Curiosity, Intrigue, and Magical Mysteries***

1. \_\_\_\_\_ Learn a magic trick. Practice your magic trick so you can perform it in front of an audience.
2. \_\_\_\_\_ Create an invitation to a magic show.
3. \_\_\_\_\_ With your den or with your family, put on a magic show for an audience.
4. \_\_\_\_\_ Create a secret code.
5. \_\_\_\_\_ With the other Scouts in your den or with your family, crack a code that you did not create.
6. \_\_\_\_\_ Spell your name using sign language, and spell your name in Braille.
7. \_\_\_\_\_ With the help of your adult partner, conduct a science demonstration that shows how magic works.
8. \_\_\_\_\_ Share what you learned from your science demonstration.

### ***Tiger Elective Adventure: Earning Your Stripes***

- X** \_\_\_\_\_ 4. Talk with your den and adult partner about polite language. Learn how to shake hands properly and introduce yourself.
- X** \_\_\_\_\_ 5. Play a game with your den. Then discuss how your den played politely.

### ***Tiger Elective Adventure: Floats and Boats***

- \_\_\_\_\_ 1. Identify five different types of boats.
- \_\_\_\_\_ 2. Build a boat from recycled materials, and float it on the water.
- \_\_\_\_\_ 3. With your den, say the SCOUT water safety chant.

### ***Tiger Elective Adventure: Good Knights***

1. Do the following:
  - X** \_\_\_\_\_ a. With your den or adult partner, say the Scout Law. Explain to your den one of the 12 points of the Law and why you think a knight would have the same behavior.
  - b. \_\_\_\_\_ If you have not already done so, make a code of conduct with your den that will describe how each person should act when you are all together. If your den has a

code of conduct, discuss with your den the updates it might need. Vote on which actions should go in your den code of conduct.

2. \_\_\_\_\_ Create a den shield and a personal shield.
3. \_\_\_\_\_ Using recycled materials, design and build a small castle with your adult partner to display at the pack meeting.
4. \_\_\_\_\_ Think of one physical challenge that could be part of an obstacle course. Then help your den design a Tiger knight obstacle course. With your adult partner, participate in the course.
5. \_\_\_\_\_ Participate in a service project.

***Tiger Elective Adventures: Stories in Shapes***

1. \_\_\_\_\_ Visit an art gallery or a museum, explore an art website, or visit your library. Do each of the following:
  - a. \_\_\_\_\_ Look at pictures of some abstract art with your den or family. Decide what you like about the art, and share your ideas with the other Tigers.
  - b.  \_\_\_\_\_ Create an art piece.
6. Do the following:
  - a. \_\_\_\_\_ Draw or create an art piece using shapes.
  - b. \_\_\_\_\_ Use tangrams to create shapes.

***Tiger Elective Adventure: Tiger-iffic!***

Complete 1–3 and one from 4–6.

- \_\_\_\_\_ 1. Play at least two different games by yourself; one may be a video game.
- \_\_\_\_\_ 2. Play a board game or another inside game with one or more members of your den. 3. Play a problem-solving game with your den.
5. With other members of your den, invent a game, OR change the rules of a game you know, and play the game.
6. Play a team game with your den.

***Tiger Elective Adventure: Tiger: Safe and Smart***

1. \_\_\_\_\_ Do the following:
  - \_\_\_\_\_ a. Memorize your address, and say it to your den leader or adult partner.
  - \_\_\_\_\_ b. Memorize an emergency contact's phone number, and say it to your den leader or adult partner.
  - \_\_\_\_\_ c. Take the 911 safety quiz.
2. \_\_\_\_\_ Do the following:
  - a. \_\_\_\_\_ Show you can "Stop, Drop, and Roll."
  - b. \_\_\_\_\_ Show you know how to safely roll someone else in a blanket to put out a fire.
- X** \_\_\_\_\_ 5. Visit an emergency responder station, or have an emergency responder visit you.

***Tiger Elective Adventures: Tiger Tag***

- \_\_\_\_\_ 1. Choose one active game you like, and tell your den about it.
- \_\_\_\_\_ 2. Do the following:
  - \_\_\_\_\_ a. Play two relay games with your den and your adult partner.
  - \_\_\_\_\_ b. Tell your adult partner or the other Tigers what you liked best about each game.
  - \_\_\_\_\_ c. Have your den choose a relay game that everyone would like to play, and play it several times.
- X** \_\_\_\_\_ 3. With your adult partner, select an active outside game that you could play with the members of your den. Talk about your game at the den meeting. With your den, decide on a game to play.
- X** \_\_\_\_\_ 4. Play the game that your den has chosen. After the game, discuss with your den leader the meaning of being a good sport.

***Tiger Elective Adventures: Tiger Tales***

- \_\_\_\_\_ 1. Create a tall tale with your den.
- \_\_\_\_\_ 2. Create your own tall tale. Share your tall tale with your den.
- \_\_\_\_\_ 3. Read a tall tale with your adult partner.
- \_\_\_\_\_ 4. Create a piece of art from a scene in the tall tale you have read, using your choice of materials. Share it with your den.
- \_\_\_\_\_ 5. Play a game from the past.
- \_\_\_\_\_ 6. Sing two folk songs.

*Tiger Elective Adventures: Tiger Theater*

1. \_\_\_\_\_ With your den, discuss the following types of theater: puppet shows, reader's theater, and pantomime.
2. \_\_\_\_\_ As a den, play a game of one-word charades with your adult partners.
3. \_\_\_\_\_ Make a puppet to show your den or display at a pack meeting.

**Note: Not all required or Elective Adventures are offered or completed at every camp.**

**The Den Leader for the week at Cub Scout Day Camp has indicated what Adventure Requirement was completed by putting the date next to the line. If your camper was not in camp on that date, then he did not do complete it. This is the master list of what the entire den did every day at camp for the week indicated on page one.**

**Parents: Make a copy of this form and give a copy to your son's den leader in his pack. The den leader in you son's pack will arrange for your son to be presented with his any awards that may have been earned. Your son may only complete some of the requirements and not the entire Adventure. You can complete it with him or he can work on it with his pack's den.**

## CUB SCOUT OUTDOOR ACTIVITY AWARD



All Cub Scouts have the opportunity to earn the Cub Scout Outdoor Activity Award. Boys may earn the award in each of the program years as long as the requirements are completed each year. The first time the award is earned, the boy will receive the pocket flap award, which is to be worn on the right pocket flap of the uniform shirt. Each successive time the award is earned, a wolf track pin may be added to the flap. Leaders should encourage boys to build on skills and experiences from previous years when working on the award for a successive year.

### Requirements

#### All Ranks

Attend Cub Scout day camp or Cub Scout/Webelos Scout resident camp, and do the following:

#### Rank-Specific

\_\_\_\_\_ **Tiger:** Complete the Backyard Jungle adventure from the *Tiger Handbook*, and complete four of the outdoor activities listed below.

\_\_\_\_\_ **Wolf:** Complete the Paws on the Path adventure from the *Wolf Handbook*, and complete five of the outdoor activities listed below.

\_\_\_\_\_ **Bear:** Complete the Bear Necessities adventure from the *Bear Handbook*, and complete six of the outdoor activities listed below.

\_\_\_\_\_ **Webelos:** Complete the Webelos Walkabout adventure from the *Webelos Handbook*, and complete seven of the outdoor activities listed below.

#### Outdoor Activities

These activities must be in addition to any similar activities counted for rank advancement, and can be accomplished as a family, den, or pack.

- Participate in a nature hike in your local area. This can be on an organized, marked trail or just a hike to observe nature in your area.
- Participate in an outdoor activity such as a picnic or park fun day.
- Explain the buddy system and tell what to do if lost. Explain the importance of cooperation.
- \_\_\_\_\_ Attend a pack overnighter. Be responsible by being prepared for the event.
- \_\_\_\_\_ Complete an outdoor service project in your community.
- \_\_\_\_\_ Complete a nature/conservation project in your area. This project should involve improving, beautifying, or supporting natural habitats. Discuss how this project helped you to respect nature.
- \_\_\_\_\_ Earn the Summertime Pack Award.
- \_\_\_\_\_ Participate in a nature observation activity. Describe or illustrate and display your observations at a den or pack meeting.
- \_\_\_\_\_ Participate in an outdoor aquatics activity. This can be an organized swim meet or just a den, pack, or family swim.
- Participate in an outdoor campfire program. Perform in a skit, sing a song, or take part in a ceremony.
- \_\_\_\_\_ Participate in an outdoor sporting event.
- \_\_\_\_\_ Participate in an outdoor interfaith or other worship service.
- Explore a local city, county, state, or national park. Discuss with your den how a good citizen obeys the park rules.
- \_\_\_\_\_ Invent an outside game and play it outside with friends for 30 minutes.

# Shooting Sports Awards

**Cub Scout shooting sports programs may be conducted only on a district or council level. Archery, BB gun shooting, and slingshot shooting are restricted to day camps, Cub Scout/Webelos Scout resident camps, council-managed family camping programs, or to council activities where there are properly trained supervisors and all standards for BSA shooting sports are enforced. All shooting ranges in the Cub Scout program must be supervised by a qualified range master who is at least 18 years of age and who meets the minimum requirements. See specific qualifications and training requirements for Cub Scout shooting sports range masters in the *Boy Scouts of America National Shooting Sports Manual, No. 430-938*.**

**Cub Scouts earn the shooting sports awards in the following order:**

1. Rank-level patch. Choose a discipline: BB gun, archery, or slingshot. Complete the Level 1 requirements for that discipline.
2. Discipline device (pin). Complete the Level 2 requirements for the same discipline in which the patch was earned.
3. Additional discipline devices. Earn pins for the remaining disciplines by completing the Level 1 and Level 2 requirements in those disciplines. (NOTE: Both Level 1 and Level 2 requirements must be completed for each successive discipline.)

## BB Gun Requirements

### LEVEL 1: PARTICIPATION AND KNOWLEDGE (ALL RANKS)

1. Explain what you should do if you find a gun. Recite the four safety reminders.
2. On an approved range in your city or state, explain how to use the safety mechanism, and demonstrate how to properly load, fire, and secure the BB gun.
3. On an approved range, demonstrate to qualified leadership good shooting techniques, including eye dominance, shooting shoulder, breathing, sight alignment, trigger squeeze, and follow-through.
4. On an approved range, show how to put away and properly store BB gun shooting equipment after use.

### LEVEL 2: SKILL AND KNOWLEDGE

To earn the Level 2 Skill and Knowledge recognition, Cub Scouts must complete the Level 1 Participation and Knowledge requirements, and do the following:

- Tigers must complete S1–S3 from the Tiger column.
- Wolves and Bears must complete S1–S4 from the Wolf/Bear column.
- Webelos and Arrow of Light Scouts must complete S1–S4 from the Webelos/Arrow of Light column.

	<b>Tiger</b>	<b>Wolf/Bear</b>	<b>Webelos/Arrow of Light</b>
S1	Demonstrate one of the positions associated with shooting BB guns.	Demonstrate one of the positions associated with shooting BB guns.	Demonstrate the prone, bench, and sitting positions associated with shooting BB guns.
S2	On an approved range, fire five BBs at the “TIGER” target. Score your target; then repeat and do your best to improve your score. (Fire a total of 10 BBs.)	On an approved range, fire five BBs at the “CUB SCOUT” target. Score your target; then repeat twice and do your best to improve your score each time. (Fire a total of 15 BBs.)	On an approved range, fire five BBs at the “WEBELOS/AOL” target. Score your target; then repeat three times and do your best to improve your score. (Fire a total of 20 BBs.)
S3	Demonstrate proper range commands, and explain how and when to use them.	Demonstrate proper range commands, and explain how and when to use them.	Demonstrate proper range commands, and explain how and when to use them.
S4		Tell five facts about the history of BB guns.	Tell five facts about the history of BB guns.



## ARCHERY Requirements

### LEVEL 1: PARTICIPATION AND KNOWLEDGE (ALL RANKS)

1. Demonstrate how to follow archery range safety rules and whistle commands.
2. Identify and name a recurve bow and/or compound bow.
3. Explain and demonstrate how to apply and use arm guards, finger tabs, and quivers.
4. On an approved range, demonstrate how to safely and effectively shoot a bow and arrow, including how to establish a correct stance, nock the arrow, hook and grip the bow, raise the bow, draw, anchor, hold, aim, and release/follow through.
5. On an approved range, demonstrate how to safely retrieve arrows after the range is clear and the command to retrieve arrows has been provided.

### LEVEL 2: SKILL AND KNOWLEDGE

To earn the Level 2 Skill and Knowledge recognition, Cub Scouts must complete the Level 1 Participation and Knowledge requirements, and do the following:

- Tigers must complete S1–S3 from the Tiger column.
- Wolves must complete S1–S4 from the Wolf column.
- Bears must complete S1–S4 from the Bear column.
- Webelos and Arrow of Light Scouts must complete S1–S4 from the Webelos/Arrow of Light column.

	<b>Tiger</b>	<b>Wolf</b>	<b>Bear</b>	<b>Webelos/Arrow of Light</b>
S1	Identify three parts of the arrow and three major parts of the bow you will be shooting.	Identify three parts of the arrow and four major parts of the bow you will be shooting.	Identify four parts of the arrow and five major parts of the bow you will be shooting.	Identify five parts of the arrow and six major parts of the bow you will be shooting.
S2	Shoot three arrows at a target on an approved range; then repeat and do your best to improve your score. (Shoot a total of six arrows.)	Shoot five arrows at a target on an approved range; then repeat and do your best to improve your score. (Shoot a total of 10 arrows.)	Shoot five arrows at a target on an approved range; then repeat twice and do your best to improve your score each time. (Shoot a total of 15 arrows.)	Shoot five arrows at a target on an approved range; then repeat three times and do your best to improve your score each time. (Shoot a total of 20 arrows.)
S3	Demonstrate proper range commands, and explain how and when to use them.	Demonstrate proper range commands, and explain how and when to use them.	Demonstrate proper range commands, and explain how and when to use them.	Demonstrate proper range commands, and explain how and when to use them.
S4		Tell five facts about archery in history or literature.	Tell five facts about archery in history or literature.	Tell five facts about archery in history or literature.

## Slingshot Requirements

### LEVEL 1: PARTICIPATION AND KNOWLEDGE (ALL RANKS)

1. On an approved range, demonstrate to qualified leadership good shooting techniques, including eye dominance, breathing, sight alignment, and follow-through.
2. On an approved range, explain the parts of a slingshot and demonstrate how to properly use them.
3. Explain the different types of ammunition that may be used with a slingshot and those that may not be used.
4. Explain the different types of targets that may be used with a slingshot and those that may not be used.

### LEVEL 2: SKILL AND KNOWLEDGE

To earn the Level 2 Skill and Knowledge recognition, a Cub Scout must complete the Level 1 Participation and Knowledge requirements, and do the following:

- Tigers must complete S1–S3 from the Tiger column.
- Wolves must complete S1–S3 from the Wolf column.
- Bears must complete S1–S3 from the Bear column.
- Webelos and Arrow of Light Scouts must complete S1–S3 from the Webelos/Arrow of Light column.

	<b>Tiger</b>	<b>Wolf</b>	<b>Bear</b>	<b>Webelos/Arrow of Light</b>
S1	On an approved range, shoot three shots at a target; then repeat and do your best to improve your score. (Shoot a total of six shots.)	On an approved range, shoot five shots at a target; then repeat and do your best to improve your score. (Shoot a total of 10 shots.)	On an approved range, shoot five shots at a target; then repeat twice and do your best to improve your score each time. (Shoot a total of 15 shots.)	On an approved range, shoot five shots at a target; then repeat three times and do your best to improve your score each time. (Shoot a total of 20 shots.)
S2	Demonstrate proper range commands and explain how and when to use them.	Demonstrate proper range commands and explain how and when to use them.	Demonstrate proper range commands and explain how and when to use them.	Demonstrate proper range commands and explain how and when to use them.
S3	On an approved range, try shooting with your non-dominant hand.	On an approved range, try shooting with your non-dominant hand.	On an approved range, try shooting with your non-dominant hand.	On an approved range, try shooting with your non-dominant hand.

**All Wolf Dens earned Level 1 in archery and sling shots in all camps.  
BB Guns Level 1 was earned at Eisenhower Park, Old Min Park, Hoyt Scout Reservation and Deer Lake Scout Reservation.**