

CUB SCOUT RESIDENT CAMP 2015

TAKE FLIGHT

GUIDE TO ADVANCEMENT

Included here is a detailed listing of requirements from the NEW Cub Scout Advancement Program that our programs worked to provide. It is up to parents / leaders to assess whether the Scouts completed these items during their time at camp. It is also recommended that parents / leaders review this content at a Den or Pack Meeting in the fall, to ensure retention of information.

TIGER

Adventures Potentially
Completed at Camp

Boating

"Floats and Boats" Req. 1, 2, 3, 5, 6

Swimming

"Floats and Boats" Req. 4, 7

Ranger Hike

"Tigers in the Wild" 1, 2, 3b, 4, 6

First Aid Hike

"Tigers in the Wild" 1, 2, 3b, 4

Archery

COMPLETES REQ 3A for the STEM Nova SCIENCE EVERYWHERE Award.

BB Gun Range

COMPLETES STEM Nova "Swing" Req: 2

Rocketry

Req. 6 for STEM Nova SCIENCE EVERYWHERE Award

Things w/ Wings

Req. 3A for STEM Nova "SCIENCE EVERYWHERE" and 3, 5, 6 for "SWING

Field Games

MAY complete Req. 2 for STEM Nova SWING Award (if a game of Ultimate is played.)

Frisbee Golf

COMPLETES Req. 2 for STEM Nova SWING Award.

TIGER	Floats and Boats
	Tigers in the Wild
WOLF	Motor Away
BEAR	A Bear goes Fishing
	Salmon Run
WEBELOS	Aquanaut
STEM	Swing
	Science Everywhere

WOLF

Boating
"Motor Away" Req. 2 "Spirit of the Water" Req. 5

Swimming
"Spirit of the Water" Req. 3, 5,

Ranger Hike
"Finding your Way" Req. 3,

First Aid Hike
"Paws on the Path" Req. 5, 6 (depending on distance), 7

Archery
COMPLETES REQ 3A for the STEM Nova SCIENCE EVERYWHERE Award.

BB Gun Range
COMPLETES STEM Nova "Swing" Req: 2

Rocketry
Req. 6 for STEM Nova SCIENCE EVERYWHERE Award

Things w/ Wings
Req. 3A for STEM Nova "SCIENCE EVERYWHERE" and 3, 5, 6 for "SWING"
"Air of the Wolf" Req. 1c, 3, 4; "Motor Away" Req. 1

Field Games
MAY complete Req. 2 for STEM Nova SWING Award (if a game of Ultimate is played.)

Frisbee Golf
COMPLETES Req. 2 for STEM Nova SWING Award.

Adventures Potentially
Completed at Camp

TIGER	Floats and Boats
	Tigers in the Wild
WOLF	Motor Away
BEAR	A Bear goes Fishing
	Salmon Run
WEBELOS	Aquanaut
STEM	Swing
	Science Everywhere

BEAR

Boating

"Salmon Run" Req. 1, 2, 3, 5

Fishing

"A Bear Goes Fishing" Req. 1, 2, 3, 4 (COMPLETE ADVENTURE)

Swimming

"Salmon Run" Req. 4, 6, 7, 8, 9

Archery

COMPLETES REQ 3A for the STEM Nova SCIENCE EVERYWHERE Award.

BB Gun Range

COMPLETES STEM Nova "Swing" Req: 2

Rocketry

Req. 6 for STEM Nova SCIENCE EVERYWHERE Award

Robotics

"Robotics" Req. 1, 2, 4

Things w/ Wings

Req. 3A for STEM Nova "SCIENCE EVERYWHERE" and 3, 5, 6 for "SWING

Field Games

MAY complete Req. 2 for STEM Nova SWING Award (if a game of Ultimate is played.)

Frisbee Golf

COMPLETES Req. 2 for STEM Nova SWING Award.

Adventures Potentially
Completed at Camp

TIGER	Floats and Boats
	Tigers in the Wild
WOLF	Motor Away
BEAR	A Bear goes Fishing
	Salmon Run
WEBELOS	Aquanaut
STEM	Swing
	Science Everywhere

WEBELOS

Boating

"Aquanaut" Req. 3, 4, 10

Swimming

"Aquanaut" Req. 1, 2, 5, 7, 8

First Aid Hike

"Webelos Walkabout" Req. 3; "First Responder" 1, 2, 3, 4, 5, 6

Ranger Hike

"Webelos Walkabout" Req. 3, 6 (depending on distance)

Archery

COMPLETES REQ 3A for the STEM Nova SCIENCE EVERYWHERE Award.

BB Gun Range

COMPLETES STEM Nova "Swing" Req: 2

Rocketry

Req. 6 for STEM Nova SCIENCE EVERYWHERE Award

"Adventures in Science" Req. 3d

Things w/ Wings

Req. 3A for STEM Nova "SCIENCE EVERYWHERE" and 3, 5, 6 for "SWING

Field Games

MAY complete Req. 2 for STEM Nova SWING Award (if a game of Ultimate is played.)

Frisbee Golf

COMPLETES Req. 2 for STEM Nova SWING Award.

Adventures Potentially
Completed at Camp

TIGER	Floats and Boats
	Tigers in the Wild
WOLF	Motor Away
BEAR	A Bear goes Fishing
	Salmon Run
WEBELOS	Aquanaut
STEM	Swing
	Science Everywhere