

# CUB SCOUT RESIDENT CAMP 2007

## ACHEIVEMENT LIST

### WEBELO'S



AQUANAUT



- 1 Jump into water over your head. Come to the surface and swim 100 feet, at least half of this using a Backstroke.
- 2 Stay in the water after the swim and float on your back and your front, and demonstrate survival floating.
- 3 Put on a personal flotation device (PFD) that is the right size for you. Make sure it is properly fastened. Wearing the PFD, jump into water over your head. Show how the PFD keeps your head above water by swimming 25 feet. Get out of the water, remove the PFD, and hang it where it will dry.
- 4 Do a front surface dive and swim under water for four strokes before returning to the surface.
- 5 Explain the four basic water rescue methods. Demonstrate reaching and throwing rescues.
- 7 Pass the BSA "Swimmer" test:
  - Jump feet-first into water over the head in depth, level off, and begin swimming.
  - Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl.
  - Then swim 25 yards using an easy, resting backstroke.
  - After completing the swim, rest by floating.



TRAVELER

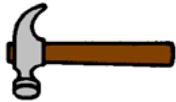
- 7 Decide on a trip you would like to take that lasts at least two days. Pack everything you would need for that trip.



### SHOWMAN

9 Sing one song indoors and one song outdoors, either alone or with a group. Tell what you need to do differently when singing outdoors.

19 Write, put on, and take part in a one-act play.



### CRAFTSMAN

2 With adult supervision and using hand tools, construct two different wooden objects you and your Webelos den leader agree on, such as the items listed below. Use a coping saw or jigsaw for these projects. Put them together with glue, nails, or screws. Paint or stain them.

Birdhouse



### OUTDOORSMAN

1 Present yourself to your Webelos den leader, properly dressed, as you would be for an overnight campout. Show the camping gear you will use. Show the right way to pack and carry it.

2 With your family or Webelos den, help plan and take part in an evening outdoor activity that includes a campfire.

3 With your parent or guardian, take part in a Webelos den overnight campout or a family campout. Sleep in a tent that you have helped pitch.

# BEAR



## **SWIMMING**

- 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.
- E. Do a racing dive from edge of pool and swim 60 feet, using a racing stroke. (You might need to make a turn.)

## **SPORTS**

- A. In archery, know the safety rules and how to shoot correctly. Put six arrows into a 4-foot target at a distance of 15 feet. Make an arrow holder. (This can be done only at a district/council day or resident or family camp.)

## **LETS GO CAMPING**

- B. Go on a short hike with your den, following the buddy system. Explain how the buddy system works and why it is important to you to follow it. Tell what to do if you are lost.
- C. Participate with your den in front of the pack at a campfire.
- D. Participate with your pack on an overnight campout. Help put up your tent and help set up the campsite.
- E. Participate with your den in a religious service during an overnight campout or other Cub Scouting event.
- G. attend resident camp in your area.
- H. Earn the Cub Scout Leave No Trace Award

# WOLF



## **BE AN ACTOR**

- B. Make some scenery for a skit.
- C. Make sound effects for a skit.

## **MAKE IT YOURSELF**

- A. Make something useful for your home or school.
- E. Or make something else.

## **PLAY A GAME**

- F. Play a wide-area or large group game with your den or pack.

## **SING – ALONG**

- C. Learn the words and sing three Cub Scout songs.
- E. Learn and sing a song that would be sung as a grace before meals. Write the words in the space below (on page 166).
- F. Sing a song with your den at a pack meeting.

## **BIRDS**

- D. Point out 10 different kinds of birds (5 may be from pictures).
- F. Put out a birdhouse and tell which birds use it.

## **OUTDOOR ADVENTURE**

- G. Point out poisonous plants. Tell what to do if you accidentally touch one of them.

## **SPORTS**

- C. Earn the Cub Scouting shooting sports Archery belt loop.
- L. Play a game of baseball or softball.
- N. Earn the Cub Scouting shooting sports BB-gun shooting belt loop.
- O. With your den, participate in four outdoor physical fitness-related activities.

## **LETS GO CAMPING**

- A. Participate with your pack on an overnight campout.
- F. Attend resident camp in your area.
- G. Participate with your den at a campfire in front of your pack.
- H. With your den or pack or family, participate in a worship service outdoors.

# CUB SCOUT SPORTS PROGRAM



## ARCHERY

### 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

- 2 Demonstrate to your leader or adult partner good archery shooting techniques, including the stance and how to nock the arrow, establish the bow, draw, aim, release, follow-through and retrieve arrows.
- 3 Practice shooting at your district or council camp for the time allowed.
  
- 2 Demonstrate how to properly use archery equipment, including arm guards, finger tabs, and quivers and explain about proper clothing.
- 4 Learn the correct scoring techniques for target archery.

# CUB SCOUT SPORTS PROGRAM



## **BB – SHOOTING**

### **BELT LOOP**

- 2 Demonstrate to your leader or adult partner good BB gun shooting techniques, including eye dominance, shooting shoulder, breathing, sight alignment, trigger squeeze, follow through.
- 3 Practice shooting at your district or your council camp in the time allowed.

### **SPORTS PIN**

- 2 Demonstrate the shooting positions.
- 4 Learn the correct scoring techniques for target BB gun shooting.
- 7 Show improvement in your shooting ability with an increase in scoring points.
- 10 Explain how to use the safety mechanism on a BB gun.



# CUB SCOUT OUTDOOR ACTIVITY AWARD

## WOLF

Assemble the "Six Essentials for Going Outdoors" (*Wolf Handbook*, Elective 23b) and discuss their purpose, and complete four of the outdoor activities listed below.

## BEAR

Earn the Cub Scout Leave No Trace Award (*Bear Handbook*, Elective 25h) and compete five of the outdoor activities listed below.

## WEBELOS

Earn the Outdoorsman Activity Badge (*Webelos Handbook*) and complete six of the outdoor activities listed below.

## OUTDOOR ACTIVITIES

- 1 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.
- 2 Participate in an outdoor activity such as a picnic or park fun day.
- 4 Attend a pack overnigher. Be responsible by being prepared for the event.
- 9 Participate in an outdoor aquatic activity. This can be an organized swim meet or just a den or pack swim.
- 10 Participate in an outdoor campfire program. Perform in a skit, sing a song, or take part in a ceremony.
- 11 Participate in an outdoor sporting event.
- 12 Participate in an outdoor Scout's Own or other worship service.