

# Cub Scout Adventure Camp 2022

*Potential requirements covered by rank while you were adventuring, please submit this to your Pack Advancement or Den Leader*

## **Tigers**

- Floats and Boats 1-4, (Rainy Day plans were 6&7)
- My Tiger Jungle 1-4
- Stories of Shapes 3,4,5 (5 is done via a tangram game with sinking blocks at the pool)
- Tigers Play Games 1abc
- Tigers in the Wild 1-7 (Please check 1 for 6 essentials prior to taking off for the day)
- Rolling Tigers (review if you are bringing a bike to camp)

## **Wolves**

- Spirit of the Water 3-5 (5 is completed if they achieve beginner or swimmer classification during their swim test)
- Call of the Wild 1d, 3ab, 4ab, 6
- Paws on the Path 1-5 (Please note 1 can be done before leaving your campsite for the day)
- Finding Your Way 2ab, 3
- Council Fire 1 (Volunteer for the camp flag ceremony with staff assistance)
- Howling at the Moon 1,2,3,4 (Volunteer for the closing campfire)

## **Bears**

- Salmon Run 1-2, 6-9 (9 is completed if they achieve the swimmer classification during their swim test)
- Fur, Feathers, and Ferns 1-2, 4-5
- Super Scientist 3
- Baloo the Builder 2 (for 3b), 3b
- Bear Necessities 1 (With prior planning you can work on more as a family or den coming to camp).
- A Bear Goes Fishing (Please note requirements will vary if you work with staff or fish for fun at other times)
- Roaring Laughter 6 (Volunteer for closing campfire)

## **Webelos**

- Aquanaut 1, 3-7
- Webelos Walkabout 3 (will recite and practice) and 5
- Into the Wild 5, 6, 7abc
- Into the Woods 1-4
- Art Explosion 3a & d
- Cast Iron Chef 3 (Completed in your Campsite)

## **Arrows (Outback)**

- Aquanaut 1-9