

# CUB SCOUT ACADEMICS AND SPORTS

# REQUIREMENTS GUIDE

(UPDATED: JANUARY, 2010)

THIS RECORD BOOK BELONGS TO
-----------------------------

Name:	
Phone #:	
Cub Scout Pack #	

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<sup>\*</sup> The **Shooting Sports** awards (Archery, BB-Gun Shooting) can only be earned under BSA range-trained supervision. The BB-Gun Shooting loop and pin MUST be earned at a BSA-approved range.







Disabilities

Awareness

Hi! iHola!

Language

and Culture









Chess

Citizenship

Collecting





Family Travel

Geography

Geology



Map and Mathematics Compass

Music









and Writing





Nutrition

Weather

BB-Gun

Shooting\*

Marbles

Softball



Bowling

Hockey

Games



Basketball



Fishing













Kickball



Board Sports







Volleyball





Good

Communicating Computers



Heritages



Pet Care



Wildlife



Bicycling





Hiking



Fitness

Swimming







Tennis



Tennis

Horseback

Skateboarding



Ultimate

<sup>\*\*</sup> All **swimming activities** done by Dens or Packs must be done in accordance with the rules of "Safe Swim Defense", described in the Guide to Safe Scouting, Chapter II - "Aquatics Safety": (http://usscouts.org/safety/g2ss.asp)

# **VOLLEYBALL**

BELT LOOP Date earned:									
Earn while a Webelos to satisfy part of Req. 4 for the									
"Sportsman" activity badge.									
Complete these three requirements:									
-	1. Explain the rules of volleyball to your leader or adult								
partner.	. 1 20	• ,							
2. Spend		minutes pr	acticing sk	ills to play	the sport				
of volleyba		11 1 11							
3. Particij	pate in a vo	olleyball ga	ıme.						
SPORTS PIN			Date earr	ned:					
Earn the Voll	eyball bel	t loop, and	complete	five of the	following				
requirements	:								
1. Compe	te in a pac	k, school o	r communi	ty volleyb	all				
tournamen	t.								
2. Demon			• •	sing techn	iques:				
forearm pa									
3. Demon			leyball ser	ving techn	iques:				
underhand									
4. Spend									
periods to				leyball. M	iake a				
chart to rec		1		Γ	T				
DATE	TIME	DATE	TIME	DATE	TIME				
					<u> </u>				
5. Explain	n how voll	eyball mate	ches are sco	ored, inclu	ding the				
terms side-				,	υ				
		ıt a volleyb							
7. Play five games of volleyball.									
•	(Dates:,,,)								
8. Officia				ball.					
(Dates:	,	,	)						
9. Explain				nanship.					
		hool, colle			lleyball				
game.									

## ~~ INTRODUCTION ~~

"Academics & Sports" is a supplemental enrichment program that complements the existing Cub Scouting program. Tiger Cubs, Cub Scouts and Webelos Scouts may complete requirements in a family, den, pack, school or community environment. Tigers must work with their parents or adult partners. Adults do not earn loops or pins. For boys with disabilities, adaptations or substitutions may be made as needed for the program activities or requirements.

Many of the A&S subjects are related to Tiger or Cub electives, and many of the belt loops can be used by Webelos when working on various Activity Badges. To receive credit towards the Webelos badges, the belt loops must be earned WHILE a Webelos Scout, even if they had already been earned while a Tiger, Wolf or Bear.

**Belt Loops:** Loops are earned by completing three requirements. Academics loops are gold, Sports loops are silver and the Shooting Sports loops are copper. Loops are worn on the blue Cub uniform belt. Webelos Scouts who have chosen to wear the khaki uniform may still wear the blue belt to display the loops they have earned.

**Pins:** Once you have earned the loop you can stop, or you may

complete more requirements to earn the pin. A good place to display the pins is on the A&S Letter (C, for Cub Scouting). You can wear the letter on a jacket or display it. The letter does not go on the uniform. There are no special requirements for earning the letter, because it's just for displaying the pins.

Additional Recognitions: Besides the belt loops and pins, there are other kinds of recognitions for the Academics & Sports program. These include pocket cards, medals, trophies, and a program emblem. The emblem is available to all boys and adults who participate in the program.



The requirements listed in this booklet come from <u>Cub Scout</u>
<u>Academics & Sports: Program Guide</u> (2009 edition). The Guide includes basic information as well as a list of resources for each subject. Some requirements were edited slightly to fit the page.

(http://usscouts.org/advance/cubscout/a-sindex.asp)

<u>ART</u>

BELT LOOP	Date earned:	BELT LOOP			Date ear	ned:	
Earn while a Webelos to satisfy	Req. 11 for the "Artist" badge.	Earn wh	ile a Webe	los to satis	fy part of I	Req. 4 (Ult	imate) or
Complete these three requireme	part of Req	3 (disc go	olf) for the	"Sportsma	ın" activity	y badge.	
1. Make a list of common ma	Complete the	se three ro	equiremen	its:			
compositions.		1. Explain	n the rules	of ultimate	e or disc go	olf to your	leader or
2. Demonstrate how six of the	e following elements of design	adult partn	er.			-	
are used in a drawing: lines, c		2. Spend	at least 30	min. pract	icing ultim	ate or disc	golf skills.
patterns, textures, space, balar	nce or perspective.	3. Particij	oate in a ga	ame of ulti	mate or dis	sc golf.	
3. Identify the three primary	colors and the three secondary		_				
colors that can be made by mi	xing them. Show how this is	SPORTS PIN			Date ear		
done using paints or markers.	Use the primary and secondary	Earn the Ultin		loop, and	complete f	ive of the	following
colors to create a painting.		requirements					
A CADENAICO DINI	D	1. Compe	-	ck or comm	nunity ultin	nate or disc	c golf
ACADEMICS PIN	Date earned:	tournamen					
Earn the Art belt loop, and com	plete six (6) of the following	2. Demon		-	_	-	
requirements:		of the following throwing styles: backhand pass, sidearm pass,					
1. Visit an art museum, galle	ry, or exhibit. Discuss with an	and upside-down pass, and/or roller throw 3. Demonstrate skill in the following catching techniques:					
adult the art you saw.	sing true different out to shair succ					ching techr	niques:
<u> </u>	sing two different art techniques,	one-handed		_		••	C
illustration.	ntmaking, sculpture or computer			t occasions			
	nonar Maka a sample at least 4	ultimate or					
inches by 4 inches.	paper. Make a sample at least 4	DATE	TIME	DATE	TIME	DATE	TIME
•	or stencil. Print a card or T-shirt.						
5. Create a freestanding scul		5. Explain	the flight	t dynamics	of the flying	ng disc. D	raw a
metal, soap, papier-mâché, or		diagram if	_	J	, , , , , , , , , , , , , , , , , , ,	8	
	y that can be fired, baked in the	6. Accura		at an ultima	ate playing	field or di	agram
oven or hardened in water.	y that can be fired, baked in the	three typic			1 3 0		C
	n one theme, such as landscapes,	7. Play fiv	_		or disc gol	f.	
people, animals, sports or buil		•	_		_		)
8. Make a collage using seve		(Dates:,,,,,) 8. Participate in an ultimate skills or disc golf skills					
9. Use your artistic skills to o		development clinic.					
cover or music CD cover.	areance a postage stamp, occur	9. Explaii	n the histo	ry of ultima	ate or disc	golf and h	ow it
	on or painting program to create a	became a s	port.				
work of art.		10. Expla	in the diff	erences bet	tween ultin	nate and di	sc golf.
	a pack, school or community art						

**ULTIMATE** 

show.

# **TENNIS**

BELT LOOP	Date earned:	BELT LOOP	Date earned:				
Earn while a Webe	elos to satisfy part of Req. 3 for the	Earn while a Webelos to	satisfy Req. 14 for "Scientist" badge.				
"Sportsman" activity	y badge.	Complete these three requirements:					
Complete these three r	requirements:	1. Demonstrate how to	focus a simple telescope or binoculars				
	s of tennis to your leader or adult partner.	(A local astronomy club	may be a resource for this activity.)				
2. Spend at least 30	) minutes practicing tennis skills.	2. Draw a diagram of o	our solar system – identify the planets				
3. Participate in a to	ennis game.	and other objects.					
SPORTS PIN	Date earned:		ng terms: planet, star, solar system,				
	oop, and complete five of the following		black hole, red giant, white dwarf,				
requirements:	1	comet, meteor, moon, as	steroid, star map and universe.				
•	ck or community tennis tournament.	ACADEMICS PIN	Date earned:				
	or knowledge of the use and care of the		loop, and complete five of the				
equipment needed to	play tennis (rackets, balls, shoes,	following requirements:	-				
clothing, and court).		1. Draw a diagram of a	a telescope and explain how it works.				
3. Practice for 30 m	ninutes in up to two practice sessions	2. Explain how to use a	a star map.				
developing forehand	techniques through forehand bump-ups	3. Draw and label five constellations. See if you can locate					
	er bump-ups with a target, forehand alley	any of them in the sky using a star map.					
	rally over a "net", drop-hit forehand	4. Find the North Star. Explain its importance.					
	ch in pairs, and toss-hit catch in pairs.		omer. The person may be a professiona				
•	; Session 2 time:)	or an amateur astronome	er from a local astronomy club. Explai				
<u>-</u>	ing serving skills for 30 minutes in up to	what you learned to you					
two practice session			that relate to astronomy. Make a list o				
	; Session 2 time:)	<del>_</del>	den or an adult family member what				
± •	leader or adult partner how to score in		p you get a position in those careers.				
tennis.			or a local astronomy club. Give a				
	, label and explain a tennis court layout.	report on what you learn					
	tennis using U.S. Tennis Association rules.		rating the different kinds of stars.				
	,		ing the life cycle of a star.				
-	ennis skills development clinic.		f the early space missions. Tell your				
	hool, college or professional tennis meet.	den or family about one					
=	den or family a report on the history of	•	about a recent happening related to				
tennis.		space. Tell your den or	· · · · · · · · · · · · · · · · · · ·				
		11. Write a report on to					
		<u> </u>	observatories on a map. Explain why				
		these locations are good	i ior astronomy.				

**ASTRONOMY** 

# **CHESS**

BELT LOOP	Date earned:
Earn while a Webelos to s	satisfy Req. 8 for "Scholar" badge.
Complete these three requ	irements:
1. Identify the chess pie	eces and set up a chess board for play.
2. Demonstrate the move	ves of each chess piece to your den
leader or adult partner.	
3. Play a game of chess	3.
ACADEMICS PIN	Date earned:
<del>-</del>	and complete five of the following
requirements:	
-	pening principles (such as development
	castle, don't bring queen out too early,
don't move same piece ty	
	nent and tell your den about it.
3. Participate in a pack,	, school or community chess
tournament.	
	l chess problem (e.g., "White to move
	to you by your adult partner.
5. Play five games of cl	hess.
(Dates:,	,,)
6. Play ten chess games	s via computer or on the Internet.
(Dates:,	
	,
	s chess player. Tell your den or an
adult family member abo	
	Federation ratings for chess players.
	notation and record a game with
another Scout.	
-	out the history of chess to your den or
family.	

# **TABLE TENNIS**

BELT LOOP	Date earned:
Earn while a Webelos	s to satisfy part of Req. 3 for the
"Sportsman" activity bo	udge.
Complete these three requ	uirements:
1. Explain the rules of	table tennis to your leader or adult
partner.	
2. Spend at least 30 m	inutes practicing table tennis skills.
3. Participate in a table	e tennis game.
SPORTS PIN	Data aarnadi
· ·	Date earned:
following requirements:	lt loop, and complete five of the
<b>_</b>	or community table tennic tournament
	or community table tennis tournament.
	ay table tennis (racket or paddle, table
	basketball shoes, and comfortable
clothing).	Jasketban snoes, and connortable
	in up to two practice sessions
developing serving skil	± ±
1 0	; Session 2 time:)
	in up to two practice sessions
	nd and backhand strokes.
	; Session 2 time:)
	der or adult partner how spin affects the
bounce of the ball.	recommendation of the control of the
6. Accurately set up a	table tennis table and net according to
USA Table Tennis rule	<del>_</del>
7. Play five games of t	table tennis.
(Dates:,	,,
8. Participate in a table	e tennis skills development clinic.
9. Explain to your lead	der or adult partner how to score a table
tennis game.	
10. Participate in a gar	me of doubles table tennis (four people
playing in one game, tw	vo people per side).

**SWIMMING** 

BELT LOOP	Date earned:	BELT LOOP			Dat	te earne	ed:		
Earn while a We	belos to satisfy Req. 8 for the "Aquanaut"	Earn while a W	ebelos te	o satisf	y part	of Req.	8 for	the "C	'itizen''
and part of Req. 3 for the "Sportsman" activity badges.		activity badge, w		-		-	-		
Complete these three		Complete these thi		-				O	
1. Explain the ru	ales of Safe Swim Defense. Emphasize the	1. Develop a li	st of job	s you	can do	around	the ho	ome. C	Chart
Buddy System. (G	Guide to Safe Scouting, Ch. II - "Aquatics	your progress fo	r one w	eek.					
	scouts.org/safety/g2ss.asp)	LIST OF JOBS		Mon	Tue	Wed	Thu	Fri	Sat
	ional game in the water with your den, pack								
or family.	•								
3. While holding	g a kick board, propel yourself 25 feet using a								
-	the shallow end of the swimming area.								
	Č	2. Make a post	er show	ing thi	ngs vo	n can d	o to be	2 9 900	d d
SPORTS PIN	Date earned:	citizen.	or snow	mg um	ngs yo	a can a	.0 10 00	u goo	·u
_	belt loop, and complete 5 of the following:	3. Participate i	ı a fami	lv den	or sch	nool ser	vice n	roject	
	reathing motion of the crawl stroke while	<i>5.</i> Turrespute 1	ı u ıuııı	1, 401	01 501	1001 501	vice p	roject.	
in shallow water.	<b>ACADEMICS PIN</b>			Dat	te earne	ed:			
exhale, and turn yo	Earn the Citizensh	ip belt	loop, a	nd co	mplete	five of	f the		
	monstrate 2 of the following strokes: crawl,	following requirements:							
	ntary backstroke, sidestroke or breaststroke.	1. Interview so	meone	who ha	s beco	me a n	aturali	zed cit	izen.
	monstrate the following floating skills:	Give a report of	your in	terviev	v to yo	ur den	or fam	ily.	
	loat and back float. The purpose of the float	2. Write a letter to your newspaper about an issue that							
	vimmer the opportunity to rest in the water.	concerns you. Send your letter by mail or e-mail.							
	board, demonstrate three kinds of kicks.	3. Create a collage about America.							
	ginner" or "Swimmer" swim level test.	4. Make a list of	of items	to che	ck for	a home	safety	or ene	ergy
	.org/advance/cubscout/sports/swimming.asp)	audit and then in	spect y	our ho	me. Ta	alk witl	n your	parent	or
	feguard and talk about swimming safety in	adult partner about correcting any problems you find.							
	(pool, lake, river, ocean). Learn about the	5. Visit your lo	cal site	of gov	ernme	nt. Inte	erview	some	one
	I needs for his or her position.	who is involved							
<u>=</u>	our rescue techniques: "Reach, Throw, Row	6. Visit a court	room ar	nd talk	with s	omeone	e who	works	there.
and Go (with supp	· ·	7. Go to the po	lls with	your p	arents	when t	hey vo	te. Ta	ılk to
8. Take swimmi	<u> </u>	them about their	choice	s.					
	n meet at a school or community pool.	8. Take part in	a parad	e with	your d	en or p	ack.		
10. Tread water		9. List ways yo			variou	s mater	ials an	d cons	erve
	a U.S. swimmer who has earned a medal	and protect the	environi	nent.					
in the Olympics.		10. Attend a community event or visit a landmark in your							
	the proper use of a mask and snorkel in a	community.							
swimming area wl	here your feet can touch the bottom.								

**CITIZENSHIP** 

**COLLECTING** 

BELT LOOP	Date earned:	BELT	LOOP	Date earned:
Complete these tl	nree requirements:		Earn while d	a Webelos to satisfy part of Req. 4 for the
1. Begin a co	llection of at least 10 items that all have some	·- "S	portsman" c	activity badge.
thing in comm	on. Label the items and title your collection.	Comp	olete these t	hree requirements:
2. Display yo	our collection at a pack or den meeting.	1	. Explain th	e rules of softball to your leader or adult partner.
3. Visit a sho	w or museum that displays different collectio	ns 2	. Spend at le	east 30 minutes practicing softball skills.
,		3	. Participate	e in a softball game.
ACADEMICS PIN			- TC PPI	<b>.</b>
	ng belt loop, and complete 5 of the followin		TS PIN	Date earned:
	about your collection to someone other than			l belt loop, and complete five of the following
•	Give a description of your collection, including	_	rements:	
_	Explain how you got started and why you			n a pack or community softball tournament.
	ect what you do.			ate skill in the following throwing techniques:
	you preserve and display your collection.			earm, underhand, and the relay throw.
	pecial precautions you must take including			ate skill in the following catching techniques:
_	ning and storage. Note precautions for dampr			and ball, fielding a pop-up, catching a line drive.
_	er weather conditions.			ate correct pitching techniques and practice for
	ok about what you collect and then discuss it v		ree half-hou	
•	adult family member.		(Dates:	ate correct hitting techniques, including bunting.
	collection of at least 20 items. Label the item			
and title your o				ree half-hour sessions.
-	nat <i>numismatics</i> and <i>philately</i> mean.		(Dates:	e rules of base running and demonstrate skill in
	of collectors who share your hobby. This clu			
	p of your friends.		_	sliding techniques: the straight-in slide, the hook
	f there is a career that involves what you colle			headfirst slide.
	kind of subjects you need to study to prepare			demonstrate base coaching signals.
such a career.				ut one defensive position (shortstop, catcher, etc.)
	ect coins or stamps, make a list of different			t that position for three half-hour sessions.
_	our collection. Explain how to identify each		(Dates:	igh school, college or community softball game.
~	es. Make a list of "clues" that help you identi	fy9	. Attend a h	igh school, college or community softball game.
the origin.				
	lult partner, visit an online auction and look for			
	ect. Discuss what it tells you about rarity and			
	ings you collect.			
	method for organizing and keeping track of yo	our		
	e a computer if possible			
-	end get started on a collection of his or her ov	vn.		
6				53

**SOFTBALL** 

# **SOCCER**

BELT LOOP	BELT LOOP Date earned:								
Earn while a Webelos to satisfy part of Req. 4 for the									
"Sportsman" activity badge.									
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 Date earned:									
Earn the Soccer belt loop,	and con	nplete five	of the fol	lowing					
requirements:									
1. Participate in a pack	, school	or commu	nity soccei	ſ					
tournament.									
2. Demonstrate the skill	_	ssing, colle	ecting, sho	oting,					
heading, dribbling and to	_								
3. Demonstrate skill in									
4. Accurately lay out a				1					
5. Demonstrate five typ	pes of fo	uis and exp	piain wny	piayers					
should avoid them.	الم محام ا	l l	معالمسطاتم	:t £					
6. Demonstrate how to			ban and ke	ep it from					
touching the ground for 7. Play at least two gan			ic						
8. Spend at least a total				ectice					
periods playing soccer.			-						
	DATE	TIME	DATE	TIME					
	i			<u> </u>					
	į								
	i								
9. Join and participate	in a socc	er team in	your com	munity or					
school.				•					
10. Attend a high school	ol, colleg	ge, or profe	essional so	ccer game.					
11. Learn about a U.S.	Olympi	c soccer te	am and rep	oort your					
information to your den	•								
12. Explain the history of soccer.									

# **COMMUNICATING**

BELT LOOP	Date earned:
	satisfy Req. 15 for Communicator badge.
Complete these three req	uirements:
1. Tell a story or relat	te an incident to a group of people, such
as your family, den or	members of your class.
2. Write and send a le	
	ut something that interests you. Explain
the poster to your den.	, ,
A CADEMICS DIN	Determent.
ACADEMICS PIN	Date earned:
-	g belt loop, and complete five of the
following requirements:	
1. Write an original p	•
2 5	laily activities for at least seven days.
	ory on television or the radio. Discuss
the information with an	
	Use the card catalog or computer
<u> </u>	d a book, and then check it out.
	as been approved by your parent or
teacher. Discuss the bo	
	elop a skit. Perform it at a Scout meeting,
family meeting or school	
	in sign language and demonstrate it to
-	mily member by showing how to sign ten
words.	
<del></del>	the Internet to search for information on
a topic of interest to you	
	sion commercials and discuss the
	th your parent or den leader.
10. Read the direction	ns for a new game. Explain to a family
member or friend how	to play it.
	ling' materials for people who have poor
vision or who are blind	. Tell your den or an adult family
member about what you	u have learned.
12. While traveling, n	nake a list of road signs, animals or
license plates that you s	see. Tell your den or an adult family
member about what you	u have learned.

# **COMPUTERS**

BELT LOOP	Date earned:	BELT LOOP	Date earned:
Earn while a Webelos to s	satisfy Req. 14 for Communicator badge.	Earn while a Webe	elos to satisfy part of Req. 3 for the
Complete these three req		"Sportsman" activity	y badge.
1. Explain these parts	of a personal computer:	Complete these three r	requirements:
central processing unit	(CPU), monitor, keyboard, mouse,	1. Explain the cond	litioning, clothing, equipment, and planning
modem and printer.		needed for snow ski	ing or boarding.
	o start up and shut down a personal	2. Explain "Your R	Responsibility Code," the rules of safety and
computer properly.		courtesy for the slop	oes. [1] Always stay in control. 2) People
3. Use your computer	to prepare and print a document.	ahead of you have	the right of way. 3) Stop in a safe place for
A CARRIAGE PRA	D	you and others. 4)	Whenever starting downhill or merging,
ACADEMICS PIN	Date earned:	look uphill and yiel	ld. 5) Use devices to help prevent runaway
_	loop, and complete five of the	equipment. 6) Obs	erve signs and warnings, and keep off
following requirements:		· · · · · · · · · · · · · · · · · · ·	now how to use the lifts safely.]
	orepare a report on a subject of interest	3. Go skiing or sno	wboarding. Demonstrate how to stop and
to you. Share it with yo		turn.	
	evices that can be found in the home that	CDODTC DINI	Data aamadi
use a computer chip to f	naintain a balance sheet of your	SPORTS PIN	Date earned:  Board Sports belt loop, and complete five
earnings or allowance f		of the following requir	
_	or rour weeks.		errent kinds of ski lifts, such as a rope tow
	drawing or painting program to create a	-	"detachable" chair lifts.
picture.	drawing or painting program to create a	<b>-</b> -	e universal symbols used to indicate ski
	orepare a thank-you letter to someone.	trail difficulty.	c difference symbols used to indicate ski
	or adult partner's permission, log on to	5	w to hold your position & get up from falls.
	Boy Scouts of America homepage		w to fall safely to avoid injury.
(http://www.scouting.o			s important to protect nature and wildlife
. 1	fety rules you should pay attention to	while skiing or snow	
while using the Interne	· · · · · · · · · · · · · · · · · · ·	•	or snowboarding for at least five hours. You
	puter game for two weeks. Demonstrate	can do this in more t	
an improvement in your	_		do if you see a skiing or snowboarding
-	s or adult partner's permission,		ne dangers of avalanche.
• •	d via e-mail. Have at least five e-mail	8. Take a skiing or	•
replies from your friend			skiing or snowboarding.
- · · · · · · · · · · · · · · · · · · ·	ess or government agency that uses a		mber of a ski patrol and learn about his or
	handle its business. Explain how	her position at the sk	-
computers save the con	npany time and money in carrying	11. Learn about an	Olympian who competed in skiing or
out its work.		snowboarding and re	eport to your den.

**SNOW SKI & BOARD SPORTS** 

# **SKATEBOARDING**

BELT LOOP	Date earr	ned:	BELT LOOP	Date earned:
Earn while a Web	elos to satisfy part of R	eq. 3 for the	Complete these three r	requirements:
"Sportsman" activit	y badge.		1. Visit with a frier	nd, family member, classmate or other
Complete these three requirements:			person with disabilities. Find out what this person enjoys and	
1. Demonstrate to	an adult the general rul	es for safe	what this person find	ds difficult.
skateboarding by sh	owing that you know h	ow to wear the	2. Attend a disabili	ities event such as an Easter Seals event,
proper safety gear.			Special Olympics, a	performance with sign language interpreta-
2. Carefully demon	strate how to fall to hel	p minimize injuries.	tion, an activity with	h Guiding Eyes dogs, or a wheelchair race.
3. Practice skatebo	parding for 30 minutes.	This practice may be	Tell your adult leade	er what you thought about the experience.
done in several perio	ods.		3. Make a display a	about one or more disabilities. It can
DATE TIME	DATE TIME	DATE TIME	include physical, lea	arning, or mental challenges. Share the
			display at a pack me	eeting.
SPORTS PIN	Date earr	and:	ACADEMICS PIN	Date earned:
Earn the Skateboardin			Earn the Disabilities A	Awareness loop, and complete 5 of these:
following requirement		nete live of the	1. People with disa	abilities move around in different ways such
<b>E 1</b>	skateboard stance—wh	other you are regular		and wheelchairs. Explain the differences.
or goofy footed.	skateooard stance—wii	ether you are regular	With an adult's superv	vision and permission, try to safely use one.
	oper stance, feet positio	ns knaa handina	2. Using sign langu	uage, demonstrate the Cub Scout Promise
	, and stopping on flat g		and motto.	
3. Using pictures, 6				out a person with a disability.
	e park, and vertical ska	•	<u> </u>	ur school helps students with disabilities
	kateboarders should be	•	(elevators, ramps, sm	nall classes, special tools and equipment,
	people and their propert		specialized teachers).	•
skateboarding.	copic and their propert	y when they are	5. Describe one of	the following and its purpose: occupational
5. View a skateboa	ordina vidoo		therapy, speech thera	py or physical therapy. Visit with a person
6. Attend a pro ska			who works in one of	these fields and learn about his/her position.
			6. Read about a far	mous person who has been physically or
<del>_</del>	now how to lubricate the	ne bearings and keep	mentally challenged.	Report what you learned to your den or
your skateboard clea			family.	
8. Apply grip tape		200	7. For two one-hou	ar periods, and with adult supervision, go
9. Skateboard at a	-		about your normal ro	outine doing chores, watching television,
10. Demonstrate the		ancuveis. Ome,		e your abilities by using one of these
	nb, kickturn, carving.	to ekotoboord	experiences, then sha	re what you learned with your den.
11. Describe how t	o determine a safe area	to skateboard.		le your ears with earmuffs or bandages.
			b) Sight: Blindfol	ld one or both eyes.

**DISABILITIES AWARENESS** 

c) Physical: Bind an arm or leg so that it cannot be used.

# **FAMILY TRAVEL**

Explain to a family member why you chose that occupation.

BELT LOOP	Date earned:	<b>BELT LOOP</b>			Date ear	ned:	
Complete these three		Earn wh	ile a Webe	los to satis	fy part of l	Req. 3 for th	he
1. Make a list of the	nings you would take on a three day trip	"Sportsma	n" activity	badge.			
with your family, th	en pack these items in a bag or suitcase.	Complete the	se three r	equiremen	its:		
2. With an adult's	help, figure out the cost and miles to	1. Explai	n ways to j	protect you	rself while	roller skat	ing or
complete a trip to a	place of interest using the family car or		_			ety equipmo	
public transportatio	n.	-		-	racticing th	e skills of	roller
3. Research at least	t five places to visit during a trip to a place	skating or		_			
of interest. Explain	what you learned to your family.		_	•	ember or d	en for at lea	ast three
ACADEMICS DIN	Data assurado	hours. Ch					
ACADEMICS PIN  Form the Formily Tray	Date earned:	DATE	TIME	DATE	TIME	DATE	TIME
	el belt loop, and complete five of the						
following requirement	h your family that includes at least one						
<u> </u>	ep a journal of your trip and then share it				<u>!</u>		!
with your den leade	- · ·		!		!		
-	ne while traveling in a car.	SPORTS PIN			Date ear	ned:	
	eview the Guide to Safe Scouting, Ch. XII -	Earn the Roll		σ helt loon			of the
	nttp://usscouts.org/safety/g2ss.asp).	following req		_	, and com	piete iive o	, the
<u> </u>	safety rules to follow when traveling in the	1. Partici			munity ska	ating event	
	bublic transportation such as a bus, plane,	2. Demoi	-		•	-	
O I	are the list with your den.	3. Explai					
	f a parent or adult partner, use a computer to	•		_		asions, prac	_
-	om your closest airport to a city in a foreign	-				:,	_
	the total travel time, the day and time you	5. Play a					
•	ne, and the day and time you will arrive at	6. Learn	-		-	skating ski	ills:
your destination.						ver or squa	
3	ent office or look up a travel Web site.	7. Partici	pate in a ro	oller or inli	ne skating	skill develo	opment
	explain to a family member how people's	clinic.	_		_		
forms of transportat	ion have changed in the last 300 years.	8. Demoi	nstrate how	v to stop qu	ickly and	safely.	
7. Visit with an ad	ult who has driven in a different country.	9. Demoi	nstrate how	v to skate b	ackwards.	Skate back	kwards for
List five things that	the adult found to be very different from	five feet.					
driving in the Unite	d States	10. Play a	a game on	roller skate	es, roller bl	ades or inli	ine skates.
8. Make a list of o	ccupations that people have that are related						
to traveling. Descri	be the position you would like to try.						

**ROLLER SKATING** 

Dates:	STEP 1	STEP 2	ST	EP 3	STEP 4
. Explain	the reason	for warming	g up and	cooling	down befor
d after ea	ach exercise	session.			
. Visit a	local gym a	nd talk to a t	rainer al	bout exe	rcises and
ograms f	or young pe	ople.			
Particir	oate in some	aerobic exe	rcises at	least thr	ee times a
. ւասել					cc times a
1	our weeks.	(Record date	s below	.)	ce times a
eek for fo					———
eek for fo Week 1:		(Record date ,	.,	,	
eek for fo Week 1: Week 2:		,	-,		
eek for fo Week 1: Week 2: Week 3:		,, ,,	-, -,	; ;	
eek for fo Week 1: Week 2: Week 3: Week 4:		·, ·	,, ,, ,,	,	
eek for fo Week 1: Week 2: Week 3: Week 4:	n obstacle c	ourse that co	,,,,,,,,,,,,,	, , ude som	e exercises
eek for fo Week 1: Week 2: Week 3: Week 4: . Build a ith jumpi	n obstacle c	course that co	ould incl	,,,,, ude some yoursel	e exercises
eek for for Week 1: Week 2: Week 3: Week 4: . Build at ith jumping	n obstacle c	course that cog, and hurdle	ould includes. Time ur time.	ude som	e exercises f three time
eek for for Week 1: Week 2: Week 3: Week 4: b. Build a ith jumping see whet ime 1:	n obstacle c ng, crawling her you can	course that cog, and hurdled improve yourse 2:	ould include time.	ude som e yoursel	e exercises f three time
eek for for Week 1: Week 2: Week 3: Week 4: Build a ith jumping see whet ime 1: Swim for Swim	n obstacle cong, crawling ther you can Tor a total of	course that cog, and hurdled improve yourse 2:	ould include time.	ude som e yoursel	e exercises f three time
eek for for Week 1: Week 2: Week 3: Week 4: . Build a a see whet s	n obstacle on obstacle on one of the control of the	course that cog, and hurdled improve your improve your an hour over your go.	ould incluse. Time.	ude some yoursel Time 3:	e exercises f three time e periods,
eek for for Week 1: Week 2: Week 3: Week 4: b. Build a ith jumping see whet ime 1: Swim for Swi	n obstacle cong, crawling ther you can Tor a total of	course that cog, and hurdled improve yourse 2:	ould include time.	ude som e yoursel	e exercises f three time
eek for for Week 1: Week 2: Week 3: Week 4: Description in the see whet ime 1: Week 1: Week 4:	n obstacle on obstacle on one of the control of the	course that cog, and hurdled improve your improve your an hour over your go.	ould incluse. Time.	ude some yoursel Time 3:	e exercises f three time e periods,

8. Participate for at least three months in an organized team

Activity: \_\_\_\_\_ Dates: \_\_\_\_ to \_\_\_\_

sport or organized athletic activity.

**BELT LOOP** Date earned: Earn while a Webelos to satisfy Req. 12 for "Traveler" badge. **Complete these three requirements:** 1. Draw a map of your neighborhood. Show natural and artificial 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** Date earned: Earn the Geography belt loop, and complete five of these: \_\_\_\_ 1. Make a 3-D model of an imaginary place. Include five different landforms, such as mountains, valleys, lakes, rivers, plateaus 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. Choose one: a) Read a book in which geography plays an important part; b) On a website with satellite views of Earth, identify at least 5 places; include your home or nearby building. \_\_\_\_ 8. Take part in a geography bee or fair (pack, school, town). \_\_\_\_9. Choose a country 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 in the game. 11. Draw or make a map of your state. Include rivers, cities,

mountain ranges, state parks and a legend of map symbols.

# **GEOLOGY**

BELT LOOP Date earned:	BELT LOOP Date earned:	
Earn while a Webelos to satisfy Req. 9 for "Geologist" badge.	Earn while a Webelos to satisfy part of Req. 3 for the	
Complete these three requirements:	"Sportsman" activity badge.	
1. Explain to your den or an adult what <i>geology</i> means.	Complete these three requirements:	
2. Collect a sample of igneous, sedimentary and metamorphic	1. Give a short report to your den or family on the dar	igers of
rocks. Explain how each was formed.	drugs and alcohol.	C
3. Collect samples of 3 minerals. Explain to your family or	2. Practice finding your pulse and counting your heart	beats
den what a mineral is, and show and tell about your collection.	per minute. Determine your target heart rate.	
	Heartbeats/min.: Target heart rate:	
ACADEMICS PIN Date earned:	[Target heart rate: Subtract your age from 220. Multip	
Earn the Geology belt loop, and complete five of the following	answer by 0.70. The result gives you a safe rate for exe	
requirements:	3. Practice five physical fitness skills regularly. Impro	_
1. Make a plaster cast of a fossil.	performance in each skill over a month. Skills could in	
2. Make a special collection of rocks and minerals that	pull-ups, sit-ups, the standing long jump, the 50-yard d	
illustrates the hardness scale.	and the softball throw.	asii,
3. Give examples of sedimentary, igneous and metamorphic		oroved?
rocks.	Pull-ups	2.01001
4. Gather several different types of rocks. Compare them and	Sit-ups	
put them in groups according to physical properties such as	Standing long jump	
color, texture, luster, hardness or crystals.	50-yard dash	
5. Describe the effects of wind, water and ice on the	Softball throw	
landscape.	Solidali infow	
6. Make "pet rocks" using rocks, paint and glue-on eyes. Tell		
a creative story about your pet rocks.		
7. Draw a diagram showing different types of volcanoes, or		
draw a diagram that labels the different parts of a volcano.	CDODEC DIV	
8. Make a crystal garden.	SPORTS PIN Date earned:	,, , , ,
9. Make a collection of five different fossils and identify them	Earn while a Webelos to satisfy Req. 10 for the "Athlete	_
to the best of your ability.	Earn the Physical Fitness belt loop, and complete five o	
10. Make a poster or display showing 10 everyday products	1. Choose a form of exercise, bring your heart rate up	
that contain or use rocks or minerals.	target, and keep it there for 15 minutes. Remember to	warm
11. Visit a mine, oil or gas field, gravel pit, stone quarry, or	up and cool down slowly.	
similar area of special interest related to geology.	2. Set up a four-step exercise program. Chart your program.	_
12. Visit with a geologist. Find out how he or she prepared	for five days a week for two weeks. (List the four steps	s here,
for the position. Discuss other careers related to geology.	and chart your progress on the next page.)	
13. Draw the inside of a cave showing the difference between	Step 1: Step 3:	
stalactites and stalagmites.	Step 2: Step 4:	

PHYSICAL FITNESS

**MARBLES** 

BELT LOOP Date earned:	BELT LOOP	Date earned:	
Earn while a Webelos to satisfy part of Req. 3 for the	Complete these three req	uirements:	
"Sportsman" activity badge.	1. Make a poster that lists five good manners that you want to		
Complete these three requirements:	practice. Share your pe	oster with your den or family.	
1. Explain the rules of Ringer or another marble game to your	2. Introduce two peop	ole correctly and politely. Be sure that	
leader or adult partner.	one of them is an adult		
2. Spend at least 30 minutes practicing skills to play the game	3. Write a thank-you	note to someone who has given you	
of Ringer or another marble game.	something or done som	nething nice for you.	
3. Participate in a game of marbles.			
CDODTC DIN Data corrects	ACADEMICS PIN	Date earned:	
SPORTS PIN Date earned:  Earn the Marbles belt loop, and complete five of the following		belt loop, and complete five of the	
requirements:	following requirements:		
1. Compete in a den, pack or community marbles tournament.	<u> -</u>	on, shake hands properly, and introduce	
2. Explain to an adult what lagging is. Demonstrate how to do	•	hand, grip the person's hand firmly, and	
it.	gently shake hands.		
3. Demonstrate the following shooting techniques: knuckling		nily about polite language. Include	
down, bowling, and lofting (also called plunking).	<u> </u>	ome," "excuse me," "yes, sir," "no,	
4. Explain the correct way of scoring for a game of marbles.	ma'am," and so on in y		
5. Play five complete matches of marbles using standard rules.		n or family how good manners can help	
(Dates:,,,)		et older. Copy the actions of someone	
6. Start a collection of marbles and show it at a den or pack	you know who has goo	ners with your family. Eat a meal	
meeting.		le is set correctly and everyone uses good	
7. Write a short report on the history of marbles and share it	table manners.	ic is set correctly and everyone uses good	
with your den or family.		uss what foods are proper to eat with	
8. Explain the rules about shooters.		eating some of these foods the right way.	
	•	your family, practice using good phone	
	manners.	i your runniy, practice using good phone	
		ng things that belong to other people with	
	-	ing good manners. Show three examples	
	of how you can show r		
	•	nds or family members about following	
	<del>-</del>	ood sportsmanship when playing games.	
		your friends or family members. After	
	- · ·	how you showed good manners.	

**GOOD MANNERS** 

**HERITAGES** 

Complete these three requirements:	BELT LOOP Date earned:	BELT LOOP Date earned:	
	Earn while a Webelos to satisfy Req. 12 for Family Member badge.	Earn while a Webelos to satisfy part of Req. 4 for the	
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	Complete these three requirements:	"Sportsman" activity badge.	
		Complete these three requirements:	
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. With your parent's or adult partner's assistance, find and 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.  kicking, base running, catching, throwing).  SPORTS PIN  Earn the Kickball belt loop, and complete five of the following requirements:  1. Demonstrate the following kickball skills: pitching, kicking base running, catching, throwing.  2. Explain the rules of base running.  3. Describe the basic defensive positions in kickball (pitcher, catcher, infielder).  4. Draw a kickball field to scale; include the starting defensive positions.  5. Report to your den or family about the similarities between the rules of baseball and kickball.  6. Explain the role of being the captain of a kickball team.	heritage: its history, traditions and culture.	1. Explain the rules of kickball to your leader or adult par	tner.
	2. Make a poster that shows the origins of your ancestors.	1 1 0	_
ACADEMICS PIN Date earned:  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. With your parent's or adult partner's assistance, find and 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.  3. Play a game of kickball.  SPORTS PIN Date earned:  Earn the Kickball belt loop, and complete five of the following requirements:  1. Demonstrate the following kickball skills: pitching, kicking base running, catching, throwing.  2. Explain the rules of base running.  3. Describe the basic defensive positions in kickball (pitcher, catcher, infielder).  4. Draw a kickball field to scale; include the starting defensive positions.  5. Report to your den or family about the similarities between the rules of baseball and kickball.  6. Explain the role of being the captain of a kickball team.	•		ver
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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.  4. Draw a kickball field to scale; include the starting defensive positions.  5. Report to your den or family about the similarities between the rules of baseball and kickball.  6. Explain the role of being the captain of a kickball team.		1	ĺ
language.  5. Interview a grandparent or other family elder about what it was like when he or she was growing up.  6. Explain the role of being the captain of a kickball team.	· · · · · · · · · · · · · · · · · · ·		nsive
5. Interview a grandparent or other family elder about what it was like when he or she was growing up. 5. Report to your den or raining about the similarities between the rules of baseball and kickball. 6. Explain the role of being the captain of a kickball team.		positions.	
was like when he or she was growing up.  6. Explain the role of being the captain of a kickball team.		5. Report to your den or family about the similarities betw	veen
0. Explain the fole of being the captain of a kickbain team.		the rules of baseball and kickball.	
$6 \cdot W$ or $W$ the energy of the property of the property of the second	~ ~ ~ ·	6. Explain the role of being the captain of a kickball team	i.
7. Havilye games of Rickban using basic fules.	6. Work with a parent or adult partner to organize family	7. Play five games of kickball using basic rules.	
photographs in a photo album.  (Dates:,,,)			)
		1 1	
how to trace family records. ( <i>Variation:</i> Access a genealogy Web site and learn how to use it to find out information about  9. Serve as a referee for one game of kickball.	•		
10. Fatherpate in a pack, school, or community kickban		<u> </u>	
ancestors.)  tournament or a supervised kickball league.  8. Make an article of clothing, a toy, or a tool that your	,	tournament or a supervised kickball league.	
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.	·		
Tell your den or an adult family member about what you	· · · · · · · · · · · · · · · · · · ·		
learned.	· · · · · · · · · · · · · · · · · · ·		

**KICKBALL** 

# **ICE SKATING**

BELT LOOP			Date ear	ned:		
Earn while a Webelos to satisfy part of Req. 3 for the						
"Sportsman" activity badge.						
Complete the	Complete these three requirements:					
1. Explai	1. Explain ways to protect yourself while ice skating, and the					
need for the proper safety equipment.						
2. Spend at least 30 minutes practicing the skills of skating.						
	3. Go ice skating with a family member or your den for at					
	hours, in u			T -		
DATE	TIME	DATE	TIME	DATE	TIME	
					;   	
	†    -					
	.i	<u> </u>	<u>'</u>		<u>:</u>	
SPORTS PIN			Date earn	ned:		
Earn the Ice	_		d complet	e five of th	ıe	
following req						
1. Partici						
2. Demoi						
3. Demoi		to lace, as	semble and	d disasseml	ble your	
skates con	•					
4. On two different occasions, spend at least 15 minutes						
practicing warm-up exercises before 30 minutes skating.						
5. Play a skating game on the ice.						
6. Learn and demonstrate two new figure-skating skills:						
forward swizzles, glides, backward swizzles and backward						
wiggle.						
7. Demoi			-	_		
8. Explai		rence betwo	een long-tra	ack and sho	ort-track	
speed skat	_					
9. Partici						
10. Tell a		• •	_	_	or speed	
_	Vhat were s			t traits?		
11. Play						
12. Partic	cipate in a l	hockey skil	ll developn	nent clinic.		

<u>LANGUAGE & CULTURE</u>

If the Scout's first language is not English, then English may be used to satisfy the appropriate requirements.

BELT LOOP	Date earned:
Earn while a Webelos to sati	isfy Req. 6 for "Scholar" badge.
	rew up in a different country than like and how it is different from ent language than your own.
ACADEMICS PIN	Date earned:
Earn the Language & Culture b	elt loop, and complete seven (7)
of the following requirements:	• • • • • • • • • • • • • • • • • • • •
1. Earn the BSA Interpreter S	Strip.
2. Write the numbers 1-10 in	Chinese or another number
system other than the one we r	normally use (the Arabic system).
3. Visit an embassy, consulat	e, or <i>charge d'affairs</i> for another
country.	
4. Make a display of stamps of	
	abolism of the things depicted to
that country's culture.	
5. Learn 30 words in another words with your den or an adul	language. Practice saying these It family member.
6. Learn a song in another lar	nguage. Sing the song for your
den or an adult family member.	, and tell what the words mean.
7. Say five words in America	n Sign Language. One of these
words could be your first name	
8. Visit a restaurant that spec	ializes in recipes from another
country.	
	e in a foreign language. Tell how
easy or difficult it was to unde	
10. Interview an interpreter.	•
11. Make a list of 30 things a	round your home that were made
in another country.	, , , , , , , , , , , , , , , , , , , ,
12. Read a book or story abou	at an immigrant to the United
States.	

# MAP & COMPASS

BELT LOOP Date earned:
Earn while a Webelos to satisfy Req. 13 for "Traveler" badge.
Complete these three requirements:
1. Show how to orient a map. Find three landmarks on the
map.
2. Explain how a compass works.
3. Draw a map of your neighborhood. Label the streets and
plot the route you take to get to a place that you often visit.
ACADEMICS PIN Date earned:
Earn the Map & Compass belt loop, and complete five of the
following requirements:
1. Explain to your den or an adult family member what
cartography means.
2. Make a poster showing 10 map symbols and their meaning.
3. Read a book or story about a famous explorer or navigator.
Tell you den or family what you learned.
4. Make a simple compass with a magnet and pin.
5. Explain the difference between latitude and longitude and
show them on a map or globe.
6. Draw a compass rose for a map. Label north, south, east
and west.
7. Study a blank map of the United States of America. Label
your state, and the states that share its boundary lines.
8. In the field, show how to take a compass bearing and how
to follow it.
9. Show how to measure distances, using a scale on a map
legend.
10. Measure your pace. Then lay out a simple compass course
for your den to try.
11. Using a road map, determine how many miles it is
between two major cities or familiar destinations.
12. Explain what the different map colors can mean on a map.

# **HORSEBACK RIDING**

BELT LOOP	Date earned:
Earn while a Webel	os to satisfy part of Req. 3 for the
"Sportsman" activity l	badge.
Complete these three rec	quirements:
2. With help from an safely mount and ride3. Go on a supervise	recautions for when you are near a horse. a experienced handler, demonstrate how to a horse, and then how to safely dismount d horseback ride for at least 20 minutes.
	met (such as one approved for riding by Society for Testing and Materials).
SPORTS PIN	Date earned:
Earn the Horseback Rid	ling loop, and complete five of these:
	famous horses. Explain why these horses
were well-known.	
	these four animals, explain to your den or
<u> </u>	between a horse, pony, mule, and donkey
-	rse is measured and what a "hand" equals
when measuring a hor	
	oint out these main parts of a horse: mane
	hers, point of hip, knee, hoof, root of tail ferent breeds of horses and explain what
feature makes each bre	
	ictures you have drawn, explain to your
den or family at least	3 different ways that horses can help us. healthy for a horse's diet.
	ortant to wear an approved riding helmet
when you go horsebac	
• •	w a picture of the saddle you used for the
ride you took to earn t	± • • • • • • • • • • • • • • • • • • •
•	t/partner, visit a veterinarian who cares for
	wers to 3 questions you ask him or her.
	min. before and after your ride getting to
	alking calmly to it and stroking it slowly.
	ed horseback ride for at least 30 minutes.
Dress appropriately ar	nd show that you can safely mount and
dismount the horse	

# **HOCKEY**

The Hockey belt loop and pin include roller hockey and ice hockey. You may complete requirements in either or both activities.

BELT LOOP Date earned:	
Earn while a Webelos to satisfy part of Req. 4 for the	
"Sportsman" activity badge.	
Complete these three requirements:	
1. Explain ways to protect yourself while skating.	
Demonstrate how to put on all necessary safety equipmen	ıt.
Explain why proper safety equipment is important.	
2. Spend 30 minutes practicing the skills of hockey: ska	_
stick handling, passing, shooting, and checking. This ma	y be
over two different practice periods.	
3. Play a game of hockey on roller skates or hockey skate	es.
SPORTS PIN Date earned:	
Earn the Hockey belt loop, and complete five of these:	
1. Participate in a pack, school, or community hockey	
tournament or in a supervised hockey league.	
2. Participate in a hockey skills development clinic.	
3. Spend at least 30 minutes practicing the skills of hock	•
skating, stick handling, passing, shooting, and checking. may be over two different practice periods.	This
4. Draw the layout of the playing surface for a hockey g	ame
including the starting positions of the goalie, three forward	rds
(two wings and a center), and two defenders.	
5. Demonstrate foul signals. Explain to your den or team	n why
players should avoid fouls.	
6. Attend a high school, college, or professional hockey	_
7. Demonstrate hockey terms (for example, assist, break	
deke, draw, pulling the goalie, and so on.) to another team	n
member or adult.	
8. Learn about a U.S. Olympic hockey team and report	what
you learn to your den or family.	
9. Watch an ice resurfacing machine at an ice rink. Repo	
your den or family about the history of the machine comme known as the Zamboni and how it is used.	пошу

# **MATHEMATICS**

BELT LOOP	Date earned:
Earn while a Webelos	to satisfy Req. 7 for "Scholar" badge, or
Req. 10 for "Engineer	" badge (but not both).
Complete these three re	quirements:
1. Do 5 activities wi	thin your home or school that require the
	to your den how you used everyday math.
	money you earn and spend for 3 weeks.
	s using both metric and non-metric
measures. Find out al	bout the history of the metric system.
ACADEMICS PIN	Date earned:
	oelt loop, and complete one (1)
-	of the five (5) areas below:
•	measurement but also deals with
objects and positions in	
	be recognized by their distinctive shapes:
	coli, a violin. Collect 12 items that can be
	, and labeled by their shape or outline.
	ape or figure. Observe the world around
•	k and keep a record of where you see this
shape or figure and ho	
	architecture by exploring your neighbor-
•	Look at different types of buildings –
	inesses, etc and create a presentation (a
	collage of pictures from newspapers and that you can share with your den to show
	nd learned about shapes in architecture.
	g, subtracting, multiplying and dividing
numbers.	z, subtracting, muruprying and dividing
	cus or slide rule works and teach it to a
friend or to your den	
	an adult and use a calculator to add up
	you buy will cost. See whether your total
equals the total at che	
	have someone there explain to you about
	Use the current interest rate and calculate
	fferent sums of money will earn.
	CS" is continued on the next page.) 17

MATHEMATICS (continued)

# **HIKING**

your hikes to your den. Tell about how you prepared for your

hike, who went with you, and what you saw.

III. Statistics is collecting and organizing numerical	BELT LOOP Date earned:					
information and studying patterns.	Earn while a Webelos to satisfy part of Req. 3 for the					
1. Explain the meaning of these statistical words and tools:	"Sportsman" activity badge.					
data, averaging, tally marks, bar graph, line graph, pie chart	Complete these three requirements:					
and percentage.	1. Explain the hiking safety rules to your den leader or adult					
2. Conduct an opinion survey through which you collect data	partner. Practice these rules while on a hike.					
to answer a question, and then show your results with a chart or	2. Demonstrate proper hiking attire and equipment.					
graph. For instance: What is the favorite food of the Cub Scouts	3. Hike at least 30 min. with your adult partner, family, or de					
in your pack (chart how many like pizza, hamburgers, etc.).	CDODTC DIN					
3. Study a city newspaper to find as many examples as you	SPORTS PIN Date earned:					
can of statistical information.	Earn the Hiking belt loop, and complete five of the following					
4. Learn to use a computer spreadsheet.	requirements:					
IV. Probability helps us know the chance or likelihood of	1. Make a chart and record at least five hours of hiking.					
something happening.	DATE TIME DATE TIME DATE TIME DATE TIME					
1. Explain to your den how a meteorologist or insurance						
company (or someone else) might use the mathematics of	2 H 1 1 1 1 1 1 1					
probability to predict what might happen in the future (i.e., the	2. Help plan a den, pack, or family hike.					
chance that it might rain, or the chance that someone might be	<ul> <li>3. Earn Cub Scouting's "Leave No Trace Awareness Award".</li> <li>4. Earn the Cub Scout "Outdoor Activity Award".</li> <li>5. Learn seven trail signs and tell your den leader or adult</li> </ul>					
in a car accident).						
2. Conduct and keep a record of a coin toss probability						
experiment.	partner what they are.  6. Be able to identify five different trees and five different birds on your hike. (These can be of the same species if					
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	multiple species are hard to find.)					
will land.	<ul><li>7. Using pictures or photos, identify three poisonous plants.</li><li>(examples: poison ivy, poison sumac, and poison oak; oleande</li></ul>					
V. Measuring is using a unit to express how long or how big						
something is, or how much of it there is.	poinsettia, etc.). Watch for these plants while on a hike.					
1. Interview four adults in different occupations to see how	8. Take two different hikes for different purposes, for					
they use measurement in their jobs.	example, a nature hike, neighborhood hike, historical hike, city hike, stop-look-and-listen hike, and so on.  9. Explain to your den leader or adult partner what a compass is and show how to use one on a hike.  10. Explain to your den leader or adult partner what a global					
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.	positioning system is. Demonstrate how to use one on a hike.					
4. Measure, mix and cook at least two recipes. Share your	11. With visuals such as pictures or maps, report about one of					
SHACKS WITH LAMITY TRIENGS OF VOIIT GEN	11. This fibration but it as pictures of maps, report about one of					

snacks with family, friends or your den.

<u>GYMNASTICS</u> <u>MUSIC</u>

BELT LOOP	Date earned:	BELT LOOP	Date earned:		
Earn while a Webe	elos to satisfy part of Req. 3 for the	Earn while a Webelos t	to satisfy Req. 15 for "Showman" badge.		
"Sportsman" activity	badge.	Complete these three re	quirements:		
Complete these three r	equirements:	1. Explain why musi	c is an important part of our culture.		
1. Explain the six e	vents of men's gymnastics: floor exercise,	2. Learn a song with	at least two verses and sing the verses		
pommel horse, still r	rings, vaulting/side horse, parallel bars, and	with your den or to an	adult family member.		
horizontal bar.		3. Listen to four diffe	erent types of music, either recorded or		
2. Explain the safet	y rules you should follow to learn	live.			
gymnastics.		A CAREL MCG PRA	D		
3. Participate in an	exercise from three of the six events using	ACADEMICS PIN	Date earned:		
the proper equipmen	t and techniques.	_	p, and complete five of the following		
CDODEC DD I	<b>D</b>	requirements:			
SPORTS PIN	Date earned:		strument and play it for your family, den		
<u> </u>	elt loop, and complete five of the	or pack.			
following requirements		2. Teach your den a	•		
	the history of gymnastics. Tell your den	3. Play a song by yourself or in a group, in unison or in			
•	ember what you learned.	harmony.			
2. Take gymnastics		4. Create an original melody and/or original words for a song.			
3. Attend a gymnas		5. Using a tape recorder, capture natural sounds of the			
	nonstrate five floor exercise skills.	environment or record songs you create, and use your recording			
5. Practice and dem	nonstrate two skills used on the pommel	as a soundtrack for a short skit or as background for a			
horse.		movement activity.			
6. Demonstrate two	<u> </u>		ical performance or concert.		
7. Demonstrate two	skills using parallel bars.	7. Demonstrate conducting patterns for two songs using two			
8. Demonstrate two	skills using the horizontal bar.	different meters (two-, three-, or four-beat meter) while your			
9. Demonstrate a va	ault using the side horse.	adult partner or den m	nembers sing or play the songs you have		
10. Develop a regu	lar routine of physical and mental	selected.			
conditioning.		8. Take voice or dan	ce lessons or lessons to learn to play an		
11. Learn about thr	ee U.S. gymnasts who have won medals in	instrument.			
the Olympics. Tell y	your den or an adult family member what	9. Create movements	s to a piece of music without words to		
you learned about th	em.	demonstrate the mood	Is of the music: happy, sad, calm, excited,		
		playful, inspired.			
It is important to	listen and follow your coach's	10. Learn about a co	mposer of some music that you enjoy.		
instructions and dir	ections. Doing so will help keep	Tell your den or an adı	ult family member what you learned		

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about him or her.

you safe and help prevent injuries.

<u>NUTRITION</u> <u>GOLF</u>

BELT LOOP	Date earned:	BELT LOOP	Date earned:	
Complete these three re	equirements:	Earn while a Webe	elos to satisfy part of Req. 3 for the	
1. Make a poster of	foods that are good for you. Share the	"Sportsman" activity	v badge.	
poster with your den		Complete these three r	equirements:	
2. Explain the differ	rence between a fruit and a vegetable. Eat	1. Explain the rules	s of golf to your leader or adult partner.	
one of each.		Explain the need for	caution concerning golf clubs and golf	
3. Help prepare and	eat a healthy meal of foods that are	balls.		
included in a food py	ramid. (With your parent's or adult	2. Spend at least 30	minutes practicing golfing skills at a	
partner's permission,	see <a href="http://www.mypyramid.gov">http://www.mypyramid.gov</a> .)	driving range.		
		3. Spend at least 30	minutes practicing golfing skills at a	
<b>ACADEMICS PIN</b>	Date earned:	chipping / putting ra	nge.	
Earn the Nutrition belt	loop, and complete five of the following	CDODEC DD I	D	
requirements:		SPORTS PIN	Date earned:	
1. Make a poster that	at shows different foods that are high in	_	o, and complete five of the following	
each of the vitamins.	Using your poster, explain to your den or	requirements:		
family the difference	between a vitamin and a mineral and the	-	of woods and irons. Explain their	
importance of each fe	or a healthy diet.	differences.	!- 1-4!1 f 1-1-	
	n label from a packaged or canned food	<ul> <li>2. Explain how par is determined for a hole.</li> <li>3. Demonstrate the proper grip of the club to your leader, adultant partner or instructor.</li> </ul>		
	e importance of the nutrients listed.			
*	rned to your den or family.	partner or instructor 4. Spend 30 minutes, over one or two practice periods,		
	eases that can be caused by a diet that is	•	* *	
poor in nutrition.		1 0	styles: full swing, approach swing, and	
•	chool cafeteria manager about the role	putting swing.	an array and an trava munation maniada	
	meals your school serves.	<u> •</u>	es, over one or two practice periods,	
	an a balanced menu of breakfasts, lunches,		ee, and the address position.	
and dinners for your			of a typical golf hole, from tee to green.	
	althy snack foods. Demonstrate how to		ar knowledge of the use and care of golf	
prepare two healthy			all, tee, bag, shoes and gloves.	
	grocery shopping. Report to your den or	9. Take golf lesson	nposition of a regulation golf ball.	
•	s what you learned about choosing good	•		
foods to eat.		hitting balls on a driv	tes, over one or two practice periods,	
Eating a halance	d diet means eating foods that are	11. Play miniature		
Eanng a valance	a aiei means eaiing joods inai are	11. Flay milliature	gon.	

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good for you and that give your body the vitamins and

other nutrients it needs to stay healthy.

# FLAG FOOTBALL

BELT LOOP	Date earned:	BELT LOOP	Date earned:		
Earn while a Webe	los to satisfy part of Req. 4 for the	Complete these three requirements:			
"Sportsman" activity	badge.	1. Care for your pet	for two weeks. Make a list of the tasks		
Complete these three re	equirements:	that you did to take ca	are of your pet.		
your den.	s the simple rules of flag football with	2. Read a book, explore the Internet (with your parent or adult partner's permission), or acquire a pamphlet about your pet.			
_	passing and catching skills for at least 30		ting facts that you learned about your pet.		
minutes.		-	out your pet. Share your poster with your		
3. Play a game of fla	ag 100tball	den, pack, or family.			
SPORTS PIN	Date earned:	ACADEMICS PIN	Date earned:		
_	belt loop, and complete five of the		oop, and complete five of the following		
following requirements		requirements:			
• • • •	erly mark a flag football field at a park or		velop a plan for someone to care for your		
playground.		pet if you were to be	•		
<del>-</del>	rence between defense and offense in a	• • •	do a trick or follow a simple command.		
flag football game.		3. Describe how your pet communicates with you and other			
	Ferent positions a player may play in flag	animals.			
-	osition that you prefer to play.	4. Observe or play with your pet for 15 min. each day for one			
4. During three half-	-hour sessions, practice the skills of	week. Keep a chart that shows your pet's mood on each day.			
passing, hand-offs, ru	ashing and running.	5. Attend a pet show. Report to your den about the show.			
(Dates:,		6. Make a drawing of the cage or bed your pet requires.			
5. Participate in a fla	ag football clinic.	Describe the important	nt parts of it.		
6. Consider all the p	people who make it possible to play a game	7. Visit an animal sh	nelter. Explain the reasons why pets are in		
of flag football. List	parents, coaches, team members, score-	the animal shelter to y	your den or family.		
keepers, referees, gro		8. Visit a pet store. Make a list of the different animals in the			
7. Play in five flag f	Cootball games without incurring a penalty.	store and the kinds of foods they eat.			
(Dates:,	,,)	9. Talk to a veterinarian about his or her career. Share what			
8. Explain and demo	onstrate at least six football officiating	you learned with your den or family.			
signals.		10. Tell three ways that animals can help people.			
9. Attend a high sch	ool, college or community league football	11. Do a service project for an animal shelter, exercise an			
game.		elderly person's pet, o	or help a friend with the care of his or her		
10. Read a book abo	out a football player and tell your den or	pet.			
family about the play	er's training and work ethics.	12. Find out about the	ne pets of U.S. presidents while they lived		
11. Talk with a refer	ree or official of a high school, college or	at the White House. Tell your den about one president and his			
community football l responsibilities at a fo	eague and learn about his or her ootball game.	pet(s).			

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**PET CARE** 

<u>PHOTOGRAPHY</u> <u>FISHING</u>

BELT LOOP	Date earned:	BELT LOOP	Date earned:		
<b>Complete these three requiremen</b>		Earn while a Webel	os to satisfy part of Req. 3 for the		
1. Point out the major features	of a camera to your den or	"Sportsman" activity l	badge.		
family and explain the function	of each part. Parts could	Complete these three re	quirements:		
include film, lens, shutter, powe	r on and off, zoom, battery,	1. Review your local	fishing regulations with your leader or		
flash, display panel, case, setting	gs, etc.	adult partner. Explain	n why they are important, and commit to		
2. Discuss with your den leade	r or adult partner, the benefits	following them.			
and contributions photography r	nakes to modern life. Report	2. Demonstrate how	to bait a hook properly.		
what you learned to your den or	family.	3. Spend at least 30 i	minutes trying to catch a fish.		
3. Using a camera, take at least	10 pictures of your family, pet,	ароржа рру	D		
or scenery; show these to your d	en.	SPORTS PIN	Date earned:		
A CA DEMICO DIN	D		op, and complete five of these:		
ACADEMICS PIN	Date earned:		c or community fishing tournament.		
Earn the Photography belt loop, a	ina complete five of the		to clean a fish in preparation for cooking		
following requirements:	whata ananhy is and have it	and eating it. Properly dispose of any waste.			
1. Using pictures, explain what		3. Prepare a report on three different kinds of fish. Include			
relates to light and picture-taking	9	information on preferred habitats, feeding habits, and			
2. Look at a book of published		recommended fishing techniques, baits, and equipment needed to catch it. Tell your den or an adult what you learned.			
interests you. Find out what ma	-	4. Draw a picture of three different types of fishing reels.			
and why people want to look at	1	Explain how each works.			
the photographer used light or a	<u>-</u>	*			
interesting. Discuss what you let 3. Explain to an adult what "red		5. Identify three different fishing flies that are used in places you like to fish. Use at least one to fish.			
in a picture. Show examples.	deye is and why it can happen	•	or 30 minutes at a target 30 feet away.		
4. Make a short video of a frier	nd family mamber or net and	<del>_</del>	f fish and draw a picture of it, correctly		
show it to your den or family.	id, family member, or pet, and	labeling each part and	- · · · · · · · · · · · · · · · · · · ·		
5. With an adult's help, use a p	hoto-editing software feature to	Č 1			
crop, lighten or darken, and char		<ul><li>8. Replace the line in a fishing reel.</li><li>9. Make a simple pole and line fishing rig. Use it to catch a</li></ul>			
6. Make a creative project usin		fish.	ie and fine fishing fig. Ose it to eaten a		
7. Take three pictures of the sa	-		g artificial bait or lures.		
settings. Show these pictures to	•		<del>-</del>		
8. Visit an art exhibit that features.		11. Practice fishing on five occasions, complying with local fishing regulations and the Outdoor Code.			
of some of the things you saw as		ē ē			
or sollie of the things for bull to	ia teli aliring volir visit.	(Dates:,			

**THE OUTDOOR CODE:** As an American, I will do my best to be clean in my outdoor manners, be careful with fire, be considerate in the outdoors, and be conservation-minded.

aperture (lens opening) on a camera.

\_\_\_\_ 10. Print and develop a picture from a film negative.

# **BOWLING**

BELT LOOP		Date earn	ed:		BELT LOOP	Date earned:		
Earn while a We	belos to satisf	y part of Re	eq. 3 for t	he	Complete these three requirements:			
"Sportsman" activity badge.					1. Visit a library and get your own library card. Check out			
Complete these three requirements:					and return a book.			
1. Explain to you	r leader or adu	ılt partner t	he rules o	of courtesy	2. Write a letter or	a short story. Read it to your den or		
and safety for bowling.					family.			
2. Show how to p	ick out a ball	of proper w	eight and	l with	3. Keep a diary of	your activities for one week. Read it to		
finger holes that fi					your den or family.			
3. Play a complet	e game with y	our family	or den.		A CADEMICO DIN	D 1		
CDODITIC DIN		D.			ACADEMICS PIN	Date earned:		
SPORTS PIN		Date earn		· 11 ·		l Writing belt loop, and complete five of		
Earn the Bowling bel	t loop, and co	omplete fiv	e of the f	ollowing	the following requiren			
requirements:	1		11 77			tify the following parts of a book: title,		
1. Read about the	•	-	owling. T	ell your	-	t, table of contents, and index.		
den or an adult abo	•					a child or group of children.		
2. Explain to you			_		1	school or community organized reading		
following terms: st		lit, miss an	d foul. S	how their	program.			
symbols for scorin	_	1 1' 1		. C. 11		4. Explain the differences in a biography, autobiography,		
3. Demonstrate p	_	-	lance and	follow-	fiction, and nonfiction books to your parent or den leader.			
through to your lea			•,•	•		5. Create a bookmark that you can use, or design a book		
4. Try different ty		y and hand	positions	s and see	cover.			
which work best for		1	. 1.1			from a newspaper or magazine. This can be		
5. Score a comple	-	•			-	done on the computer. Report about what you read to an adult.		
symbols, or explai	•	and scoring	g on a coi	mputer-	-	7. Write a poem and read it to a family member.		
generated score sh				<b></b>	8. Write a short report about something of interest to you.			
6. Play at least fo	_	chart your	progress.	Figure out	Read your report to your den or family.			
your average score					•	kes and riddles. Create two of your own and		
	1 2	3	4	5	share them with you	•		
SCORE						ercial, song, or jingle for some product.		
/ ( V E   U ( G E		1 1			Perform it for your	•		
7. Compete in a S	scout, family,	school or c	ommunity	y bowling		vn alphabet, writing system, or code and		
tournament.					explain it to your de	*		
8. Take bowling						other writing system such as petroglyphs or		
9. Attend a parent, high school, college or professional				nal	Egyptian hieroglyphs. Do your best to draw some of these			
bowling competition		•		•	symbols. Report wh	hat you learned to your den or family.		
10. Visit a bowlin				nd				
maintenance of the	bowling lane	s, pins and	racks.					

**READING AND WRITING** 

<u>SCIENCE</u> <u>BICYCLING</u>

BELT LOOP	Date earned:	BELT LOC	<u> </u>			Date e	earned: _		
Earn while a Webelos	to satisfy Req. 4 for "Scientist" badge.	Earn	while a	Webelos	to satis	fy part o	of Req. 3	for the	
Complete these three requirements:		Earn while a Webelos to satisfy part of Req. 3 for the "Sportsman" activity badge.							
1. Explain the scient	Complete these three requirements:								
2. Use the scientific	method in a simple science project.	1. Exp	olain the	rules of	safe bic	ycling to	o your d	en leade	r or
Explain the results to	an adult.	adult pa	artner.						
3. Visit a museum, a	a laboratory, an observatory, a zoo, an	2. Der	nonstrat	e how to	wear th	ne prope	r safety	equipme	ent for
aquarium, or other fa	cility that employs scientists. Talk to a	bicyclin	ng.						
scientist about his or	her work.					•		least hal	lf an
ACADEMICS DIN	Data comodi	hour wi	ith an ad	ult partr	er, your	family	or your	den.	
ACADEMICS PIN  Form the Science helt le	Date earned:	срортс р	INI			Data	omo odi		
requirements:	op, and complete five of the following	SPORTS P Earn the F		r half la	on oom		earned: _		low
1. Make a simple ele	actric motor that works	and do fou					quirein	ent i be	iow,
	other area that shows signs of erosion. Try				-		of bicycl	ling. (Re	anired)
to discover the cause			TIME			DATE	<del>.                                      </del>	DATE	
	a flower, garden vegetable or other plant.	DATE	I IIVIE	DATE	THVIE	DATE	THVIE	DATE	THVIL
	machines to accomplish tasks: lever,		<u> </u>		<u> </u>		<u> </u>		<u> </u>
	e, wedge, inclined plane and screw.		<u> </u>						
	s, liquids and gases using just water.								i
	urns into ice. Then, with an adult, heat the		į		!		!		
	into a liquid and eventually boils and		<u>;</u>		!		!	<u> </u>	<u> </u> 
becomes a gas.	•	2 Par	icipate i	n a nack	r den or	COMMII	nity hik	e rodeo	I
6. Build models of t	wo atoms and two molecules, using plastic		nonstrat	-			•		
foam balls or other ob	jects.				-			early bik	ces and
7. Make a collection	of igneous, metamorphic and		to your		20021125 02		JP CO OI	ourly on	
sedimentary rocks and			•		n to voi	ır den or	pack or	n the pro	per use
	ature that lives in the ocean. Share what		y equipr				Γ	· · · ·	Ι
you have learned with	· ·	6. With the help of a parent or adult partner, register or							
	or diagram of the bones of the human	reregister your bicycle.				•		C	
skeleton.		7. Go	on a "bi	cycle hil	ke" with	your fa	mily or	den. Ob	ey
	r poster of the solar system. Label the	traffic 1	ules rela	ited to b	icycling		•		•
planets and the sun.	8. Repair or restore a non-functioning bicycle to a safe								
	experiment in front of an audience.	condition	on. Incl	ide the i	nstallati	on of all	l proper	safety de	evices.
Explain your results.		9. Vis	it a bicy	cle race	or exhib	ition.			
12. Read a book abo	10. Help set up a bike rodeo or competition for your pack.								

# **BB-GUN SHOOTING**

<u>FOR CAMP ONLY:</u> The BB-Gun Shooting belt loop & pin can only be awarded by a BSA range-trained shooting-sports director at a BSA-approved range.

BELT LOOP	Date earned:
Earn while a Wolf Cub for Electi	ve 20n toward Arrow Points.
Complete these three requirement	s:
1. Explain the rules for safe BB	
learned to your leader or adult pa	
2. Demonstrate to your leader of	
shooting techniques including ey	
shoulder, breathing, sight alignm	ent, trigger squeeze, follow
through.	
3. Practice shooting at your dist	rict or your council camp in
the time allowed.	
SPORTS PIN	Date earned:
Earn the BB Shooting belt loop &	complete 5 of the following:
1. Explain the parts of a BB gui	n and demonstrate how to
properly load the gun.	
2. Demonstrate the shooting po	sitions.
3. Develop proficient shooting	techniques by practicing for
three hours.	
4. Learn the correct scoring tech	hniques for target BB gun
shooting.	
5. Make a poster that emphasize	
6. Draw to scale or set up a BB	
7. Show improvement in your s	hooting ability with an
increase in scoring points.	
8. Help make a type of target for	or the camp BB gun shooting
range.	
9. Show how to put away and p	roperly store BB gun shooting
equipment after use.	
10. Explain how to use the safe 11. Tell five facts about the hist	•
SHOOTING SPORTS AWARD certific	cate: For info on the Marksman

# **VIDEO GAMES**

BELT LOOP	Date earned:
Complete these three re	quirements:
1. Explain why it is	important to have a rating system for
video games. Check	your video games to be sure they are right
for your age.	
2. With an adult, cre	eate a schedule for you to do things that
includes your chores,	homework and video gaming. Do your
best to follow this sch	nedule.
3. Learn to play a ne	ew video game that is approved by your
parent, guardian or te	acher.
ACADEMICS PIN	Date earned:
	belt loop, and complete five of the
following requirements:	
	s, create a plan to buy a video game that is
right for your age gro	- · · · · · · · · · · · · · · · · · · ·
	ne systems (for example, Microsoft Xbox,
	ntendo Wii, and so on). Explain some of
	en the two. List good reasons to purchase
or use a game system	
•	e with family members in a family
tournament.	·
4. Teach an adult or	a friend how to play a video game.
5. List at least five the	ips that would help someone who was
learning how to play	your favorite video game.
	te video game with a friend for one hour.
7. Play a video game	e that will help you practice your math,
spelling, or another sl	kill that helps you in your schoolwork.
8. Choose a game yo	ou might like to purchase. Compare the
price for this game at	three different stores. Decide which store
has the best deal. In	your decision, be sure to consider things
like the store return p	olicy and manufacturer's warranty.
9. With an adult's su	pervision, install a gaming system.

# **WEATHER**

<u>BELT LOOP</u>	Date earned:	<u>BELT LOOP</u>	Date earned:		
Earn while a Webeld	os to satisfy Req. 13 for "Scientist" badge.	Earn while a V	Webelos to satisfy part of Req. 4 for the		
Complete these three	requirements:	"Sportsman" activity badge.			
1. Make a poster t	hat shows and explains the water cycle.	Complete these thr	ree requirements:		
2. Set up a simple	weather station to record rainfall,	1. Explain the r	rules of basketball to your leader or adult		
temperature, air pre	essure or evaporation for one week.	partner.			
3. Watch the weat	ther forecast on a local television station.	2. Spend at least	st 30 minutes practicing basketball skills.		
Discuss with an adu	alt family member what you heard and saw.	DATE TIME	SKILLS PRACTICED		
Follow up by discus	ssing the accuracy of the forecast.				
ACADEMICS PIN	Date earned:				
Earn the Weather bel	t loop, and complete five of these:	3. Participate in	n a basketball game.		
	den or an adult the meaning of these terms:	CDODEC DDI	D		
<u> </u>	precipitation, temperature and wind.	SPORTS PIN	Date earned:		
	ouds are made. Describe the different kinds		ll belt loop, and complete five of the		
-	cumulus, cumulonimbus and cirrus – and	following requirem			
	er can be associated with these cloud types.		a pack or community basketball tournament.		
	imate in your state. Compare its climate		e effective passing using the chest pass, bounce		
with that in another		-	ead pass, and baseball pass.		
	entially dangerous weather condition in your	-	demonstrate the set shot and jump shot		
_	ss safety precautions and procedures for	shooting styles.			
dealing with this co	• •		e skill in the following dribbling techniques:		
e e	ant by acid rain. Explain the greenhouse	•	w dribble, turnable dribble, change-of-pace		
effect.	I was 9		nbination dribble.		
	nt's permission, talk to a meteorologist about		ferent occasions, practice 10 minutes of		
• •	Learn about careers in meteorology. Share	individual defen			
	ith your den or an adult family member.	DATE TIME	SKILLS PRACTICED		
•	r map of your state or country, using several				
weather symbols.	The state of the s				
	ferences between tornadoes and hurricanes.	6 Explain and	demonstrate 10 official basketball signals.		
	weather vane. Make a list of other weather	-	not-improving games with a member of your		
<u> </u>	scribe what they do.	den or team (D	rates:,		
	weather can affect agriculture and the	8 Play five gar	mes of basketball.		
growing of food.	. comer can arrest agriculture and the		_,,,,)		
-	to your den/family on a book about weather.	9 Particinate in	n a basketball clinic.		
-	ainbows are formed and then draw and color	-	gh school, college, or professional basketball		
a rainbow.	and the formed and their draw and color	game.	511 Johnson, conlege, or professional busicetoan		
a 1411100 11 .		guille.			

**BASKETBALL** 

# **BASEBALL**

BELT LOOP	Date earned:	BELT LOOP	Date earned:
Earn while a Webelos	s to satisfy part of Req. 4 for the	Earn while a Webelos t	to satisfy Req. 13 for "Naturalist" badge.
"Sportsman" activity ba	adge.	Complete these three red	quirements:
Complete these three requ	uirements:	1. Explain what natu	ral resources are and why it's important
1. Explain the rules of	baseball to your leader or adult partner.	to protect and conserv	re them.
	ssions, spend at least 30 minutes	2. Make a poster that	t shows and explains the food chain.
practicing baseball skill	s.	-	what happens if the food chain becomes
DATE TIME	SKILLS PRACTICED	broken or damaged.	
		3. Learn about an end	dangered species. Make a report to
			s a picture, how the species came to be
	1 11		is being done to save it.
3. Participate in a base	eball game.	_	_
SPORTS PIN	Date earned:	ACADEMICS PIN	Date earned:
	op, and complete five of the following		ervation belt loop, and complete five of
requirements:	p, and complete live of the following	the following requirement	
-	or community baseball tournament.		nctuary, nature center or fish hatchery.
	two of the following throwing		ive newspaper or magazine articles that
	idearm, underhand, and the relay throw.		of wildlife and report to your family or
•	two of the following catching	den what you learn.	
	round ball, fielding a pop-up, catching a		nimals that use camouflage to protect
line drive.	round out, notaing a pop up, eatening a	•	den or an adult family member what you
4. Demonstrate correct	t nitching techniques	learned.	
	t hitting techniques, including bunting.		nd keep a record for one week of the
	base running. Explain base coaching	different birds that vis	
signals.			animals that are in the same class: fish,
	the following sliding techniques: the	amphibians, reptiles, b	
	ok slide, and the headfirst slide.		st of an animal track. Show it to your den
	baseball using standard baseball rules.		or adult partner, visit with a person who
, ,	,		servation, such as a park ranger, biologist,
9. Draw a baseball fiel	ld to scale or set one up for play.		gist, horticulturist, zookeeper, fishery
	ool, college or professional baseball	technician or conserva	
game.	, 6 1	8. Visit a state park o	*
•	a baseball player and give a report		nvironmental service project that helps
about him or her to you	- · · · · · · · · · · · · · · · · · · ·		vildlife, such as cleaning up an area or
	·· • • • • • • • • • • • • • • • • • •	planting trees.	

**WILDLIFE CONSERVATION** 

ARCHERY

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

BELT L	<u>.OOP</u>	Date earned:
Earn	while a Wolf Cub for Electiv	re 20c toward Arrow Points.
_	te these three requirements	
·	safety program at Cub Sco	_
	Explain the rules for safe arch	
		ity you are attending with your
	er or adult partner.	
	Demonstrate to your leader or	
	oting techniques, including the	
	w, establish the bow, draw, ai	im, release, follow-through
	retrieve arrows.	
	Practice shooting at your distr	nct or council camp for the
time	allowed.	
SPORTS	S PIN	Date earned:
		nplete five of the following:
	Explain the parts of a bow and	_
the b	powstring in a proficient man	ner.
2. I	Demonstrate how to properly	use archery equipment,
	uding arm guards, finger tabs	, and quivers and explain
	it proper clothing.	
	Develop proficient shooting to	echniques by practicing for
	e hours.	
	Learn the correct scoring tech	
	Make a poster that emphasize	
	Draw to scale or set up an arc	
	Shoot 30 arrows from a distar	
	e at least 50 points, or shoot 3	
	eet and score at least 30 point	
	Help make a type of target for	
	Show how to put away and pr	openy store archery
	pment.	or in history or literature
	Tell five facts about an arche	•
	ING SPORTS AWARD certific	
Awards,	go to: http://usscouts.org/advar	nce/cubscout/sports/archery.asp

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# **BADMINTON**

BELT LOO	<u>P</u>	Date earned:		
Earn w	vhile a W	Vebelos to satisfy part of Req. 3 for the		
"Sportsm	ıan" acti	ivity badge.		
Complete tl	hese thre	ee requirements:		
1. Expl	ain the r	ules of badminton to your leader/adult partner.		
		t 30 minutes practicing badminton skills.		
3. Parti	cipate in	a badminton game.		
SPORTS PI	<u>N</u>	Date earned:		
Earn the Ba	adminto	n belt loop, and complete five of these:		
1. Com	pete 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). This may be				
done over several different practice periods. Keep track of your				
time on a		OVUL O PRACTICES		
DATE	TIME	SKILLS PRACTICED		
5. Demonstrate skill in the following: hit the shuttle using				
fore- or back-hand; hit the shuttle, alternating fore- and back-				
hand; hit the shuttle against the wall with a fore- or back-hand;				
hit the shuttle against the wall, alternating fore-and back-hand.				
6. Accurately lay out a badminton court, including net and				
lines.	C*			
7. Play five games of badminton.				
(Dates:,,,)				
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			
toul calls ettectively to your leader's satisfaction				