



**Noyo Family Adventure Camp**  
**Cub Scout Supplement**

***Boy Scouts of America***  
***Redwood Empire Council***

***Session date July 21-July 23, 2021***

***Subject to change as program area directors finalize offerings***

*Updated June 2, 2021*

## Summary

This is open to all Scouting youth, leaders, and their families. Camp Noyo has up to 12 individual campsites that hold family groups or small units. This 3-day, 2-night experience includes all activity areas, with dedicated volunteer camp staff providing instruction in various outdoor badge programs.

## Staff and campers

Staff are intended to number around 12 and will include people dedicated to keeping critical parts of the camp sanitized and functioning. The traditional practice of assigning a rotating duty roster to clean bathrooms and do KP will not suffice this year.

COST: \$75 per Scout, \$90 if paid after June 30

\$40 per parent/pack leader, \$55 if paid after June 30

Add \$50 per person if you want food included at camp

Your pack must sign up a parent or pack leader to accompany each Cub Scout, with no more than 2 Cub Scouts per adult (fees are paid to your pack, and your pack will register all participants).

## Food service

Camp food service will be provided as an add on item choice when registering. Otherwise, you can cook your own food that you bring into Camp Noyo. The camp's refrigerators are available for your use, and you will be cooking in your campsite.

Each campsite contains a picnic table, fire pit with grate, a water faucet with bubbler fountain storage locker. Fire buckets, fire rake, shovel, clean five-gallon bucket, (patrol box, two burner stove, cook kit, chef kit (1) per patrol), lantern, Mega burner for quicker hot water boiling. Camp sites are not equipped with electric service. A limited number of plugs can be found in the bathroom building.

## Program

Program will be determined by the available staff. We will attempt to staff and offer activities in our traditional areas of Scout skills (knots, fire safety, knife safety, flag skills, first aid, etc.), Nature, Handicrafts (leatherworking, woodcarving/Whittling Chip, arts, fingerprinting, etc.), Waterfront and Shooting sports.

There are many Cub Scout focused aspects that can be achieved at camp including nature hikes, waterfront activities, shooting sports, crafty projects at handicraft and Scout skills. All these areas can help a Cub Scout make strides towards their next rank or a fun elective.

See below for advancement opportunities:

(Not all of these are guaranteed to be available at camp. Please communicate with Camp Director or Program Director about which rank(s) you are hoping to work on so we can plan appropriately.)

## Lion's Honor



1. Show the Cub Scout sign. Tell what it means.
2. Repeat the Cub Scout motto. Tell what it means.
3. Show the Cub Scout salute. Tell what it means.
4. Show teamwork and good sportsmanship by playing a game with your den.
5. Participate in an outing.

## Fun on the Run



1. Learn and demonstrate three exercises you can do each day.
2. Have Lions make a nutritious snack for the den.
3. Understand the importance of rest.
4. Participate as a den in Jungle Field Day.

## Animal Kingdom



1. Learn the role of someone who provides a service to your community.
2. Demonstrate you know what to do in an emergency.
3. Choose two energy saving projects to practice in your home for two weeks,
4. Participate in a Lion den family service project for others. (satisfied by the outing)

## Mountain Lion



1. Gather the outdoor items you need to have with you when you go on an outdoor adventure and understand how they are used. Also understand and commit to practicing the buddy system.
2. Learn what SAW (Stay, Answer, Whistle) means. Demonstrate what you can do to stay safe if you become separated from the group when you are outdoors.
3. Demonstrate an understanding of respect for animals and nature when participating in a learning hike.

## King of the Jungle



1. Participate in a flag ceremony with your den.
2. Explain what it means to be a good citizen.
3. Explain what it means to be a leader.

## Tiger



### Games Tigers Play

Complete Requirements 1 and 2 plus at least two others.

1. Do the following:
  - A. Play two initiative or team-building games with the members of your den.
  - B. Listen carefully to your leader while the rules are being explained, and follow directions when playing.

- C. At the end of the game, talk with the leader about what you learned when you played the game. Tell how you helped the den by playing your part.
2. Talk with your den or family about why good nutrition helps you to be strong and active. Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack choice.
3. Make up a game with the members of your den, and play it with den members. After playing the game, talk with your den about the experience..
4. Make up a new game, and play it with your family or members of your den or pack. Then talk with the group about the experience.
5. Do the following:
  - A. Attend a sporting event with your den or family.
  - B. Before or after the event, talk with a coach or athlete about what it is like to participate in the sport. OR Find out more about the sport and share what you have learned with your den or family members before or after the event.



## My Tiger Jungle

Complete Requirement 1 plus at least two others.

1. With your parent, guardian, or other caring adult, go for a walk outside, and pick out two or more sights or sounds of "nature" around you. Discuss with your partner or den.
2. Take a 1-foot hike. Make a list of the living things you find on your 1-foot hike. Discuss these plants or animals with your parent, guardian, other caring adult, or with your den.
3. Point out two different kinds of birds that live in your area. With your parent, guardian, or other caring adult, or with your den, find out more about one of these birds.
4. Be helpful to nature by planting a plant, shrub, or tree. Learn more about the needs and growth of the item you have planted.
5. Build and hang a birdhouse.



## Team Tiger

Complete requirements 1 and 2 plus at least two others.

1. With your parent, guardian, or other caring adult, or with your den, talk about what it means to be part of a team. List some of the teams you are on (den, pack, family, class, etc.), and explain how you can help each one.
2. With your den, talk about your Tiger team. Then make a chart showing all the different ways team members can help the den. Volunteer to take your turn doing at least two different jobs, one of which is leading the Pledge of Allegiance.
3. With your family, talk about how family members each have a role in the family team. Then pick a job that you will do to help the team. Follow through by doing that job at least three times during the next three weeks.
4. With your den or family, participate as a team in a service project that helps our country or your community.
5. With your den, make a chart or picture showing how you and your teammates make a better team because you are alike in some ways but different in

others.



## Tiger Bites

Complete requirements 1 and 2 plus at least two others.

1. With your parent, guardian, or other caring adult, or with your den, find out about good food choices and not-so-good choices. Identify three foods that you think would be good choices and three foods that would not be good choices.
2. Explain the importance of hand washing before a meal and cleanup after a meal. Then show how you would do each.
3. Show that you know the difference between a fruit and a vegetable. Eat one of each.
4. With your parent, guardian, or other caring adult, pick a job to help your family at mealtime. Do it for at least four meals.
5. Talk with your parent, guardian, or other caring adult about what foods you can eat with your fingers. Practice your manners when eating them.
6. With your parent, guardian, or other caring adult, plan and make a good snack choice or other nutritious food to share with your den.



## Tiger Circles: Duty to God

Complete requirement 1 plus at least two others.

1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.
2. With a family member, attend a religious service or other activity that shows how your family expresses reverence for God.
3. Earn the religious emblem of your faith that is appropriate for your age or grade.
4. Help with a local service project and talk with your den or family about how helping others is part of our duty to God.
5. With the approval of your parent/guardian, den leader, or other caring adult, think of and then carry out an act of kindness or respect that you think shows duty to God.



## Tigers in the Wild

Complete Requirements 1-3 plus at least one other.

1. With your parent, guardian, or other caring adult, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list to prepare for rain.
2. Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.
3. Do the following:
  - A. Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.
  - B. Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should "Trash Your Trash."
  - C. Apply the Outdoor Code and Leave No Trace Principles for Kids on your

Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.

4. While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your Tiger handbook.
5. Participate in an outdoor pack meeting or pack campout campfire. Sing a song and act out a skit with your Tiger den as part of the program.
6. Find two different trees and two different types of plants that grow in your area. Write their names in your Tiger handbook.
7. Visit a nature center, zoo, or another outside place with your family or den. Learn more about two animals, and write down two interesting things about them in your Tiger handbook.



## Tiger Elective Adventure: Sky is the Limit

Complete Requirements 1-3 plus at least one other.

1. With your den or with your parent, guardian, or other caring adult, go outside to observe the night sky. Talk about objects you see or might see.
2. Look at a distant object through a telescope or binoculars. Show how to focus the device you chose.
3. Find out about two astronauts who were Scouts when they were younger. Share what you learned with your den.
4. Observe in the sky or select from a book, chart, computer, or electronic device two constellations that are easy to see in the night sky. With your parent/guardian or other caring adult, find out the names of the stars that make up the constellation and how the constellation got its name. Share what you found with your den.
5. Draw and name your own constellation. Share your constellation with your den.
6. Create a homemade model of a constellation.
7. Find out about two different jobs related to astronomy. Share this information with your den.
8. With your den or family, visit a planetarium, observatory, science museum, astronomy club, or college or high school astronomy teacher. Before you go, write down questions you might want to ask. Share what you learned.



## Tiger Elective Adventure: Stories in Shapes

Complete at least four of the following requirements.

1. Visit an art gallery or a museum, explore an art website, or visit your library.
2. Look closely at pictures of some art with your den or a family member. Decide what you like about the art, and share your ideas with the other Tigers.
3. Create a piece of art on paper, poster board, or canvas.
4. Draw or create an art piece using shapes.
5. Use tangrams to create shapes.



## Wolf Adventure: Call of the Wild

Complete Requirements 1-4 plus at least one other.

1. Attend one of the following:
  - A. A pack or family campout
  - B. An outdoor activity with your den or pack
  - C. Day camp
  - D. Resident camp
2. With your family or den, make a list of possible weather changes that could happen during your outing according to the time of year you are outside. Tell how you will be prepared for each one.
3. Do the following:
  - A. Recite the Outdoor Code with your leader.
  - B. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.
  - C. After your outdoor activity or campout, list the ways you demonstrated being careful with fire or other dangers.
4. Show or demonstrate what to do:
  - A. In case of a natural disaster such as an earthquake or flood.
  - B. To keep from spreading your germs.
5. Show how to tie an overhand knot and a square knot.
6. While on a den or family outing, identify four different types of animals you see or explain evidence of their presence. Tell how you identified them.



## Wolf Adventure: Council Fire (Duty to Country)

Complete Requirements 1 and 2 plus at least one other.

1. With your den or pack, participate in a flag ceremony, and learn how to properly care for and fold the flag.
2. Participate in a community service project with your pack, den, or family.
3. With your parent or guardian's permission, talk to a military veteran, law enforcement officer, member of the fire department, or someone else approved by your Den Leader. Talk about his or her service to the community or country. After you have visited with the individual, write a short thank-you note.
4. Learn about the changes in your community, and create a project to show your den how the community has changed.
5. Select one issue in your community, and present to your den your ideas for a solution to the problem.
6. Work with your den to develop a den duty chart, and perform these tasks for one month.
7. Participate in an event such as a parade or assembly celebrating military veterans.



## Wolf Adventure: Duty to God Footsteps

Complete Requirement 1 or 2 plus at least two others.

1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.
2. Earn the religious emblem of your faith that is appropriate for your age, if you have not already done so.
3. Offer a prayer, meditation, or reflection with your family, den, or pack.
4. Read a story about people or groups of people who came to America to enjoy religious freedom.
5. Learn and sing a song that could be sung in reverence before or after meals or one that gives encouragement, reminds you how to show reverence, or demonstrates your duty to God.
6. Visit a religious monument or site where people might show reverence. Create a visual display of your visit with your den or your family, and show how it made you feel reverent or helped you better understand your duty to God.



## Wolf Adventure: Howling at the Moon

Complete the following Requirements.

1. Show you can communicate in at least two different ways.
2. Work with your den or family to create an original skit.
3. Work together with your den or family to plan, prepare, and rehearse a campfire program to present at a den meeting or pack program.
4. Perform your role for a den meeting or pack program.



## Wolf Adventure: Paws on the Path

Complete Requirements 1-5. Requirements 6 and 7 are optional.

1. Show you are prepared to hike safely in any outdoor setting by putting together the Cub Scout Six Essentials to take along on your hike.
2. Tell what the buddy system is and why we always use it in Cub Scouting. Describe what you should do if you get separated from your group while hiking.
3. Choose the appropriate clothing to wear on your hike based on the expected weather.
4. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. (This may be combined with Requirement 3 of The Call of the Wild Adventure.) After hiking, discuss how you showed respect for wildlife.
5. Go on a 1-mile hike with your den or family. Find two interesting things that you've never seen before and discuss with your den or family.
6. Name two birds, two insects, and/or two other animals that live in your area. Explain how you identified them.
7. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map.



## Wolf Adventure: Running With the Pack

Complete the following Requirements.

1. Play catch with someone in your den or family who is standing 5 steps away from you. Play until you can throw and catch successfully at this distance. Take a step back and see if you can improve your throwing and catching skills.
2. Practice balancing as you walk forward, backward, and sideways.
3. Practice flexibility and balance by doing a front roll, a back roll, and a frog stand.
4. Play a sport or game with your den or family, and show good sportsmanship.
5. Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk.
6. Demonstrate what it means to eat a balanced diet by helping to plan a healthy menu for a meal for your den or family. Make a shopping list of the food used to prepare the meal.



## Wolf Elective Adventure: Spirit of the Water

Complete the following Requirements

1. Discuss how the water in your community can become polluted.
2. Explain one way that you can help conserve water in your home.
3. Explain to your den leader why swimming is good exercise.
4. Explain the safety rules that you need to follow before participating in swimming or boating.
5. Visit a local pool or public swimming area with your family or den. With qualified supervision, jump into water that is at least chest-high, and swim 25 feet or more.

## Bear



## Bear Required Adventure: Baloo the Builder

Complete all of the following requirements.

1. Discover which hand tools are the best ones to have in your tool box. Learn the rules for using these tools safely. Practice with at least four of these tools before beginning a project.
2. Select, plan, and define the materials for the project you will complete in requirement 3.
3. Assemble your materials, and build one useful project and one fun project using wood.
4. Apply a finish to one of your projects.

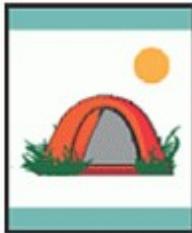


## Bear Required Adventure: Bear Claws

Complete the following requirements.

1. Learn about three common designs of pocketknives.
2. Learn knife safety and earn your [Whittling Chip](#).\*
3. Do one of the following:
  - A. Using a pocketknife, carve two items.
  - B. With a pocketknife, safely perform each of these tasks:
    1. Demonstrate how to cut a piece of rope, twine or fishing line;
    2. Open a sealed box without damaging the contents;
    3. Open a can with the can opener tool on a pocketknife;
    4. Remove and replace the screws on an object with the screwdriver tool on a pocketknife;
    5. Open a letter

\*One of the items carved for Bear Claws requirement 3 may be used to fulfill Whittling Chip requirement 3.



## Bear Required Adventure: Bear Necessities

Complete Requirements 1 - 4. Requirements 5 and 6 are optional.

1. While working on your Bear badge, attend one of the following:
  - A. A daytime or overnight campout with your pack or family
  - B. An outdoor activity with your den or pack
  - C. Day camp
  - D. Resident camp
2. Make a list of items you should take along on the activity selected in Requirement 1.
3. Make a list of equipment that the group should bring along in addition to each Scout's personal gear for the activity selected in Requirement 1.
4. Help set up a tent. Determine a good spot for the tent, and explain to your den leader why you picked it.
5. Demonstrate how to tie two half hitches and explain what the hitch is used for.
6. Learn how to read a thermometer and a barometer. Keep track of the temperature and barometric pressure readings and the actual weather at the same time every day for seven days.



## Bear Required Adventure: Fellowship and Duty to God

Complete the following requirements.

1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.
2. Complete at least one of the following:
  - A. Identify a person whose faith you admire, and discuss this person with your family.
  - B. With a family member, provide service to a place of worship or a spiritual community, school, or community organization that puts into practice your ideals of duty to God and strengthens your fellowship with others.
3. Complete at least one of the following:

- A. Earn the religious emblem of your faith that is appropriate for your age, if you have not already done so.
- B. Make a list of things you can do to practice your duty to God as you are taught in your home or place of worship or spiritual community. Select two of the items and practice them for two weeks.



### **Bear Required Adventure: Fur, Feathers, and Ferns**

Complete Requirement 1 plus three others.

1. While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living near the place where you choose to hike or walk.
2. Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit.
3. Name one animal that has become extinct in the last 100 years and one animal that is currently endangered. Explain what caused their declines.
4. Observe wildlife from a distance. Describe what you saw.
5. Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it.
6. Learn about composting and how vegetable waste can be turned into fertilizer for plants.
7. Plant a vegetable or herb garden.



### **Bear Required Adventure: Paws for Action (Duty to Country)**

Complete Requirement 1 plus two others from Requirements 2-4.

1. Learn about our nation's flag. Display it at home for one month. Say the Pledge of Allegiance and learn its meaning.
2. Do at least one of the following.
  - A. Find out about two famous Americans. Share what you learned.
  - B. Find out where places of historical interest are located in or near your community, town, or city. Go and visit one of them with your family or den.
3. Do at least two of the following.
  - A. With your school or den, visit a local sheriff's office, police station, or fire department OR talk with a fire safety officer or law enforcement officer visiting your school or den. Find out what skills the officers use to do their jobs. Ask questions that will help you learn how to stay safe.
  - B. Make a list of emergency numbers and discuss with your family where the list should be kept. Show your family that you know how to call for help in an emergency. Talk with your family about people who could help you if a parent is not available.
  - C. With your family, develop a plan to follow in case of an emergency, and practice the plan at least three times. Your family can determine the emergency, or you can develop several plans.
4. Do at least one of the following.
  - A. Do a cleanup project that benefits your community.
  - B. Participate in a patriotic community parade or other civic event that

honors our country.



## Bear Elective Adventure: A Bear Goes Fishing

Complete at least three of the following.

1. Discover and learn about three types of fish in your area. Draw a color picture of each fish, record what each one likes to eat, and describe what sort of habitat each one likes.
2. Learn about your local fishing regulations with your den leader or a parent or guardian. List three of the regulations you learn about and one reason each regulation exists.
3. Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target.
4. Go on a fishing adventure, and spend a minimum of one hour trying to catch a fish. Put into practice the things you have learned about fish and fishing equipment.



## Bear Elective Adventure: Salmon Run

Complete requirements 1-4 plus two others.

1. Explain the importance of response personnel or lifeguards in a swimming area. Tell how the buddy system works and why it is important.
2. Visit a local pool or swimming area with your den or family. Go swimming or take a swimming lesson.
3. Explain the safety rules that you need to follow before participating in boating.
4. Identify the safety equipment needed when going boating.
5. Demonstrate correct rowing or paddling form. Explain how rowing and canoeing are good exercise.
6. Show how to do both a reach rescue and a throw rescue.
7. Demonstrate the front crawl swim stroke to your den or family.
8. Name the three swimming ability groups for the Boy Scouts of America.
9. Earn the BSA beginner swim classification.



## Bear Elective Adventure: Forensics

Complete all of the following.

1. Talk with your family or den about forensics and how it is used to help solve crimes.
2. Take your fingerprints and learn how to analyze them.
3. Complete one of the following:
  - A. Learn about chromatography and how it is used in solving crimes. Do an investigation using different types of black, felt-tip markers. Share your results with your den.

- B. Do an analysis of four different substances: salt, sugar, baking soda, and cornstarch.
- 4. Complete one of the following:
  - A. Visit the sheriff's office or police station in your town. Find out how officers collect evidence.\*
  - B. Learn about the different jobs available in forensic science. Choose two, and find out what is required to work in those jobs. Share what you learn with your den.
  - C. Learn how animals are used to gather important evidence. Talk about your findings with your den.

\* Note that this may be done during the same visit as "Paws for Action" requirement 3A.

## Webelos/AOL



### Webelos Adventure: Cast Iron Chef

Complete Requirements 1 and 2 below. Requirement 3 is optional.

1. Plan a menu for a balanced meal for your den or family. Determine the budget for the meal. If possible, shop for the items on your menu. Stay within your budget.
2. Prepare a balanced meal for your den or family. If possible, use one of these methods for preparation of part of the meal: camp stove, Dutch oven, box oven, solar oven, open campfire, or charcoal grill. Demonstrate an understanding of food safety practices while preparing the meal.
3. Use tinder, kindling, and fuel wood to demonstrate how to build a fire in an appropriate outdoor location. If circumstances permit and there is no local restriction on fires, show how to safely light the fire, under the supervision of an adult. After allowing the fire to burn safely, safely extinguish the flames with minimal impact to the fire site



### Webelos Adventure: Duty to God and You

Complete Requirement 1 and at least two others.

1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.
2. Earn the religious emblem of your faith that is appropriate for your age, if you have not done so already.
3. Discuss with your family, family's faith leader, or other caring adult how planning and participating in a service of worship or reflection helps you live your duty to God.
4. List one thing that will bring you closer to doing your duty to God, and practice it for one month. Write down what you will do each day to remind you.



## Webelos Adventure: First Responder

Complete 1 and at least five others.

1. Explain what first aid is. Tell what you should do after an accident.
2. Show what to do for hurry cases of first aid: Serious bleeding, heart attack or sudden cardiac arrest, stopped breathing, stroke, poisoning
3. Show how to help a choking victim.
4. Show how to treat for shock.
5. Demonstrate how to treat at least five of the following:
  - A. Cuts and scratches,
  - B. Burns and scalds,
  - C. Sunburn,
  - D. Blisters on the hand or foot,
  - E. Tick bites,
  - F. Bites and stings of other insects,
  - G. Venomous snakebites,
  - H. Nosebleed,
  - I. Frostbite
6. Put together a simple home first-aid kit. Explain what you included and how to use each item correctly.
7. Create and practice an emergency readiness plan for your home or den meeting place.
8. Visit with a first responder or health care professional.



## Webelos Adventure: Stronger, Faster, Higher

Complete Requirements 1-3 and at least one other.

1. Understand and explain why you should warm up before exercising and cool down afterward. Demonstrate the proper way to warm up and cool down.
2. Do these activities and record your results: 20 yard dash, vertical jump, lifting a 5 pound weight, push-ups, curls, jumping rope.
3. Make an exercise plan that includes at least three physical activities. Carry out your plan for 30 days, and write down your progress each week.
4. Try a new sport that you have never tried before.
5. With your den, prepare a fitness course or series of games that includes jumping, avoiding obstacles, weight lifting, and running. Time yourself going through the course, and try to improve your time over a two week period.
6. With adult guidance, help younger Scouts by leading them in a fitness game or games.



## Webelos Adventure: Webelos Walkabout

Complete Requirements 1-4 and at least one other.

1. Plan a hike or outdoor activity.
2. Assemble a first aid kit suitable for your hike or activity.
3. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your Webelos adventures.
4. With your Webelos den or with a family member, hike 3 miles. Before your hike, plan and prepare a nutritious lunch or snack. Enjoy it on your hike,

and clean up afterward.

5. Describe and identify from photos any poisonous plants and dangerous animals and insects you might encounter on your hike or activity.
6. Perform one of the following leadership roles during your hike: trail leader, first aid leader, or lunch or snack leader.



## Arrow of Light Adventure: Building a Better World

Complete the following requirements.

1. Explain the history of the United States flag. Show how to properly display the flag in public, and help lead a flag ceremony.
2. Learn about and describe your rights and duties as a citizen, and explain what it means to be loyal to your country.
3. Discuss in your Webelos den the term "rule of law," and talk about how it applies to you in your everyday life.
4. Meet with a government or community leader, and learn about his or her role in your community. Discuss with the leader an important issue facing your community.
5. Show that you are an active leader by planning an activity for your den without your den leader's help. Ask your den leader for approval first.
6. Do at least one of these:
  - A. Learn about Scouting in another part of the world. With the help of your parent, guardian, or den leader, pick one country where Scouting exists, and research its Scouting program.
  - B. Set up an exhibit at a pack meeting to share information about the World Friendship Fund.
  - C. Under the supervision of your parent, guardian, or den leader, connect with a Scout in another country during an event such as Jamboree on the Air or Jamboree-on-the-Internet or by other means.
  - D. Learn about energy use in your community and in other parts of the world.
  - E. Identify one energy problem in your community, and find out what has caused it.



## Arrow of Light Adventure: Duty to God in Action

Complete Requirements 1 and 2 and at least two others.

1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.
2. Under the direction of your parent, guardian, or religious or spiritual leader, do an act of service for someone in your family, neighborhood, or community. Talk about your service with your family. Tell your family how it related to doing your duty to God.
3. Earn the religious emblem of your faith that is appropriate for your age, if you have not done so already.
4. With your parent, guardian, or religious or spiritual leader, discuss and make a plan to do two things you think will help you better do your duty to God.

Do these things for a month.

5. Discuss with your family how the Scout Oath and Scout Law relate to your beliefs about duty to God.
6. For at least a month, pray or reverently meditate each day as taught by your family or faith community.



## Arrow of Light Adventure: Outdoor Adventurer

Complete Option A or Option B.

- Option A

1. With the help of your den leader or family, plan and participate in a campout.
2. On arrival at the campout, with your den and den leader or family, determine where to set up your tent. Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult.
3. Once your tents are set up, discuss with your den and den leader or family what actions you should take in the case of the following extreme weather events:
  - A. Severe rainstorm causing flooding
  - B. Severe thunderstorm with lightning or tornadoes
  - C. Fire, earthquake, or other disaster that will require evacuation.Discuss what you have done to minimize as much danger as possible.
4. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.
5. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

- Option B

1. With the help of your den leader or family, plan and participate in an outdoor activity.
2. Discuss with your den or family what actions you should take in the case of the following extreme weather events:
  - A. Severe rainstorm causing flooding
  - B. Severe thunderstorm with lightning or tornadoes
  - C. Fire, earthquake, or other disaster that will require evacuation.Discuss what you have done to minimize as much danger as possible.
3. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.
4. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.



## Arrow of Light Adventure: Scouting Adventure

Complete the following Requirements.

1. Prepare yourself to join a troop by completing at least a-c below:
  - A. Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain their meanings to your den leader, parent, or guardian.
  - B. Explain what Scout spirit is. Describe for your den leader, parent, or guardian some ways you have shown Scout spirit by conducting yourself according to the Scout Oath, Scout Law, Scout motto, and Scout slogan.
  - C. Give the Scout sign, salute, and handshake. Explain when to use each.
  - D. Describe the First Class Scout badge, and tell what each part stands for. Explain the significance of the First Class Scout badge.
  - E. Repeat from memory the Pledge of Allegiance. In your own words, explain its meaning.
2. Visit a troop meeting with your parent or guardian and, if possible, with your den members and leaders. After the meeting, do the following:
  - A. Describe how the Scouts in the troop provide its leadership.
  - B. Describe the four steps of Scout advancement.
  - C. Describe ranks in Scouting and how they are earned.
  - D. Describe what merit badges are and how they are earned.
3. Practice the patrol method in your den for one month by doing the following:
  - A. Explain the patrol method. Describe the types of patrols that might be part of a troop.
  - B. Hold an election to choose the patrol leader.
  - C. Develop a patrol name and emblem (if your den does not already have one), as well as a patrol flag and yell. Explain how a patrol name, emblem, flag, and yell create patrol spirit.
  - D. As a patrol, make plans to participate in a troop's campout or other outdoor activity.
4. With your Webelos den leader, parent, or guardian, participate in a troop's campout or other outdoor activity. Use the patrol method while on the outing.
5. Do the following:
  - A. Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.
  - B. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.
6. Demonstrate your knowledge of the pocketknife safety rules and the pocketknife pledge. If you have not already done so, earn your [Whittling Chip](#) card.



## Webelos/AOL Elective Adventure: Aquanaut

Complete Requirements 1-4 and at least two others.

1. State the safety precautions you need to take before doing any water activity.
2. Discuss the importance of learning the skills you need to know before going boating.

3. Explain the meaning of "order of rescue" and demonstrate the reach and throw rescue techniques from land.
4. Attempt the BSA swimmer test.
5. Demonstrate the precautions you must take before attempting to dive headfirst into the water, and attempt a front surface dive.
6. Learn and demonstrate two of the following strokes: crawl, sidestroke, breaststroke, or elementary backstroke.
7. Invite a current or former lifeguard, or member of a rescue squad, the U.S. Coast Guard, U.S. Navy, or other armed forces branch who has had swimming and rescue training to your den meeting. Find out what training and other experiences this person has had.
8. Demonstrate how to correctly fasten a life jacket that is the right size for you. Jump into water over your head. Swim 25 feet wearing the life jacket. Get out of the water, remove the life jacket, and hang it where it will dry.
9. If you are a qualified swimmer, select a paddle of the proper size, and paddle a canoe with an adult's supervision.



## Webelos/AOL Elective Adventure: Art Explosion

Complete Requirements 1-3. Requirement 4 is optional.

1. Visit an art museum, gallery, or exhibit. Discuss with an adult the art you saw. What did you like?
2. Create two self-portraits using two different techniques, such as drawing, painting, printmaking, sculpture, and computer illustration.
3. Do two of the following:
  - A. Draw or paint an original picture outdoors, using the art materials of your choice.
  - B. Use clay to sculpt a simple form.
  - C. Create an object using clay that can be fired, baked in the oven, or air-dried.
  - D. Create a freestanding sculpture or mobile using wood, metal, papier-mâché, or found or recycled objects.
  - E. Make a display of origami or kirigami projects.
  - F. Use a computer illustration or painting program to create a work of art.
  - G. Create an original logo or design. Transfer the design onto a T-shirt, hat, or other object.
  - H. Using a camera or other electronic device, take at least 10 photos of your family, a pet, or scenery. Use photo-editing software to crop, lighten or darken, and change some of the photos.
  - I. Create a comic strip with original characters. Include at least four panels to tell a story centered on one of the points of the Scout Law. Characters can be hand-drawn or computer-generated.
4. Choose one of the following methods to show your artwork:
  - A. Create a hard-copy or digital portfolio of your projects. Share it with your family and members of your den or pack.
  - B. Display your artwork in a pack, school, or community art show.



## Webelos/AOL Elective Adventure: Earth Rocks!

Complete the following requirements.

1. Do the following:
  - A. Explain the meaning of the word "geology."
  - B. Explain why this kind of science is an important part of your world.
2. Look for different kinds of rocks or minerals while on a rock hunt with your family or your den.
3. Do the following:
  - A. Identify the rocks you see on your rock hunt. Use the information in your handbook to determine which types of rocks you have collected.
  - B. With a magnifying glass, take a closer look at your collection. Determine any differences between your specimens.
  - C. Share what you see with your family or den.
4. Do the following:
  - A. With your family or den, make a mineral test kit, and test minerals according to the Mohs scale of mineral hardness.
  - B. Record the results in your handbook.
5. Identify on a map of your state some geological features in your area.
6. Do the following:
  - A. Identify some of the geological building materials used in building your home.
  - B. Identify some of the geological materials used around your community



## Webelos/AOL Elective Adventure: Into the Wild

Complete at least six of the following requirements.

1. Collect and care for an "insect, amphibian, or reptile zoo." You might have crickets, ants, grasshoppers, a lizard, or a toad (but be careful not to collect or move endangered species protected by federal or state law). Study them for a while and then let them go. Share your experience with your Webelos den.
2. Set up an aquarium or terrarium. Keep it for at least a month. Share your experience with your Webelos den by showing them photos or drawings of your project or by having them visit to see your project.
3. Watch for birds in your yard, neighborhood, or area for one week. Identify the birds you see, and write down where and when you saw them.
4. Learn about the bird flyways closest to your home. Find out which birds use these flyways.
5. Watch at least four wild creatures (reptiles, amphibians, arachnids, fish, insects, or mammals) in the wild. Describe the kind of place (forest, field, marsh, yard, or park) where you saw them. Tell what they were doing.
6. Identify an insect, reptile, bird, or other wild animal that is found only in your area of the country. Tell why it survives in your area.
7. Give examples of at least two of the following:
  - A. A producer, a consumer, and a decomposer in the food chain of an ecosystem
  - B. One way humans have changed the balance of nature

- C. How you can help protect the balance of nature
8. Learn about aquatic ecosystems and wetlands in your area. Talk with your Webelos den leader or family about the important role aquatic ecosystems and wetlands play in supporting life cycles of wildlife and humans, and list three ways you can help.
  9. Do ONE of the following:
    - A. Visit a museum of natural history, a nature center, or a zoo with your family, Webelos den, or pack. Tell what you saw.
    - B. Create a video of a wild creature doing something interesting, and share it with your family and den.



## **Webelos/AOL Elective Adventure: Into the Woods**

Complete Requirements 1-4 and one other.

1. Identify two different groups of trees and the parts of a tree.
2. Identify four trees common to the area where you live. Tell whether they are native to your area. Tell how both wildlife and humans use them.
3. Identify four plants common to the area where you live. Tell which animals use them and for what purpose.
4. Develop a plan to care for and then plant at least one plant or tree, either indoors in a pot or outdoors. Tell how this plant or tree helps the environment in which it is planted and what the plant or tree will be used for.
5. Make a list of items in your home that are made from wood and share it with your den. Or with your den, take a walk and identify useful things made from wood.
6. Explain how the growth rings of a tree trunk tell its life story. Describe different types of tree bark and explain what the bark does for the tree.
7. Visit a nature center, nursery, tree farm, or park, and speak with someone knowledgeable about trees and plants that are native to your area. Explain how plants and trees are important to our ecosystem and how they improve our environment.

## Cub Scout Misc. Award Possibilities:

### **Whittling Chip-**

#### **Requirements:**

1. Know the safety rules for handling a knife.
2. Show that you know how to take care of and use a pocketknife.
3. Make a carving with a pocketknife.\* Work with your den leader or other adult when doing this.
4. Read, understand and promise to abide by the "Knives Are Not Toys" guidelines.
5. Read, understand and promise to abide by the "Pocketknife Pledge."

\*One of the items carved for requirement 3 of the "Bear Claws" adventure may be used to fulfill Whittling Chip requirement 3.

## Shooting Sports-



# Cub Scout Shooting Sports Awards

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

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

## BB Gun Requirements

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

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- **LEVEL 2: SKILL AND KNOWLEDGE**  
To earn the Level 2 Skill and Knowledge recognition, Cub Scouts must complete the Level 1 Participation and Knowledge requirements, and do the following:
  - Tigers must complete S1–S3 from the Tiger column.
  - Wolves and Bears must complete S1–S4 from the Wolf/Bear column.
  - Webelos and Arrow of Light Scouts must complete S1–S4 from the Webelos/Arrow of Light column.

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

## Archery Requirements

- **LEVEL 1: PARTICIPATION AND KNOWLEDGE (ALL RANKS)**
  1. Demonstrate how to follow archery range safety rules and whistle commands.
  2. Identify and name a recurve bow and/or compound bow
  3. Explain and demonstrate how to apply and use arm guards, finger tabs, and quivers.
  4. On an approved range, demonstrate how to safely and effectively shoot a bow and arrow, including how to establish a correct stance, nock the arrow, hook and grip the bow, raise the bow, draw, anchor, hold, aim, and release/follow through
  5. On an approved range, demonstrate how to safely retrieve arrows after the range is clear and the command to retrieve arrows has been provided.
- 
- **LEVEL 2: SKILL AND KNOWLEDGE**  
To earn the Level 2 Skill and Knowledge recognition, Cub Scouts must complete the Level 1 Participation and Knowledge requirements, and do the following:
  - Tigers must complete S1–S3 from the Tiger column.
  - Wolves must complete S1–S4 from the Wolf column.
  - Bears must complete S1–S4 from the Bear column.
  - Webelos and Arrow of Light Scouts must complete S1–S4 from the Webelos/Arrow of Light column.

	Tiger	Wolf	Bear	Webelos / Arrow of Light
S1	Identify three parts of	Identify three parts of	Identify four parts of the	Identify five parts of the

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

## Slingshot Requirements

- LEVEL 1: PARTICIPATION AND KNOWLEDGE (ALL RANKS)
  1. On an approved range, demonstrate to qualified leadership good shooting techniques, including eye dominance, breathing, sight alignment, and follow-through.
  2. On an approved range, explain the parts of a slingshot and demonstrate how to properly use them.
  3. Explain the different types of ammunition that may be used with a slingshot and those that may not be used.
  4. Explain the different types of targets that may be used with a slingshot and those that may not be used.
- 
- LEVEL 2: SKILL AND KNOWLEDGE  
 To earn the Level 2 Skill and Knowledge recognition, a Cub Scout must complete the Level 1 Participation and Knowledge requirements, and do the following:
  - Tigers must complete S1–S3 from the Tiger column.
  - Wolves must complete S1–S3 from the Wolf column.
  - Bears must complete S1–S3 from the Bear column.
  - Webelos and Arrow of Light Scouts must complete S1–S3 from the Webelos/Arrow of Light column.

	Tiger	Wolf	Bear	Webelos / Arrow of Light
S1	On an approved range, shoot three shots at a target; then repeat and do your best to improve your score. (Shoot a total of six shots.)	On an approved range, shoot five shots at a target; then repeat and do your best to improve your score. (Shoot a total of 10 shots.)	On an approved range, shoot five shots at a target; then repeat twice and do your best to improve your score each time. (Shoot a total of 15 shots.)	On an approved range, shoot five shots at a target; then repeat three times and do your best to improve your score each time. (Shoot a total of 20 shots.)
S2	Demonstrate proper range commands and	Demonstrate proper range commands and	Demonstrate proper range commands and explain	Demonstrate proper range commands and explain

	explain how and when to use them.	explain how and when to use them.	how and when to use them.	how and when to use them.
S3	On an approved range, try shooting with your non-dominant hand.	On an approved range, try shooting with your non-dominant hand.	On an approved range, try shooting with your non-dominant hand.	On an approved range, try shooting with your non-dominant hand.

## No Skunk Train

As was the case in 2019, the Skunk Train is not prepared to run trains to camp. They have problems with a trestle on the Willits side, and a tunnel on the Fort Bragg side. Given the importance of distancing and the challenges of enclosed travel with uncontrolled groups, it seems appropriate to exclude a train ride from the Noyo experience this year.

We will all drive personal vehicles to camp. The final road into camp is a well-maintained dirt road, easily traveled by two-wheel drive vehicles of average clearance. Be sure your tires are in good condition and buy fuel before you leave Willits. Be prepared if anyone needs transport off business hours or if camp needs to be evacuated.

## Cost

See above for price.

## Medical forms

Getting a camp physical this year may not be easy or even possible! By offering a camp of less than 72 hours, we will require a current Part A and B of the BSA medical form, but the Part C that requires a physician signature, will not be required.

A new Part A and B is required. Please use the latest A-B form, dated 2019 printing. It's at <https://www.scouting.org/health-and-safety/ahmr/> behind the button for [All Scouting Events](#).

Of course, if you are able to get the new form A-B-C (select [Are you Going to Camp?](#)) with a medical signature, it will be accepted.

If you are of an age that is available for the COVID-19 vaccination, please note if you have gotten it or not somewhere on your form.

## Screening/precautions for COVID-19 infections

Further information will be supplied, but this is an outline of what to expect.

1. Units will screen their participants daily for temperature and flu-like symptoms. A log will be kept by the acting unit leader on site. Any anomalies will be immediately reported to camp leadership.
2. Participants will be asked to keep a similar log for **two weeks prior** to camp. The log can be found in the Leader's Guide. This will be shared with your unit leadership prior to travel to camp. Of course, if any hopeful participants (adults & youth) display symptoms, they and their family members will not be allowed to enter camp.

3. Travel, among groups by enclosed means (plane, train, bus), in the two weeks prior to camp is strongly discouraged. Please include in your log any such travel and describe what precautions were taken.
4. Masks will be required of each participant, and will be worn in camp during gatherings (meal preparation, flags, +?). Masks will not be practical during some activities. Camp and unit leadership discretion will be respectfully applied and followed.
5. If anyone acquires symptoms at camp, they and their family members will be asked to leave camp. Unit leadership can decide if the entire campsite stays or leaves. Such events, identified to campsite and unit, not individuals, will be shared at twice daily camp staff – unit leadership meetings so that frequent assessments of camp safety will be transparent.

## Feedback

is a gift! Please advise your troop, camp, or council leadership if this describes a camp you would like to participate in during the 2021 season. We want to know what can/should we do to make you feel that you or your loved ones will have a safe, fun, learning experience at camp.

Camp Director	Jeff Neuman	281-703-7571	<a href="mailto:JCNeuman@SWBell.net">JCNeuman@SWBell.net</a>
Program Director	George Robertson	707-292-3972	<a href="mailto:geohrobertson@yahoo.com">geohrobertson@yahoo.com</a>
REC Scout Executive	Charles Howard-Gibbon	707-546-8137	<a href="mailto:CharlesHoward.Gibson@scouting.org">CharlesHoward.Gibson@scouting.org</a>
REC para-Professional	Maureen McCool	707-546-8137	<a href="mailto:Maureen.McCool@scouting.org">Maureen.McCool@scouting.org</a>
REC VP Programs	Randy Huffman	707-468-5486	<a href="mailto:scoutrandy@gmail.com">scoutrandy@gmail.com</a>
REC Outdoor Program Chair	Jason Kracht	707-566-6810	<a href="mailto:woapalanne@sbcglobal.net">woapalanne@sbcglobal.net</a>