

CWBS Advancements 2023 - Day and Resident Camps

Tiger Adventure: 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.- FIELD GAMES
 - 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. - with your den
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.

Tiger Adventure: 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. - NATURE
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. – Can be done at Camp with your unit
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. - NATURE

Tiger Adventure: Tiger Bites (Can be completed during meals @ Camp)

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.

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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 Adventure: 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. – Plan ahead to bring items
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. - NATURE
3. Do the following: - NATURE
 - 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. - NATURE
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.- optional

Tiger Elective Adventure: Curiosity, Intrigue, and Magical Mysteries

Complete Requirements 1 and 2 plus at least one other.

1. Do the following:
 - A. Learn a magic trick. Practice your magic trick so you can perform it in front of an audience.
 - B. Create an invitation to a magic show.
 - C. With your den or with your family, put on a magic show for an audience.
2. Spell your name using sign language, and spell your name in Braille.
3. Create a secret code. Share it with your family or den.
4. With the other Scouts in your den or with your family, crack a code that you did not create. – HANDICRAFTS or BIG DIG
5. With the help of your parent, guardian, or other caring adult, conduct a science demonstration that shows how magic works and share what you learned from your science demonstration.

Tiger Elective Adventure: Floats and Boats

Complete Requirements 1-4 plus at least one other.

1. With your den, say the SCOUT water safety chant. - BOATING

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2. With your den, talk about why it's important to have a buddy and then play the buddy game.
3. Show how to safely help someone who needs assistance in the water, without having to enter the water yourself. - Optional POOL as a lifeguard
4. Show how to enter the water safely, blow your breath out under the water, and do a prone glide. - POOL
5. Identify five different types of boats.
6. Build a boat from recycled materials, and float it on the water.
7. Show that you can put on and fasten a life jacket correctly - BOATING

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. - HANDICRAFTS / FORT
4. Draw or create an art piece using shapes.
5. Use tangrams to create shapes.

Tiger Elective Adventure: Tiger-iffic!

Complete requirements 1-3 and plus at least one other.

1. Play at least two different games by yourself; one may be a video game.
2. Play a board game or another inside game with one or more members of your den. - Possible during Rainy Day
3. Play a problem-solving game with your den.
4. With your parent's or guardian's permission, do the following:
 - A. Play a video game with family members or den members in a tournament.
 - B. List at least three tips that would help someone who was learning how to play your favorite video game.
 - C. Play an appropriate video game with a friend for 30 minutes.
5. With other members of your den, invent a game, OR change the rules of a game you know, and play the game.
6. Play a team game with your den - FIELD GAMES

Tiger Elective Adventure: Tiger Tag

Complete requirements 1 and 2 plus at least one other.

1. Choose one active game you like, and tell your den about how to play and why you like this game.- FIELD GAMES
2. Play two team or relay games with your den. Tell your parent, guardian, or other caring adult or the other Tigers what you liked best about each game. - FIELD GAMES

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3. Have your den choose a team or relay game that everyone can play, and play it at least twice. .- FIELD GAMES
4. With your parent, guardian, or other caring adult, select an active outside game that you could play with the members of your den. Talk with den members about the games suggested by all Tigers. With your den, decide on a game to play and play the game that your den has chosen. After the game, discuss with your den the meaning of being a good sport. .- FIELD GAMES

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. – Can be done with your unit
3. Do the following:
 - A. Recite the Outdoor Code with your leader.-NATURE
 - B. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.-NATURE
 - C. After your outdoor activity or campout, list the ways you demonstrated being careful with fire or other dangers.-unit discussion
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. – unit discussion
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. - NATURE

Wolf Adventure: Howling at the Moon

Complete the following Requirements.

1. Show you can communicate in at least two different ways.-HANDICRAFTS / FORT / SHIP
2. Work with your den or family to create an original skit.- optional Resident campfire
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. .- optional Resident campfire
4. Perform your role for a den meeting or pack program. .- optional Resident campfire

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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. – plan ahead to bring items
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. - NATURE
3. Choose the appropriate clothing to wear on your hike based on the expected weather. - NATURE
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. - NATURE
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. - NATURE
6. Name two birds, two insects, and/or two other animals that live in your area. Explain how you identified them. - NATURE
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.- FIELD GAMES
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: Paws of Skill

Complete at least Requirements 1-4. Requirements 5-7 are optional.

1. Talk with your family or den about what it means to be physically fit. Share ideas of what you can do to stay in shape.
2. With your family or den, talk about why it is important to stretch before and after exercising. Demonstrate proper warm-up movements and stretches before and after each activity you do that involves action.
3. Select at least two physical fitness skills and practice them daily for two weeks. See if you can improve during that time.
4. With your family or your den, talk about what it means to be a member of a team. Working together, make a list of team sports, and talk about how the team works together to be successful. Choose one and play for 30 minutes.-FIELD GAMES
5. With your den, develop an obstacle course that involves five different movements. Run the course two times and see if your time improves.

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6. With your den, talk about sportsmanship and what it means to be a good sport while playing a game or a sport. Share with your den how you were a good sport or demonstrated good sportsmanship in requirement 4.-FIELD GAMES
7. Visit a sporting event with your family or your den. Look for ways the team works together. Share your visit with your den.

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.-discussion @ POOL
4. Explain the safety rules that you need to follow before participating in swimming or boating.- POOL
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.- POOL / Swim Test

Bear Required Adventure: Bear Necessities

Complete Requirements 1 - 4.

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.- plan ahead
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.- plan ahead
4. Help set up a tent. Determine a good spot for the tent, and explain to your den leader why you picked it.- depends on whether you use your own tent

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. - NATURE
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.- NATURE
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.- if we are lucky

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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. -NATURE

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. - DAY CAMP ONLY

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.

Bear Elective Adventure: Roaring Laughter

Complete at least four of the following.

1. Think about what makes you laugh. Write down three things that make you laugh.-DAY CAMP Songs & Skits
2. Practice reading tongue twisters.-DAY CAMP Songs & Skits
3. Create your own short story. Remove some nouns, verbs, adjectives, and adverbs from the story, leaving blanks. Without telling the story, have a friend insert his or her own nouns, verbs, adjectives, and adverbs in the story you created.
4. With a partner, play a game that makes you laugh.
5. Share at least two jokes with members of your den to make them laugh.

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6. Practice at least two run-ons with your den, and perform them at a pack meeting or campfire program.- optional CAMPFIRE

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

Bear Elective Adventure: Super Science

Complete at least four of the following.

1. Make static electricity by rubbing a balloon or a plastic or rubber comb against another material, such as a fleece blanket or wool sweater. Explain what you learned.
2. Conduct one other static electricity investigation. Explain what you learned.
3. Do a sink-or-float investigation. Explain what you learned.
4. Do a color-morphing investigation. Explain what you learned.
5. Do a color-layering investigation. Explain what you learned. - HANDICRAFTS Day Camp only

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 - In Campsite -optional

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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.-FIELD GAMES
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. - FIELD GAMES

Webelos Adventure: Webelos Walkabout

Complete Requirements 1-4 and at least one other.

1. Plan a hike or outdoor activity. NATURE
2. Assemble a first aid kit suitable for your hike or activity.- plan ahead
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. - NATURE
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. - NATURE

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. – Resident Camp
 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. – if you are using your own tent
 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

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- 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. - NATURE
- Option B
 - 1. With the help of your den leader or family, plan and participate in an outdoor activity. - Day Camp
 - 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. - NATURE

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. - POOL
2. Discuss the importance of learning the skills you need to know before going boating. - BOATING
3. Explain the meaning of "order of rescue" and demonstrate the reach and throw rescue techniques from land. - Ask a lifeguard
4. Attempt the BSA swimmer test. - POOL
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. - POOL
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. - BOATING

Webelos/AOL Elective Adventure: Build It

Complete the following requirements.

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1. Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools. - WOODSHOP
2. With the guidance of your Webelos den leader, parent, or guardian, select a carpentry project and build it. - WOODSHOP
3. List the tools that you use safely as you build your project; create a list of materials needed to build your project. Put a checkmark next to the tools on your list that you used for the first time.
4. Learn about a construction career. With your Webelos den leader, parent, or guardian, visit a construction site, and interview someone working in a construction career.

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. – can be done in a week of camp- NATURE
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 (fore st, field, marsh, yard, or park) where you saw them. Tell what they were doing. – NATURE if you are quiet
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.- with your unit
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. – if you are lucky

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. – with your unit
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. – with your unit

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3. Identify four plants common to the area where you live. Tell which animals use them and for what purpose. – with your unit
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.

Webelos/AOL Elective Adventure: Sports

Complete the following requirements.

1. Show the signals used by officials in one of these sports: football, basketball, baseball, soccer, or hockey.
2. Participate in two sports, either as an individual or part of a team.
3. Complete the following requirements: - FIELD GAMES
 - A. Explain what good sportsmanship means.
 - B. Role-play a situation that demonstrates good sportsmanship.
 - C. Give an example of a time when you experienced or saw someone showing good sportsmanship.

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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.

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.

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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 the arrow and three major parts of the bow you will be shooting.	Identify three parts of the arrow and four major parts of the bow you will be shooting.	Identify four parts of the arrow and five major parts of the bow you will be shooting.	Identify five parts of the 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.

CWBS Advancements 2023 - Day and Resident Camps

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 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.
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.