

















































Gopher's Guide to Pins and Loops

2024

2024-2025
Cub Scout Badges of Rank
Requirements

The Bobcat Adventure is designed to be the first required Adventure.
Each badge of rank is earned by completing six required and two elective Adventures.
The six required Adventures are focused on the aims and focus areas of the BSA.

 LION Kindergarten	 TIGER 1 st Grade	 WOLF 2 ND Grade	 BEAR 3 RD Grade	 WEBELOS 4 TH Grade	 ARROW OF LIGHT 5 TH Grade
 BOBCAT Character/Leadership  MOUNTAIN LION Outdoors  FUN ON THE RUN Personal Fitness  KING OF THE JUNGLE Citizenship  LION ROAR Personal Safety  LION'S PRIDE Family/Reverence	 BOBCAT Character/Leadership  TIGERS IN THE WILD Outdoors  TIGER BITES Personal Fitness  TEAM TIGER Citizenship  TIGER ROAR Personal Safety  TIGER CIRCLES Family/Reverence	 BOBCAT Character/Leadership  PAWS ON THE PATH Outdoors  RUNNING WITH THE PACK Personal Fitness  COUNCIL FIRE Citizenship  SAFETY IN NUMBERS Personal Safety  FOOTSTEPS Family/Reverence	 BOBCAT Character/Leadership  BEAR HABITAT Outdoors  BEAR STRONG Personal Fitness  PAWS FOR ACTION Citizenship  STANDING TALL Personal Safety  FELLOWSHIP Family/Reverence	 BOBCAT Character/Leadership  WEBELOS WALKABOUT Outdoors  STRONGER, FASTER, HIGHER Personal Fitness  MY COMMUNITY Citizenship  MY SAFETY Safety/First Aid  MY FAMILY Family/Reverence	 BOBCAT Character/Leadership  OUTDOOR ADVENTURER Outdoors  PERSONAL FITNESS Personal Fitness  CITIZENSHIP Citizenship  FIRST AID Safety/First Aid  DUTY TO GOD Family/Reverence
 2 Elective Adventures	 2 Elective Adventures	 2 Elective Adventures	 2 Elective Adventures	 2 Elective Adventures	 2 Elective Adventures



Gopher's Guide to Pins and Loops



Table of Contents

Webelosree and Pinstravapaloopsa 3

The Methods of Scouting..... 4

 Living the Ideals..... 4

 Belonging to a Den 4

 Advancement..... 4

 Family Involvement..... 4

 Activities..... 4

 Serving the Neighborhood 4

 Uniform..... 4

 The Edge Method..... 4

 The Patrol Method..... 5

Cub Essentials 5

 Scout Law 5

 Scout Motto 5

 Scout Oath..... 5

 Scout Slogan..... 5

 Outdoor Code 5

 Link to Cub Scout Adventures..... 5

Lion (Kindergarten) 6

Tiger (1st Grade)..... 7

Wolf (2nd Grade)..... 8

Bear (3rd Grade) 9

Webelos (4th Grade) 10

Arrow Of Light (5th Grade) 11



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Webelosree and Pinstravapalooopsa

The Webelosree was a once yearly event held at Babcock-Hovey for first year and Arrow of Light Webelos interested in a weekend of camping fun and Scouting Advancement Activities. Pinstravapalooopsa is the continuation and expansion of Webelosree at Camp Cutler to include advancement opportunities for all Cub ages and establish a comprehensive bridge program to prepare Cubs and parents for Scouting.

Webelosree and Pinstravapalooopsa are great ways for Cubs of all ages to complete multiple camping and adventure pin requirements or electives in a beautiful outdoor setting as they prepare for crossing over into Scouts. Younger Cubs can attend for the day and participate in age-appropriate activities while older Cubs can pitch their own tents, help cook their own meals, and camp in the woods, fields, or lean-tos in true pack-in-pack-out style just like the Scouts do! The overnight campout is not strictly required (except for certain adventures) but comes highly recommended as part of the bridge program to prepare Cubs for Scouts. Younger Cub units can book a lodge or pod if they wish to stay overnight without needing to set up tents.

Please take the time to read through the information provided in this guide as it contains all the essential information to help you and your Cubs meet the requirements for advancement. As a general rule, all prerequisites must be completed either before or after an event in order to earn the adventure loop or pin. Final decision authority on awarding pins rests with the parents and leaders so please help your Cubs be prepared!

Feel free to contact me with questions or concerns. Thank you for choosing the Webelosree and Pinstravapalooopsa as your premier Cub advancement event. I look forward to seeing you all in camp.

Yours in Scouting,

Guido "Gopher" DiMatteo
Camp Director
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The Methods of Scouting

Living the Ideals - Cub Scouting's values are embedded in the Scout Oath, the Scout Law, the Cub Scout motto, and the Cub Scout sign, handshake, and salute. These practices help establish and reinforce the program's values in Scouts and the leaders who guide them.

Belonging to a Den - The den (a group of six to eight children who are in the same grade and are the same gender) is the place where Cub Scouting starts. In the den, Cub Scouts develop new skills and interests, they practice sportsmanship and good citizenship, and they learn to do their best, not just for themselves but for the den as well.

Advancement - Recognition is important to everyone. The advancement plan provides fun for the Scouts, gives them a sense of personal achievement as they earn badges, and strengthens family understanding as adult family members and their den leader work with them on advancement projects.

Family Involvement - Whether a Cub Scout lives with two parents or one, a foster family, or other relatives, their family is an important part of Cub Scouting. Parents and adult family members provide leadership and support for Cub Scouting and help ensure that Scouts have a good experience in the program.

Activities - Cub Scouts participate in a huge array of activities, including games, projects, skits, stunts, songs, outdoor activities, trips, and service projects. Besides being fun, these activities offer opportunities for growth, achievement, and family involvement.

Serving the Neighborhood - Cub Scouting focuses on the home and neighborhood. It helps Scouts strengthen connections to their local communities, which in turn supports their growth and development.

Uniform - Cub Scout uniforms serve a dual purpose, demonstrating that a Scout is part of a team and showing individual achievement (Scouts wear the badges they've earned). Wearing the uniform to meetings and activities also encourages a neat appearance and good behavior.

The Edge Method – Explain, demonstrate, guide, and enable. The trainer first explains how something is done, then demonstrates it while explaining again.



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Next, the trainer guides the learner through the steps of the task, giving feedback and assistance as needed. Finally, the trainer enables the learner to do the task on their own, checking for understanding and mastery.

The Patrol Method - As a member of a patrol, youth are afforded opportunities that are hard to find anywhere else. Unlike a sports team, a Scout patrol carries out a wide range of tasks that require pooling resources and working together to function successfully in all kinds of circumstances.

For most young people, being in a Scout patrol will be the first time they have to rely upon themselves and other young people to follow an array of necessary steps to satisfy objectives that requires a wide range of life skills.

Like any team, a patrol will function well only as long as all the particular responsibilities pertaining to the completion of a task are carried out successfully. Because of its size, this gives *every member an opportunity to participate*, and this in itself results in some positive outcomes. Making a contribution to the patrol's success provides a welcome sense of belonging, of being appreciated, and a feeling of competency resulting in self-esteem.

Cub Essentials

Scout Law - A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean and reverent.

Scout Motto - Do your best

Scout Oath - On my honor I will do my best to do my duty to God and my country and to obey the Scout Law; to help other people at all times; to keep myself physically strong, mentally awake, and morally straight.

Scout Slogan – Do a good turn daily

Outdoor Code - As an American, I will do my best to – Be clean in my outdoor manners, Be careful with fire. Be considerate in the outdoors. Be conservation minded.

Link to Cub Scout Adventures - <https://www.scouting.org/programs/cub-scouts/adventures/>



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Lion (Kindergarten)

Male and female youth 5 years old are eligible to join as Lions. The Cub Scout Lion Handbook can be downloaded for free here:

https://www.cubscoutpack777.org/uploads/1/2/4/6/124610676/cub_scouts_lion_handbook.pdf.

Required for Advancement	Electives	
Bobcat	Build it Up, Knock it Down	Let's Camp Lion
Fun on the Run	Champions for Nature Lion	On a Roll
King of the Jungle	Count on Me	On Your Mark
Lion's Pride	Everyday Tech	Pick My Path
Lion's Roar	Gizmos and Gadgets	Race Time Lion
Mountain Lion	Go Fish	Ready, Set, Grow
Elective 1	I'll Do it Myself	Time to Swim
Elective 2		



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Tiger (1st Grade)

Male and female youth 7 years old are eligible to join as tigers. Details for each adventure can be found by clicking the links in the table below.

Advancement Requirements	Electives	
Bobcat	Champions for Nature Tiger	Safe and Smart
Team Tiger	Curiosity, Intrigue, and Magical Mysteries	Sky is the Limit
Tiger Bites	Designed by Tiger	Stories in Shapes
Tiger Circles	Fish On	Summertime Fun Tiger
Tiger's Roar	Floats and Boats	Tech All Around
Tigers in the Wild	Good Knights	Tiger Tag
Elective 1 – Choose Your Own	Let's Camp Tiger	Tiger-iffic!
Elective 2 – Choose Your Own	Race Time Tiger	Tigers in the Water
	Rolling Tigers	



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Wolf (2nd Grade)

Male and female youth 8-11 years old are eligible to join as Wolf Cubs. Details for each adventure can be found by clicking the links in the table below.

Advancement Requirements	Electives	
Bobcat	A Wolf Goes Fishing	Germs Alive!
Council Fire	Adventures in Coins	Let's Camp Wolf
Footsteps	Air of the Wolf	Paws for Water
Paws on the Path	Champions for Nature Wolf	Paws of Skill
Running With the Pack	Code of the Wolf	Pedal With the Pack
Safety in Numbers	Computing Wolves	Race Time Wolf
Elective 1 – Choose Your Own	Cubs Who Care	Spirit of the Water
Elective 2 – Choose Your Own	Digging in the Past	Summertime Fun Wolf
	Finding Your Way	



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[Bear \(3rd Grade\)](#)

Male and female youth 9 years old are eligible to join as Bear Cubs. Details for each adventure can be found by clicking the links in the table below.

Advancement Requirements	Electives	
Bobcat	A Bear Goes Fishing	Let's Camp Bear
Bear Habitat	Balancing Bears	Marble Madness
Bear Strong	Baloo the Builder	Race Time Bear
Fellowship	Bears Afloat	Roaring Laughter
Paws for Action	Bears on Bikes	Salmon Run
Standing Tall	Champions for Nature Bear	Summertime Fun Bear
Elective 1 – Choose Your Own	Chef Tech	Super Science
Elective 2 – Choose Your Own	Critter Care	Whittling
	Forensics	



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[Webelos \(4rth Grade\)](#)

Male and female youth 10 years old are eligible to join as Webelos Cubs Details for each adventure can be found by clicking the links in the table below.

Advancement Requirements	Electives	
Bobcat	Aquanaut	Math on the Trail
My community	Art Explosion	Modular Design
My Family	Aware and Care	Paddle Overboard
My Safety	Build It	Pedal Away
Stronger, Faster, Higher	Catch the Big One	Race Time Webelos
Webelos Walkabout	Champions for Nature Webelos	Summertime Fun Webelos
Elective 1 – Choose Your Own	Chef's Knife	Tech on the Trail
Elective 2 – Choose Your Own	Earth Rocks	Yo-yo
	Let's Camp Webelos	



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Arrow Of Light (5th Grade)

Male and female youth 10 years old are eligible to join as AOL Cubs. Details for each adventure can be found by clicking the links in the table below.

Advancement Requirements	Electives	
Bobcat	Champions for Nature AOL	Into the Woods
Citizenship	Cycling	Knife Safety
Duty to God	Engineer	Paddle Craft
First Aid	Estimations	Race Time AOL
Outdoor Adventurer	Fishing	Summertime Fun AOL
Personal Fitness	High Tech Outdoors	Swimming
Elective 1 – Choose Your Own	Into the Wild	
Elective 2 – Choose Your Own		



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