

Jungle Adventure Day Camp Advancements

This is a list we have put together for you. Please remember that a den or pack has the final say for what is counted. We recommend that you go through your book as well since you may have covered some requirements as a group.

Tiger Adventure

Games Tigers Play - 1 a, b, &c

Tigers In The Wild - 1 & 3

Earning Stripes – 5

Tiger Elective

Tiger-iffic – 3 & 6

Tiger Tag – 2 all

Wolf Adventure

Council Fire – 1

Call of the Wild – 1c & 2

Running with the Pack – 4 & 5

Howling at the Moon – 3 & 4

Wolf Elective

Paws of Skill – 5 & 6

Grow Something – 1 (1/2 done) & 4a

Bear Adventure

Bear Necessities - 1c, 2 & 3

Grin and Bear It – 1

*those at All Saints may have done Bear Claw 1 & 2 (1/2) at open program

*those at Orland did Forensics 8

Bear Elective

Baloo the Builder – 2 & 3

Roaring Laughter – 6

Webelo/Arrow of Light Advancement

Building A Better World 1 (Partial)

Webelo/Arrow of Light Elective

Build It - 1 & 2

Castaways – 2f

Here is a list of most activities done at camps.

5 Day Camps

Shooting Sports patch and pin was earned for BBs, Slingshot and Archery. These may be purchased at the Scout Shop.

Leather stamping, foil rubbing picture, build a catapult, build a magazine rack, make a sprinkler, bucket challenge, soap carving w/ plastic knife, water filtration (not purification), building with KEVA blocks as a team, performed a skit, create a terrarium, bubbles, played various games including an obstacle course, some scout skills, every group did a flag ceremony, during crafts may have made musical instruments, alligator hat, neckerchief slide.

Saturday Camps

Foil rubbing picture, build a catapult, games and obstacle course, archery, slingshots, Palatine – water filtration and sprinkler, Thatcher Woods-Nature hike, Izaak Walton-BBs.