

Our Cuboree allows some parts of various Adventures to be completed while participating in our event. While the entire adventure may not be able to be completed, we have compiled a list of requirements your Scout will have the opportunity to complete. **Please speak with your Den Leader/ Cub Master for how they would like to record completions.**

Bear

- Bear Strong (Required) can be done in preparation of event
 - Requirement 5: Review your BSA Annual Health and Medical record with your parent or guardian. Discuss your ability to participate in den and pack activities.
- Fellowship (Required) can be done at any time during event if opportunity presents itself
 - Requirement 3: Carry out an act of kindness
- A Bear Goes Fishing (Elective) can be done at Catch the Loch Ness Monster
 - Requirement 4: Become familiar with the safe use of the fishing equipment you will be using on your outing.
 - A safety brief for our specific event will be presented. This may not include all safety rules that may need to be followed in all fishing scenarios (i.e. from a boat). Den leader/ Cub Master can determine if they deem our briefing fulfills your pack's interpretation of this requirement
 - Requirement 5: Learn the proper way to attach the hook, lure, or fly to the line.
 - This may or may not be presented
 - Requirement 6: Go on a fishing adventure, and for 30 minutes or more, put into practice the things you learned about fish and fishing equipment.
- Balancing Bears (Elective) can be done throughout the day
 - Requirement 3: Find examples of bilateral symmetry in nature.
 - Requirement 4: Find examples of radial symmetry in nature.
- Let's Camp Bear (Elective) can be done by camping
 - Requirement 2: Pack your Cub Scout Six Essentials for the campout.
 - Requirement 3: In addition to your Cub Scout Six Essentials, show the personal items you need for your campout.
 - Requirement 4: Help set up a tent. Determine a good spot for the tent. Explain why you picked the spot.
 - Requirement 5: Attend a council or district Cub Scout overnight camp or attend a campout with your pack.

Range and Target Activities

Slingshot:

NOTE: When the word 'demonstrate' is used in a requirement, a simple demonstration made by the Cub Scout showing their understanding will serve as meeting that requirement. Where the word 'discover' is used in a requirement, explanation accompanied by visual aids will serve as meeting that requirement. When appropriate, some demonstrations/discussions can be held away from the firing line. Each Cub Scout should do their best based on their physical abilities.

Requirements:

- 1) Identify and wear appropriate safety gear.
- 2) Recite the safety rules for using a slingshot.
- 3) Demonstrate proper range commands.
- 4) Explore the parts of a slingshot and their proper usage.
- 5) Discover the types of ammunition that may be used and types that may not be used.
- 6) Discover the types of targets that may be used and types that may not be used.
- 7) Shooting Requirements:
- Shoot 5 shots at a target. Repeat twice and do your best to improve your score each time. Shoot at least 15 shots.
- 8) Discuss how to put away and properly store your slingshot and shooting equipment after use.

Archery

NOTE: When the word 'demonstrate' is used in a requirement, a simple demonstration made by the Cub Scout showing their understanding will serve as meeting that requirement. When appropriate, some demonstrations/discussions can be held away from the firing line. Each Cub Scout should do their best based on their physical abilities.

Requirements:

- 1) Identify and wear appropriate safety gear.
- 2) Demonstrate the archery range safety rules and whistle commands.
- 3) Demonstrate proper range commands.
- 4) Identify the main parts of your shooting equipment and how to properly use them.
- 5) Demonstrate proper stance and shooting techniques.
- 6) Shooting Requirements:
- Shoot 5 arrows at a target. Repeat twice and do your best to improve your score each time. Shoot at least 15 arrows.

Note: The arrows do not have to be shot in one session but may be spread across multiple sessions. Keep count of arrows shot by your child and add with other events where archery is presented.

- 7) Demonstrate how to safely retrieve your arrows.
- 8) Discuss how to put away and properly store your archery shooting equipment after use.

BB:

NOTE: When the word 'demonstrate' is used in a requirement, a simple demonstration made by the Cub Scout showing their understanding will serve as meeting that requirement. Where the word 'discover' is used in a requirement, explanation accompanied by visual aids will serve as meeting that requirement. When appropriate, some demonstrations/discussions can be held away from the firing line. Each Cub Scout should do their best based on their physical abilities.

Requirements:

- 1) Explain what you should do if you find a gun. Recite the 4 safety reminders.
- 2) Identify and wear the appropriate safety gear.
- 3) Demonstrate proper range commands and explain them to an adult or another scout.
- 4) Show how to use the safety mechanism.
- 5) Demonstrate how to properly load, fire, and secure your BB gun.
- 6) Demonstrate one of the positions for shooting a BB gun Note: this is a demonstration requirement and not mandatory as a shooting requirement.
- 7) Shooting Requirements:
 - Fire 5 BBs at the target and score your target. Repeat twice and do your best to improve your score. Fire at least 15 BBs.
- 8) Discuss how to put away and properly store your BB gun and shooting equipment after use.