

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.**

Wolf

- Footsteps (Required) can be done at any time during event if opportunity presents itself
 - Requirement 3: Carry out an act of kindness
- Paws on the Path (Required) Can be done throughout the day
 - Requirement 3: Identify appropriate clothes and shoes for your walk outside. Do your best to wear them on your walk.
 - Requirement 5: With your den, pack, or family, take a walk outside for at least 30 minutes to explore nature in your surroundings. Describe four different animals, domestic or wild, that you could see on your walk.
- A Wolf Goes Fishing (Elective) can be done at Catch the Loch Ness Monster
 - Requirement 1: Identify the type of water you will be fishing in and what type of fish live in the water.
 - Requirement 3: Demonstrate a proper cast for the pole or rod you are using.
 - Requirement 4: Learn the rules of fishing safely.
 - 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: With your den, pack, or family, go fishing.
- Let's Camp Wolf (Elective) can be done by camping at the event
 - Requirement 3: In addition to your Cub Scout Six Essentials, list the personal items you need for your campout.
 - Requirement 4: Learn a camping skill.
 - 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) Shooting Requirements:
 - Shoot 5 shots at a target. Repeat and do your best to improve your score. Shoot at least 10 shots.
- 7) 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 target. Repeat two times and try to improve your score. A minimum of 10 arrows are shot.
 - 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.
- 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.