Bear/3rd Grade

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 may have the opportunity to complete. Please speak with your Den Leader/ Cub Master for how they would like to record completions.

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•	Bobcat (Required): can be completed at morning Flag Ceremony
•	Requirement 3: Recite the Scout Oath and Scout Law with your Patrol Bear Strong (Required) can be done in preparation of event and throughout the day at various locations through free time
	Requirement 2: Be active for 30 minutes with your den or at least one other person in a way that includes both stretching and moving.
	Requirement 3: Be active for 15 minutes by doing personal exercises that boost your heart rate, use your muscles, and work on flexibility.
	\square Requirement 4: Do a relaxing activity for 10 minutes.
	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
•	Bear Habitat (Required) can be done throughout the day with a hike around camp. For planning reference: distance from the road intersection of Webelos Run Road and Cub Way Road to Blue Gill Pond is 0.5 mile walking through parking lot and 0.75 mile walking the road to the pool then to the pond.
	Requirement 1: Prepare for a one-mile walk by gathering the Cub Scout Six Essentials and weather-appropriate clothing and shoes.
	Requirement 2: "Know Before You Go" Identify the location of your walk on a map and confirm your one-mile route.
	Requirement 3: "Choose the Right Path" Learn about the path and surrounding area you will be walking on.
	Requirement 4: "Trash your Trash" Make a plan for what you will do with your personal trash or trash you find along the trail.
	Requirement 5: "Leave What You Find" Take pictures along your walk or bring a sketch book to draw five things that you want to remember on your walk.

	Requirement 6: "Be Careful with Fire" Determine the fire danger rating along your path.
	 https://twc.tamu.edu/tfd for current fire danger rating map
	Requirement 7: "Respect Wildlife" From a safe distance, identify as you look up, down, and around you, six signs of any mammals, birds, insects, reptiles.
	Requirement 8: "Be Kind to Others" Identify what you need to do as a den to be kind to others on the path.
	Requirement 9: With your den, pack, or family, go on your one-mile walk while practicing your <u>Leave No Trace Principles for Kids.</u> • A Bear Goes Fishing (Elective) can be done at Planet Hook'd
	lacksquare 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
	lacksquare Requirement 5: Learn the proper way to attach the hook, lure, or fly
	to the line.
	This may or may not be presented
	igsqcup 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.
	 Roaring Laughter (Elective): Can be done at the Alien Fashion Show or at
	campsite
	Requirement 2: Practice reading tongue twisters.
	Requirement 3: Play charades with your den or family.
	\square Requirement 4: Have a "funniest joke contest" with your den or family.
	\square Requirement 5: Practice "run-ons" with your den or family.
•	 Let's Camp Bear (Elective) can be done by camping and in preparation of the event
	Requirement 1: Review the Buddy System and how it works outdoors.
	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:
\square 1) Identify and wear appropriate safety gear.
lacksquare 2) Recite the safety rules for using a slingshot.
lacksquare 3) Demonstrate proper range commands.
lacksquare 4) Explore the parts of a slingshot and their proper usage.
\square 5) Discover the types of ammunition that may be used and types that may not be used.
lacksquare 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:
lacksquare 1) Identify and wear appropriate safety gear.
lacksquare 2) Demonstrate the archery range safety rules and whistle commands.