

Webelos/4th 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.**

Webelos

- Bobcat (Required): can be done at morning Flag Ceremony
 - ☐ Requirement 2: Recite the Scout Oath and the Scout Law with your den and den leader.
- My Family (Required): can be done if the opportunity presents itself throughout the event
 - ☐ Requirement 3: Carry out an act of kindness
- Webelos Walkabout (Required): Can be done throughout the event 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 2-mile walk outside. Gather your [Cub Scout Six Essentials](#) and weather appropriate clothing and shoes.
 - ☐ Requirement 2: Plan a 2-mile route for your walk.
 - ☐ Requirement 3: Check the weather forecast for the time of your planned 2-mile walk.
 - ☐ Requirement 4: Review the four points of the [BSA SAFE Checklist](#) and how you will apply them on your 2-mile walk.
 - ☐ Requirement 6: With your den, pack, or family, go on your 2-mile walk while practicing the [Leave No Trace Principles for Kids and Outdoor Code](#).
 - ☐ Requirement 7: After your 2-mile walk, discuss with your den what went well and what you would do differently next time.
- Stronger, Faster, Higher (Required): can be done in preparation of event, in campsite, or at museum
 - ☐ Requirement 1: With you den or family, plan, cook, and eat a balanced meal. (Campsite)
 - ☐ Requirement 4: Do a relaxing activity for 10 minutes. (Can be done at museum)
 - ☐ 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. (Before event)
- Art Explosion (Elective) can be done at Martian Headwear or Saucer Build

- ☐ Requirement 3: Create a piece of art using paint as the medium.
- ☐ Requirement 4: Create a piece of art combining at least two media.
- Catch the Big One (Elective) can be done at Planet Hook'd
 - ☐ Requirement 1: Make a plan to go fishing. Determine where you will go and what type of fish you plan to catch. All of the following requirements are to be completed based on your choice.
 - Blue Gill Pond at Camp Wisdom commonly has sunfish, bass, and catfish
 - ☐ Requirement 3: Describe the environment where the fish might be found.
 - ☐ Requirement 4: Make a list of the equipment and materials you will need to fish.
 - This may be done before event
 - ☐ Requirement 5: Determine the best type of knot to tie your hook to your line and tie it.
 - There may not be opportunity to tie your own knot
 - ☐ Requirement 6: Choose the appropriate type of fishing rod and tackle you will be using. Have an adult review your gear.
 - Rod and tackle will be provided
 - ☐ Requirement 7: Using what you have learned about fish and fishing equipment, spend at least one hour fishing following local guidelines and regulations.
 - Time may not allow for the full hour of fishing
- Let's Camp Webelos (Elective) this can be done in preparation and by camping at our event
 - ☐ Requirement 1: With your den, pack, or family, plan and participate in a campout.
 - ☐ Requirement 2: Upon arrival at the campground, determine where to set up a tent.
 - ☐ Requirement 3: Set up your tent without help from an adult.
 - ☐ Requirement 4: Identify a potential weather hazard that could occur in your area. Determine the action you will take if you experience the weather hazard during the campout.
 - ☐ Requirement 6: Know the fire safety rules. Using those rules, locate a safe area to build a campfire.
 - ☐ Requirement 7: Using tinder, kindling, and fuel wood, properly build a teepee fire lay. If circumstances permit, and there is no local

restriction on fires, show how to safely light the fire while under adult supervision. After allowing the fire to burn safely, extinguish the flames with minimal impact to the fire site.

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 and explain them to an adult or to another Scout
- ☐ 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 for ALL ranks:

- ☐ 1) Identify and wear appropriate safety gear.
- ☐ 2) Demonstrate the archery range safety rules and whistle commands
- ☐ 3) Demonstrate proper range commands and explain them to an adult or to another Scout.
- ☐ 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 three times and try to improve your score. A minimum of 20 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 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 prone, bench and sitting positions for shooting a BB gun.
 - Note: this is a demonstration requirement and not mandatory as a shooting requirement.
- ☐ 7) Shooting Requirements:
- ☐ Webelos: Shoot 5 shots at a target. Repeat three times and do your best to improve your score each time. Shoot at least 20 BBs
- ☐ 8) Discuss how to put away and properly store your BB gun and shooting equipment after use.