



4-Rivers Cub Scout Day Camp 2010

“Cubs in Time: 100 years of Scouting”

SESSION I: JUNE 21st – 25th

Tigers

Requirements – 2d, 5f, 5g

Electives - 2, 7, 22, 25, 35

BB, archery and fishing belt loop

Communicating pin #7, Heritages pin #4, Language and Culture belt loop #2, Language and Culture pin #2 and 7

Wolf

Requirements – 2a, 2c, 2d, 2e, 2f, 8a, 10f

Electives – 1c, 3a, 4a, 4c, 4d, 4f, 9b, 10b, 11f, 12e, 18g, 19c, 19d, 19f, 20c, 20n, 20o, 20k, 22a, 22c, 23d 2 3e (dens 1, 3, 4, 5 also completed elective 22b)

BB, archery, fishing, soccer or volleyball, ultimate, map and compass belt loops, communicating pin #7, heritages pin #4, language and culture loop #2, language and culture pin #2 and #7, language and culture loop ½ of #3, kickball belt loop

Bear

Requirements – 3e, 3i, 4c, 6g, 8b, 9b, 9d, 9e, 12c, 12d, 15b, 17b, 18e, 23a

Electives – 8a, 8c (if played), 9a, 17b, 18e, 20f, 23b, 23e, 25b, 25f

BB, archery, fishing, soccer or volleyball, ultimate, map and compass belt loops, communicating pin #7, heritage pin #4, language and culture belt loop #2, language and culture pin #2 and 7, kickball belt loop

Webeles

Traveler – 1, 2, 9, 10, 13

Citizen – 1, 2, 3, 4, 5, 6, 7, 8, 12, 17

Scientist – 1, 2, 3, 4, 5, 6, 7, 9, 10, 12

Handyman – 1, 4, 5, 6, 7, 8, 10

Communicator – 1, 4, 5, 9, 10, 11, 16

BB, archery, fishing, soccer or ultimate, map and compass, and kickball belt loops

**boys who have attended cub scout day camp before may have earned BB, archery or fishing pin



4-Rivers Cub Scout Day Camp 2010

“Cubs in Time: 100 years of Scouting”

SESSION II: AUGUST 2nd – 6th

Tigers

Requirements – 2d, 5f, 5g

Electives - 2, 7, 22, 25, 35

BB, archery and fishing belt loop

Wildlife Conservation pin #7, Kickball Beltloop, Weather pin #4

Wolf

Requirements – 2a, 2c, 2d, 2e, 2f, 8a, 10f

Electives – 3a, 4a, 4c, 4d, 4f, 9b, 10b, 11f, 12e, 18g, 19c, 19d, 19f, 20c, 20n, 20o, 22a, 22c, 23d 2 3e (dens 1, 3, 4, 5 also completed elective 22b)

BB, archery, fishing, volleyball, map and compass belt loops, kickball belt loop, weather pin #4, wildlife conservation pin #1 and 7.

Bear

Requirements – 3e, 3i, 4c, 5c, 5d, 6g, 8b, 9b, 9d, 9e, 12c, 12d, 15b, 17b, 18e, 23a

Electives – 8a, 8c (if played), 9a, 17b, 18e, 20f, 23b, 23e, 25b, 25f

BB, archery, fishing, volleyball, map and compass belt loops, kickball belt loop, weather pin #4, wildlife conservation pin #1 and 7.

Webeles

Traveler – 1, 2, 9, 10, 13

Citizen – 1, 2, 3, 4, 5, 6, 7, 8, 12, 17

Scientist – 1, 2, 3, 4, 5, 6, 7, 9, 10, 12

Handyman – 1, 4, 5, 6, 7, 8, 10

Communicator – 1, 4, 5, 9, 10, 11, 16

BB, archery, fishing, map and compass, and kickball belt loops, weather pin #4, wildlife conservation pin #1 and 7.

**boys who have attended cub scout day camp before may have earned BB, archery or fishing pin