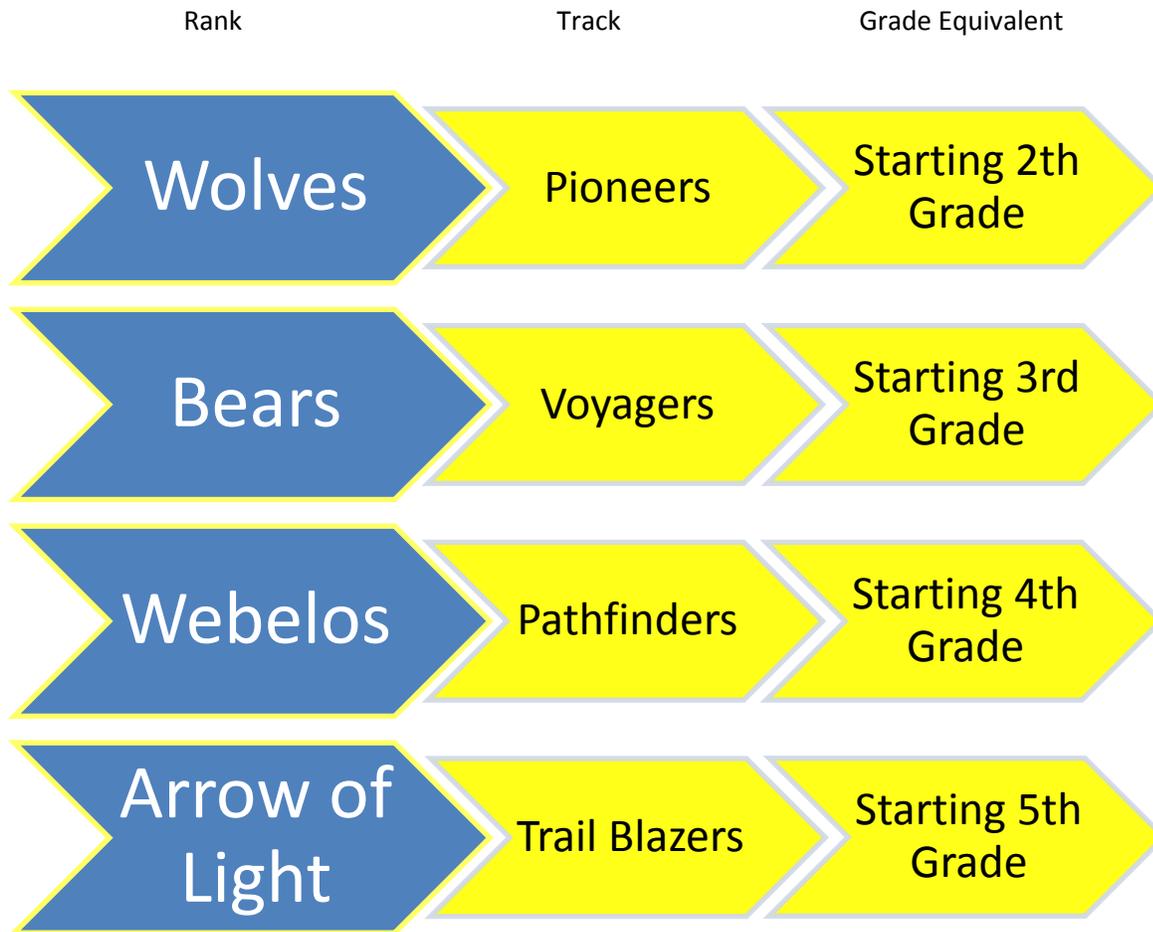


**Summer Rank Advancement** (Check with Area/ Track Leader if all requirement are completed)



**Expectations of Parents and Leaders:**

Each Adventure Track will be led by a staff Leader with a number of other camp staff working alongside them. These lessons, as with the camp experience as a whole, is for the parents as much as it is for the scouts. We want the boys to learn valuable lessons but we also want to help form the bonds between parent/guardian/leader and the scout. We actively request that the adults participate in each Track. This is a great way to further involve yourself with your scout's learning and development. If there is a lesson that the Adults have experience or prior knowledge with, please let the Director of that Track know, so they can make the appropriate modifications to the lesson.

Webelos and Arrow of Light leaders and parents staying with their scouts during the full week session will be invited to attend and help lead certain parts of the Overnight program. If interested, please speak with the Staff Leader in charge of the respective Track.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)



### **Half Week Sessions:**

- Elective 17: Tie it Right
  - a) Learn to tie an overhand knot and a square knot.
  - b) Tie your shoelaces with a square bow knot.
  - c) Wrap and tie a package so that it is neat and tight.
  - d) Tie a stack of newspapers the right way.
  - e) Tie two cords together with an overhand knot.
  - f) Learn to tie a necktie.
  - g) Wrap the end of a rope with tape to keep it from unwinding.
- Achievement 2: Your Flag
  - a) Give the Pledge of Allegiance to the flag of the United States of America. Tell what it means.
  - c) Tell how to respect and take care of the U.S. flag. Show three ways to display the flag.
  - e) Learn how to raise a U.S. flag properly for an outdoor ceremony.
  - f) Participate in an outdoor flag ceremony.
  - g) With the help of another person, fold the U.S. flag.
- Elective 7: Foot Power
  - a) Learn to walk on a pair of stilts.
  - b) Make a pair of "puddle jumpers" and walk with them.
  - c) Make a pair of "foot racers" and use them with a friend.
- Achievement 7: Your Living World
  - b) Land, air and water can get dirty. Discuss with your family ways this can happen.
  - d) With an adult, pick up litter in your neighborhood. Wear gloves to protect your hands against germs and cuts from sharp objects.
  - f) Besides recycling, there are other ways to save energy. List three ways you can save energy, and do them.
- Elective 19: Fishing
  - a) Identify five different kinds of fish.
  - b) Rig a pole with the right kind of line and hook. Attach a bobber and sinker, if you need them. Then go fishing.
  - c) Fish with members of your family or an adult. Bait your hook and do your best to catch a fish.
  - d) Know the rules of safe fishing.
  - e) Tell about some of the fishing laws where you live.
  - f) Show how to use a rod and reel.
- Elective 18: Outdoor Adventure
  - h) Point out poisonous plants. Tell what to do if you accidentally touch one of them.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## Summer Rank Advancement (Check with Area/ Track Leader if all requirements are completed)

# Pioneers

### Full Week Session:

- Elective 17: Tie it Right
  - a) Learn to tie an overhand knot and a square knot.
  - b) Tie your shoelaces with a square bow knot.
  - c) Wrap and tie a package so that it is neat and tight.
  - d) Tie a stack of newspapers the right way.
  - e) Tie two cords together with an overhand knot.
  - f) Learn to tie a necktie.
  - g) Wrap the end of a rope with tape to keep it from unwinding.
- Achievement 1: Feats of Skill
  - a) Play catch with someone 10 steps away. Play until you can throw and catch.
  - b) Walk a line back and forth. Do it sideways too. Then walk the edge of a board six steps each way.
  - c) Do a front roll.
  - d) Do a back roll.
  - e) Do a falling forward roll.
  - f) See how high you can jump.
  - g) Do the elephant walk, frog leap, and crab walk.
- Elective 7: Foot Power
  - a) Learn to walk on a pair of stilts.
  - b) Make a pair of "puddle jumpers" and walk with them.
  - c) Make a pair of "foot racers" and use them with a friend.
- Elective 19: Fishing
  - a) Identify five different kinds of fish.
  - b) Rig a pole with the right kind of line and hook. Attach a bobber and sinker, if you need them. Then go fishing.
  - c) Fish with members of your family or an adult. Bait your hook and do your best to catch a fish.
  - d) Know the rules of safe fishing.
  - e) Tell about some of the fishing laws where you live.
  - f) Show how to use a rod and reel.
- Elective 18: Outdoor Adventure
  - h) Point out poisonous plants. Tell what to do if you accidentally touch one of them.
- Elective 1: It's a Secret!
  - a) Use a secret code.
  - b) Write to a friend in invisible "ink".
  - c) "Write" your using American Sign Language. People who are deaf use this language.
  - d) Use 12 American Indian signs to tell a story.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)

- Achievement 7: Your Living World
  - b) Land, air and water can get dirty. Discuss with your family ways this can happen.
  - d) With an adult, pick up litter in your neighborhood. Wear gloves to protect your hands against germs and cuts from sharp objects.
  - f) Besides recycling, there are other ways to save energy. List three ways you can save energy, and do them.
- Achievement 2: Your Flag
  - a) Give the Pledge of Allegiance to the flag of the United States of America. Tell what it means.
  - c) Tell how to respect and take care of the U.S. flag. Show three ways to display the flag.
  - e) Learn how to raise a U.S. flag properly for an outdoor ceremony.
  - f) Participate in an outdoor flag ceremony.
  - g) With the help of another person, fold the U.S. flag.
- Achievement 5: Tools for Fixing and Building
  - a) Point out and name seven tools. Do this at home, or go to a hardware store with an adult. Tell what each tool does.
  - b) Show how to use pliers.
  - c) Identify a Phillips head and a standard screw. Then use the right tool to drive and then remove one from a board.
  - d) Show how to use a hammer.
  - e) Make a birdhouse, a set of bookends, or something else useful.
- Elective 12: Be an Artist
  - a) Make a freehand sketch of a person, place, or thing.
  - b) Tell a story in three steps by drawing three cartoons.
  - c) Mix yellow and blue paints, yellow and red, and mix red and blue paints. Tell what color you get from each mixture.
  - d) Help draw, paint, or color some scenery for a skit, play or puppet show.
  - e) Make a stencil pattern.
  - f) Make a poster for a Cub Scout project or a pack meeting.
- Elective 2: Be an Actor
  - a) Help to plan and put on a skit with costumes.
  - b) Make some scenery for a skit.
  - c) Make sound effects for a skit.
  - d) Be the announcer for a skit.
  - e) Make a paper sack mask for a skit.
- Achievement 8: Cooking and Eating
  - a) Study the Food Guide Pyramid. Name some foods from each of the food groups shown in the pyramid.
    - This will be followed by a short cooking session over a fire.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## Summer Rank Advancement (Check with Area/ Track Leader if all requirements are completed)



### Half Week Sessions:

- Elective 13: Magic
  - a) Learn and show three magic tricks.
  - c) Learn and show four puzzles.
  - d) Learn and show three rope tricks.
- Achievement 22: Tying it All Up
  - a) Whip the ends of a rope.
  - b) Tie a square knot, bowline, sheet bend, two half hitches, and slip knot. Tell how each knot is used.
  - c) Learn how to keep a rope from tangling.
  - d) Coil a rope. Throw it, hitting a 2 foot square marker 20 feet away.
  - e) Learn a magic rope trick.
  - f) Make your own rope.
- Elective 25: Let's Go Camping!
  - a) Go on a short hike with your den, following the buddy system. Explain how the buddy system works and why it is important to follow it. Tell what to do if you are lost.
  - (f) attend resident camp in your area)
- Achievement 3: What Makes America Special?
  - a) Write or tell what makes America special to you.
  - b) With the help of your family or den leader, find out about two famous Americans. Tell the things they did or are doing to improve our way of life.
  - h) Learn how to raise and lower a U.S. flag ceremony for your den or pack.
  - i) Participate in an outdoor flag ceremony.
- Achievement 6: Take Care of Your Planet.
  - g) Take part in a den or pack neighborhood clean-up project.
- Achievement 5: Sharing Your World With Wildlife.
  - b) Build or make a bird feeder or birdhouse and hang it in a place where birds can visit safely.
  - e) Name one animal that has become extinct in the last 100 years. Tell why animals become extinct. Name one animal that is on the endangered species list.
- Achievement 19: Shavings and Chips.
  - a) Know the safety rules for handling a knife.
  - b) Show that you know how to take care of and use a pocket knife.
  - c) Make a carving with a pocketknife. Work with your den leader or other adult when doing this.
  - d) Earn the whittling Chip Card.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)



### **Full Week Session:**

- Achievement 16: Building Muscles.
  - a) Do physical fitness stretching exercises. Then do curl-ups, the standing long jump, and the softball throw.
  - b) With a friend about your size, compete in at least six different two person contests.
  - c) Compete with your den or pack in the crab relay, gorilla relay, 30-yard dash, and kangaroo relay.
- Elective 13: Magic
  - a) Learn and show three magic tricks.
  - c) Learn and show four puzzles.
  - d) Learn and show three rope tricks.
- Achievement 22: Tying it All Up
  - a) Whip the ends of a rope.
  - b) Tie a square knot, bowline, sheet bend, two half hitches, and slip knot. Tell how each knot is used.
  - c) Learn how to keep a rope from tangling.
  - d) Coil a rope. Throw it, hitting a 2 foot square marker 20 feet away.
  - e) Learn a magic rope trick.
  - f) Make your own rope.
- Achievement 3: What Makes America Special?
  - a) Write or tell what makes America special to you.
  - b) With the help of your family or den leader, find out about two famous Americans. Tell the things they did or are doing to improve our way of life.
  - f) Be a member of the color guard in a flag ceremony for your den or pack.
  - h) Learn how to raise and lower a U.S. flag ceremony for your den or pack.
  - i) Participate in an outdoor flag ceremony.
- Achievement 6: Take Care of Your Planet.
  - b) Plant a tree in your yard, or on the grounds of the group that operates your Cub Scout Pack, or in a park or other public place. Be sure to get permission first.
  - g) Take part in a den or pack neighborhood clean-up project.
- Achievement 5: Sharing Your World With Wildlife.
  - b) Build or make a bird feeder or birdhouse and hang it in a place where birds can visit safely.
  - c) Explain what a wildlife conservation officer does.
  - e) Name one animal that has become extinct in the last 100 years. Tell why animals become extinct. Name one animal that is on the endangered species list.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirement are completed)

- Achievement 19: Shavings and Chips.
  - a) Know the safety rules for handling a knife.
  - b) Show that you know how to take care of and use a pocket knife.
  - c) Make a carving with a pocketknife. Work with your den leader or other adult when doing this.
  - d) Earn the whittling Chip Card.
- Achievement 20: Sawdust and Nails
  - a) Show how to use and take care of these tools. (Hammer, Hand saw ...Pliers ... Screwdriver...)
  - b) Build your own tool box.
  - c) Use at least two tools listed in requirement (a) to fix something.
- Elective 25: Let's Go Camping.
  - a) Go on a short hike with your den, following the buddy system. Explain how the buddy system works and why it is important to you to follow it. Tell what to do if you are lost.
  - (b) Participate with your den in front of the Pack at a campfire.)
  - d) Participate with your den in a religious service during an overnight campout or other Cub Scouting event.
  - (f) attend resident camp in your area)
- 1. Achievement 9: What's Cooking?
  - d) Make a list of the "junk foods" you eat. Discuss "junk food" with a parent or leader.
  - e) Make some trail food for a hike.
  - g) With an adult, cook something outdoors.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)



### **Half Week Session:**

2. Webelos Rank:
  - 3) Know and explain the meaning of the Webelos badge.
  - 6) Plan and lead a flag ceremony in your den that includes the U.S. flag.
  - 7) Show that you know and understand the requirements to be Boy Scout.
    1. Demonstrate the Scout salute, Scout sign, and Scout handshake. Explain when you would use them.
    2. Explain the Scout Oath, Scout Law, Scout motto, and Scout slogan.
    3. Explain and agree to follow the Outdoor Code.
3. Athlete:
  - 1) With your parent, guardian, or Webelos den leader, complete the Perseverance Character Connection.
    - a) Know: Review the requirements and decide which ones might be more difficult for you to do. Make a plan to complete one of the harder requirements.
    - b) Commit: When doing the harder requirement, did you feel frustrated or angry? What did perseverance have to do with that? Name another type of task for which you will need perseverance.
    - c) Practice: Practice perseverance by following your plan to do that requirement for the Athlete Activity Badge.
  - 2) Explain what it means to be physically and mentally healthy.
  - 3) Explain what you as a Webelos Scout can do to stay physically and mentally healthy.
  - 4) Every time you work on requirement 5 below, start with at least 5 minutes for stretching warm-up activities.
4. Scientist:
  - 1) Read Bernoulli's principle. Show how it works.
  - 2) Read Pascal's Law. Tell about some inventions that use Pascal's Law.
  - 3) Read Newton's first law of motion. Show in three different ways how inertia works.
  - 5) Show the effects of atmospheric pressure.
  - 6) Show the effects of air pressure.
  - 7) Show the effects of water pressure. This may be combined with atmospheric pressure or with air pressure.
  - 10) Explain how crystals are formed. Make some.
  - 11) Explain how you use your center of gravity to keep your balance. Show three different balancing tricks.

- Readyman:

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)

- 1) With your parent, guardian, or Webelos den leader, complete the Courage Character Connection.
  - a) Know: Define the importance of each courage step: Be strong, Be calm, Be clear, Be careful. Explain how memorizing the courage steps helps you be ready.
  - b) Commit: Explain why it is hard to follow the courage steps in an emergency. Tell when you can use the courage steps in other situations.
  - c) Practice: Act out one of the requirements using these courage steps: Be strong, Be calm, Be clear, Be careful.
- 2) Explain what first aid is. Tell what you should do after an accident.
- 3) Explain how you can get help quickly if there is an emergency in your home. Make a "help list" of people or agencies that can help you if you need it. Post it near a phone or in another place with easy access.
- 4) Demonstrate the Heimlich maneuver and tell when it is used.
- 5) Show what to do for these "hurry cases": serious bleeding; stopped breathing; internal poisoning; heart attack.
- 6) Show how to treat for shock.
- 7) Show first aid for the following: cuts and scratches; burns and scalds; choking; blisters on the hand and foot; tick bites; bites and stings of insects other than ticks; poisonous snakebite; nosebleed; frostbite; sunburn.
- 8) Tell what steps must be taken for a safe swim with your Webelos den, pack, family, or other group. Explain the reasons for the buddy system.
- 10) Explain the importance of wearing safety equipment when participating in sports activities.
- 12) Explain how to use each item in a first aid kit.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)



### **Full Week Session:**

5. Webelos Rank:
  - 3) Know and explain the meaning of the Webelos badge.
  - 6) Plan and lead a flag ceremony in your den that includes the U.S. flag.
  - 7) Show that you know and understand the requirements to be Boy Scout.
    - a) Demonstrate the Scout salute, Scout sign, and Scout handshake. Explain when you would use them.
    - b) Explain the Scout Oath, Scout Law, Scout motto, and Scout slogan.
    - c) Explain and agree to follow the Outdoor Code.
- Readyman:
  - 1) With your parent, guardian, or Webelos den leader, complete the Courage Character Connection.
    - a) Know: Define the importance of each courage step: Be strong, Be calm, Be clear, Be careful. Explain how memorizing the courage steps helps you be ready.
    - b) Commit: Explain why it is hard to follow the courage steps in an emergency. Tell when you can use the courage steps in other situations.
    - c) Practice: Act out one of the requirements using these courage steps: Be strong, Be calm, Be clear, Be careful.
  - 2) Explain what first aid is. Tell what you should do after an accident.
  - 3) Explain how you can get help quickly if there is an emergency in your home. Make a "help list" of people or agencies that can help you if you need it. Post it near a phone or in another place with easy access.
  - 4) Demonstrate the Heimlich maneuver and tell when it is used.
  - 5) Show what to do for these "hurry cases": serious bleeding; stopped breathing; internal poisoning; heart attack.
  - 6) Show how to treat for shock.
  - 7) Show first aid for the following: cuts and scratches; burns and scalds; choking; blisters on the hand and foot; tick bites; bites and stings of insects other than ticks; poisonous snakebite; nosebleed; frostbite; sunburn.
  - 8) Tell what steps must be taken for a safe swim with your Webelos den, pack, family, or other group. Explain the reasons for the buddy system.
  - 10) Explain the importance of wearing safety equipment when participating in sports activities.
  - 12) Explain how to use each item in a first aid kit.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)

- Naturalist:
  - 1) With your parent, guardian, or Webelos den leader, complete the Respect Character Connection.
    - a) Know: Tell what interested you most when completing the requirement for this activity badge. Tell what you learned about how you can show appreciation and respect for wildlife.
    - b) Commit: Tell things that some people have done that show a lack of respect for wildlife. Name ways you will show respect for and protect wildlife.
    - c) Practice: Explain how completing the requirements for this activity for this activity badge gives you the opportunity to show respect.
  - 7) Learn to identify poisonous plants and venomous reptiles found in your area.
  - 9) Give examples of: a producer, a consumer, and a decomposer in the food chain of an ecosystem.
  - 10) Identify a plant, bird, or wild animal that is found only in your area of the country. Tell why it survives only in your area.
  - 11) Learn about aquatic ecosystems and wetlands in your area. Discuss with your Webelos den leader or activity badge counselor the important role aquatic ecosystems and wetlands play in supporting lifecycles of wildlife and humans.
  - 12) Look around your neighborhood and identify how litter might be dangerous to the birds and other animals. Clean up the litter. Identify what else you might do to make your neighborhood safer for animals.
- Aquanaut:
  - 1) Jump into water over your head. Come to the surface and swim 100 feet, at least half of this using the backstroke.
  - 2) Stay in water after the swim and float on your back and your front, and demonstrate survival floating.
  - 3) Put on a Personal Flotation Device that is the right size for you. Make sure it is properly fastened. Wearing the PFD, jump into water over your head. Show how the PFD keeps your head above the water by swimming 25 feet. Get out of the water, remove the PFD, and hang it where it will dry.
  - 5) Explain the four basic water rescue methods. Demonstrate reaching and throwing rescues.
  - 7) Pass the BSA "swimmer" test: Jump in feet-first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl. Then swim 25 yards using an easy resting backstroke.
  - 8) While you are a Webelos Scout, earn the Cub Scout Sports belt loop for swimming.
    1. Explain rules of [Safe Swim Defense](#). Emphasize the [buddy system](#).
    2. Play a recreational game in the water with your den, pack, or family.
    3. While holding a kick board, propel yourself 25 feet using a flutter kick across the shallow end of the swimming area.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)

- Outdoorsman:
  - 2) With your family, or Webelos den, help plan and take part in an evening outdoor activity that includes a campfire.
  - 3) With your parent or guardian, take part in a Webelos den overnight campout or a family campout. Sleep in a tent that you have helped pitch.
  - 5) During a Webelos den meeting, discuss how to follow the Leave No Trace Frontcountry Guidelines during an outdoor activity.
  - 7) Discuss with your Webelos den leader the rules of outdoor fire safety. Using these rules, show how to build a safe fire and put it out.
  - 8) With your accompanying adult on a campout or outdoor activity, assist in preparing, cooking, and cleaning for one of your den's meals. Tell why it is important for each den member to share in meal preparation and clean up, and explain the importance of eating together.
  - 9) Discuss with your Webelos den leader the things that you need to take on a hike. Go on one 3-mile hike with your Webelos den or a Boy Scout Troop.
  - 10) Demonstrate how to whip and fuse the ends of a rope.
  - 11) Demonstrate setting up a tent or dining fly using two half hitches and a taut-line hitch. Show how to tie a square knot and explain how it is used.
- Showman:
  - 1) Complete six activities ..
  - 2) Write a puppet play about one of your Webelos den activities or a subject of your choice.
  - 3) Make a set of puppets or marionette for the play you have written or for another play.
  - 5) Alone or with the help of others, put on a puppet show for your den or pack.
  - 7) There are sock, stick, and finger puppets. There are paper bag puppets and marionettes. Explain their difference and show any puppets you have made for this badge.
  - 9) Sing one song indoors and one song outdoors, either alone or with a group. Tell what you need to do differently when singing outdoors.
  - 12) Name three American composers. Name a famous work by each.
  - 16) Give a monologue (a talk) on a patriotic, humorous, or holiday subject or another subject of your choice.
  - 19) Write, put on, and take part in a one-act play.
  - 20) Make a list of stage directions. Tell what they mean.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirement are completed)

- Scientist:
  - 1) Read Bernoulli's principle. Show how it works.
  - 2) Read Pascal's Law. Tell about some inventions that use Pascal's Law.
  - 3) Read Newton's first law of motion. Show in three different ways how inertia works.
  - 5) Show the effects of atmospheric pressure.
  - 6) Show the effects of air pressure.
  - 7) Show the effects of water pressure. This may be combined with atmospheric pressure or with air pressure.
  - 8) With adult supervision, build and launch a model rocket. Describe how Newton's third law of motion explains how the rocket is propelled into the sky.
  - 10) Explain how crystals are formed. Make some.
  - 11) Explain how you use your center of gravity to keep your balance. Show three different balancing tricks.
- 6. Athlete:
  - 1) With your parent, guardian, or Webelos den leader, complete the Perseverance Character Connection.
    - a) Know: Review the requirements and decide which ones might be more difficult for you to do. Make a plan to complete one of the harder requirements.
    - b) Commit: When doing the harder requirement, did you feel frustrated or angry? What did perseverance have to do with that? Name another type of task for which you will need perseverance.
    - c) Practice: Practice perseverance by following your plan to do that requirement for the Athlete Activity Badge.
  - 2) Explain what it means to be physically and mentally healthy.
  - 3) Explain what you as a Webelos Scout can do to stay physically and mentally healthy.
  - 4) Every time you work on requirement 5 below, start with at least 5 minutes for stretching warm-up activities.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)

# Trail Blazers

### **Half Week Sessions:**

- Arrow of Light:
  - 2) Show your knowledge of the requirements to become a Boy Scout by doing all of these: Repeat from memory and explain in your own words the Scout Oath or Promise and the 12 points of the Scout Law. Tell how you have practiced them in your everyday life; Give and explain the Scout motto, slogan, sign, salute, and handshake; Understand the significance of the First Class Scout badge. Know its parts and tell what each stands for; Tell how a Boy Scout uniform is different from a Webelos Scout uniform; Tie the joining knot.
- Geologist:
  - 1) Collect five geologic specimens that have important use.
  - 3) Make a scale of mineral hardness for objects found at home. Show how to use the scale by finding relative hardness of three samples.
  - 4) List some of the geologic materials used in building your home.
  - 5) Make a drawing that shows the cause of a volcano, a geyser, or an earthquake.
  - 7) Describe what a fossil is. How is it used to tell how old a formation is? Find two examples of fossils in your area.
- Forester:
  - 3) Identify six forest trees common to the area where you live. Tell how both wildlife and humans use them.
  - 4) Identify six forest plants (other than trees) that are useful to wildlife. Tell which animals use them and for what purpose.
  - 5) Draw a picture showing: how water and minerals in the soil help a tree grow; how the tree uses sunlight to help it grow.
  - 6) Make a poster showing a tree's growth rings or examine the growth rings of a tree stump. Explain how the rings tell its life history.
  - 9) Describe both the benefits and the harm wildfires can cause in a forest ecosystem. Tell how you can prevent wildfire.
- Scientist:
  - 1) Read Bernoulli's principle. Show how it works.
  - 2) Read Pascal's Law. Tell about some inventions that use Pascal's Law.
  - 3) Read Newton's first law of motion. Show in three different ways how inertia works.
  - 5) Show the effects of atmospheric pressure.
  - 6) Show the effects of air pressure.
  - 7) Show the effects of water pressure. This may be combined with atmospheric pressure or with air pressure.
  - 8) With adult supervision, build and launch a model rocket. Describe how Newton's third law of motion explains how the rocket is propelled into the sky.
  - 11) Explain how you use your center of gravity to keep your balance. Show three different balancing tricks.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)

# Trail Blazers

### **Full Week Session:**

- Arrow of Light:
  - 2) Show your knowledge of the requirements to become a Boy Scout by doing all of these: Repeat from memory and explain in your own words the Scout Oath or Promise and the 12 points of the Scout Law. Tell how you have practiced them in your everyday life; Give and explain the Scout motto, slogan, sign, salute, and handshake; Understand the significance of the First Class Scout badge. Know its parts and tell what each stands for; Tell how a Boy Scout uniform is different from a Webelos Scout uniform; Tie the joining knot.
- Scientist:
  - 1) Read Bernoulli's principle. Show how it works.
  - 2) Read Pascal's Law. Tell about some inventions that use Pascal's Law.
  - 3) Read Newton's first law of motion. Show in three different ways how inertia works.
  - 5) Show the effects of atmospheric pressure.
  - 6) Show the effects of air pressure.
  - 7) Show the effects of water pressure. This may be combined with atmospheric pressure or with air pressure.
  - 8) With adult supervision, build and launch a model rocket. Describe how Newton's third law of motion explains how the rocket is propelled into the sky.
  - 10) Explain how crystals are formed. Make some.
  - 11) Explain how you use your center of gravity to keep your balance. Show three different balancing tricks.
- Forester:
  - 3) Identify six forest trees common to the area where you live. Tell how both wildlife and humans use them.
  - 4) Identify six forest plants (other than trees) that are useful to wildlife. Tell which animals use them and for what purpose.
  - 5) Draw a picture showing: how water and minerals in the soil help a tree grow; how the tree uses sunlight to help it grow.
  - 6) Make a poster showing a tree's growth rings or examine the growth rings of a tree stump. Explain how the rings tell its life history.
  - 9) Describe both the benefits and the harm wildfires can cause in a forest ecosystem. Tell how you can prevent wildfire.
- Outdoorsman:
  - 2) With your family, or Webelos den, help plan and take part in an evening outdoor activity that includes a campfire.
  - 3) With your parent or guardian, take part in a Webelos den overnight campout or a family campout. Sleep in a tent that you have helped pitch.
  - 5) During a Webelos den meeting, discuss how to follow the Leave No Trace Frontcountry Guidelines during an outdoor activity.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)

- 7) Discuss with your Webelos den leader the rules of outdoor fire safety. Using these rules, show how to build a safe fire and put it out.
  - 8) With your accompanying adult on a campout or outdoor activity, assist in preparing, cooking, and cleaning for one of your den's meals. Tell why it is important for each den member to share in meal preparation and clean up, and explain the importance of eating together.
  - 9) Discuss with your Webelos den leader the things that you need to take on a hike. Go on one 3-mile hike with your Webelos den or a Boy Scout Troop.
  - 11) Demonstrate setting up a tent or dining fly using two half hitches and a taut-line hitch. Show how to tie a square knot and explain how it is used.
- Geologist:
    - 1) Collect five geologic specimens that have important use.
    - 3) Make a scale of mineral hardness for objects found at home. Show how to use the scale by finding relative hardness of three samples.
    - 4) List some of the geologic materials used in building your home.
    - 5) Make a drawing that shows the cause of a volcano, a geyser, or an earthquake.
    - 7) Describe what a fossil is. How is it used to tell how old a formation is? Find two examples of fossils in your area.
  - Craftsman:
    - 1) Explain how to safely handle the tools that you will use for this activity.
    - 2) With adult supervision and using hand tools, construct two different wooden objects you and your Webelos Den Leader agree on... . Use a coping saw or jigsaw for these projects. Put them together with glue, nails, or screws. Paint or stain them.
    - 3) Make a display stand or box to be used to display a model or an award. Or make a frame for a photo or painting. Use suitable materials.
    - 4) Make four useful items using materials other than wood that you and your Webelos Den Leader agree on... . These should be challenging items and must involve several operations.

#The following two Activity pins are optional and only one can be chosen based on the scouts interest #

### **#Readyman:**

- 1) With your parent, guardian, or Webelos den leader, complete the Courage Character Connection.
  - a) Know: Define the importance of each courage step: Be strong, Be calm, Be clear, Be careful. Explain how memorizing the courage steps helps you be ready.
  - b) Commit: Explain why it is hard to follow the courage steps in an emergency. Tell when you can use the courage steps in other situations.
  - c) Practice: Act out one of the requirements using these courage steps: Be strong, Be calm, Be clear, Be careful.
- 2) Explain what first aid is. Tell what you should do after an accident.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)

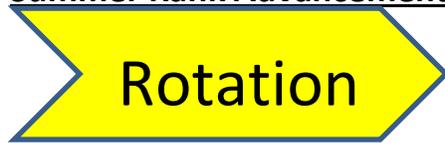
- 3) Explain how you can get help quickly if there is an emergency in your home. Make a "help list" of people or agencies that can help you if you need it. Post it near a phone or in another place with easy access.
- 4) Demonstrate the Heimlich maneuver and tell when it is used.
- 5) Show what to do for these "hurry cases": serious bleeding; stopped breathing; internal poisoning; heart attack.
- 6) Show how to treat for shock.
- 7) Show first aid for the following: cuts and scratches; burns and scalds; choking; blisters on the hand and foot; tick bites; bites and stings of insects other than ticks; poisonous snakebite; nosebleed; frostbite; sunburn.
- 8) Tell what steps must be taken for a safe swim with your Webelos den, pack, family, or other group. Explain the reasons for the buddy system.
- 10) Explain the importance of wearing safety equipment when participating in sports activities.
- 12) Explain how to use each item in a first aid kit.

### **# Aquanaut:**

- 1) Jump into water over your head. Come to the surface and swim 100 feet, at least half of this using the backstroke.
- 2) Stay in water after the swim and float on your back and your front, and demonstrate survival floating.
- 3) Put on a Personal Flotation Device that is the right size for you. Make sure it is properly fastened. Wearing the PFD, jump into water over your head. Show how the PFD keeps your head above the water by swimming 25 feet. Get out of the water, remove the PFD, and hang it where it will dry.
- 5) Explain the four basic water rescue methods. Demonstrate reaching and throwing rescues.
- 7) Pass the BSA "swimmer" test: Jump in feet-first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl. Then swim 25 yards using an easy resting backstroke.
- 8) While you are a Webelos Scout, earn the Cub Scout Sports belt loop for swimming.
  4. Explain rules of [Safe Swim Defense](#). Emphasize the [buddy system](#).
  5. Play a recreational game in the water with your den, pack, or family.
  6. While holding a kick board, propel yourself 25 feet using a flutter kick across the shallow end of the swimming area.

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## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)



### Nature:

- Science Belt Loop
  - 1) Explain the scientific method to your adult partner.
  - 2) Use the scientific method in a simple science project. Explain the results to an adult.
- Science Belt Loop
  - 11) Do a scientific experiment in front of an audience. Explain your results.

### Sports:

- Volley Ball Belt Loop
  - 1) Explain the rules of volleyball to your leader or adult partner.
  - 3) Participate in a volleyball game.

Handicraft: Basic Leather Craft

### Archery:

- Archery Belt Loop
  - 1) Explain the rules for safe archery that you have learned in the district/council camp or activity you are attending with your leader or adult partner.
  - 2) Demonstrate to your leader or adult partner good archery shooting techniques, including the stance and how to nock the arrow, establish the bow, draw, aim, release, follow-through and retrieve arrows.
  - 3) Practice shooting at your district or council camp for the time allowed.

### BB's:

- BB's Belt Loop
  - 1) Explain the rules for safe BB-Gun Shooting that you have learned in the district/council camp or activity you are attending with your leader or adult partner.
  - 2) Demonstrate to your leader or adult partner good BB-Gun Shooting techniques, including eye dominance, shooting shoulder, breathing, sight alignment, trigger squeeze, follow through.
  - 3) Practice shooting at your district or council camp for the time allowed.

Sling Shots: Safety & Free Shoot

Scoutcraft: Knot Tying: Basic knot tying.

Pool: Pool Rules; Buddy System and Buddy Board; Free Swim

Boat House: Lake Rules; Buddy System and Buddy Board; Boating

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)

### Materials Needed/ Available for Program:

#### **Half Week Sessions:**

- 1) White Cloth (T-Shirts, pillow cases, bandanas, etc) for tie dying.
  - ❖ White Resident Camp Themed T-Shirts will be available for purchase in the Trading Post
- 2) Bathing suit

### Program Highlights:

#### **ALL Sessions:**

- Polar Bear: 6:30 – 7:15am at Pool (check schedule for when this is available)
- Triwizard Contest: Polar Bear, Exercise, and Teambuilding; 6:30 – 7:15am starting on Parade Field, ending in pool. (check schedule for when this is available)
- Wizard Test: Camp-Wide game with Magic Word tasks in all Program Areas (Except BB Range (sling shot range) Archery Ranger, and Boat House) to earn potion ingredients.
- Dragon Capture: Camper vs. Staff game on Parade Field with staff as the 'Dragons' and the Campers as the wizards who need to 'catch' them by collecting their (flags) tails. Once a Dragon is 'captured' they return to their nest until called out by another Dragon. The 'dragons' are trying to reclaim the Dragon eggs from the 'wizards'.
- Pool, Boat House, Archery, BB's, Slingshots: CLOSED AFTER DINNER.

#### **Half Week Session:**

- Monday/Thursday
  - Area Highlights
    - Sports: Ultimate
      - Belt Loop
        - 1) Explain the rules of ultimate or disc golf to your leader or adult partner.
        - 2) Spend at least 30 minutes practicing ultimate or disc golf skills.
        - 3) Participate in a game of ultimate or disc golf.
      - Pin
        - 2) Demonstrate effective pivoting while throwing. Use some of the following throwing styles: backhand pass, sidearm pass, and upside-down pass, and/or roller throw.
        - 3) Demonstrate skill in the following catching techniques: one-handed, clapping, and sandwich.
        - 6) Accurately lay out an ultimate playing field or diagram three typical disc golf holes.
        - 7) Play five games of ultimate or disc golf.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)

- 8) Participate in an ultimate skills or disc golf skills development clinic.
- Nature: Conservation Project & Wildlife Conservation
- Belt Loop
- 1) Explain what natural resources are and why it's important to protect and conserve them.
  - 2) Make a poster that shows and explains the food chain. Describe to your den what happens if the food chain becomes broken or damaged.
  - 3) Learn about an endangered species. Make a report to your den that includes a picture, how the species came to be endangered, and what is being done to save it.
- Pin
- 2) Collect and read five newspaper or magazine articles that discuss conservation of wildlife and report to your family or den what you learn.
  - 3) Learn about five animals that use camouflage to protect themselves.
  - 5) Make a collage of animals that are in the same class: fish, amphibians, reptiles, birds, or mammals.
  - 6) Make a plaster cast of an animal track. Show it to your den.
  - 9) Participate in an environmental service project that helps maintain habitat for wildlife, such as cleaning up an area or planting trees.
- Handicraft: Art
- Belt Loop
- 1) Make a list of common materials used to create visual art compositions.
  - 2) Demonstrate how six of the following elements of design are used in a drawing: lines, circles, dots, shapes, colors, patterns, textures, space, balance, or perspective.
  - 3) Identify the three primary colors and the three secondary colors that can be made by mixing them. Show how this is done using paints or markers. Use the primary and secondary colors to create a painting.
- Pin
- 2) Create two self-portraits using two different art techniques, such as drawing, painting, printmaking, sculpture, or computer illustration.
  - 3) Demonstrate how to make paper. Make a sample at least 4 inches by 4 inches.
  - 5) Create a freestanding sculpture or mobile using wood, metal, soap, papier-mâché, or found objects.
  - 6) Create an object using clay that can be ... hardened in water.
  - 8) Make a collage using several different materials.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)

- 9) Use your artistic skills to create a postage stamp, book cover, or music CD cover.
  - Scoutcraft: Advanced Knots and Lashing
    - Lashing Challenge
- After Dinner Program:
  - Handicraft: Tye-Dye
  - Scoutcraft: Fire Safety & Building
  - Nature: Astronomy
    - Belt Loop
    - 1) Set up and demonstrate how to focus a simple telescope or binoculars.
    - 2) Draw a diagram of our solar system--identify the planets and other objects.
    - 3) Explain the following terms: planet, star, solar system, galaxy, the Milky Way, black hole, red giant, white dwarf, comet, meteor, moon, asteroid, and universe.
- Tuesday/ Friday
  - Area Highlights:
    - Sports: Basket Ball
      - Belt Loop
      - 1) Explain the rules of basketball to your leader or adult partner.
      - 2) Spend at least 30 minutes practicing basketball skills.
      - 3) Participate in a basketball game.
    - Pin
    - 2) Demonstrate effective passing using the chest pass, bounce pass, over-the-head pass, and baseball pass.
    - 3) Successfully demonstrate the set shot and jump shot shooting styles.
    - 4) Demonstrate skill in the following dribbling techniques: high dribble, low dribble, turnable dribble, change-of-pace dribble, and combination dribble.
    - 6) Explain and demonstrate 10 official basketball signals.
    - 8) Play five games of basketball.
  - Nature: Weather
    - Belt Loop
    - 1) Make a poster that shows and explains the water cycle.
  - Pin
  - 1) Define the following terms: weather, humidity, precipitation, temperature, and wind.

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## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)

- 2) Explain how clouds are made. Describe the different kinds of clouds- stratus, cumulus, cumulonimbus, and cirrus- and what kind of weather can be associated with these cloud types.
  - 8) Explain the differences between tornadoes and hurricanes.
  - 9) Make a simple weather vane. Make a list of other weather instruments and describe what they do.
  - 12) Explain how rainbows are formed and then draw and color a rainbow.
- Scoutcraft: Cooking & Nutrition
    - Belt Loop
      - 1) Make a poster of foods that are good for you. Share the poster with your den.
      - 2) Explain the difference between a fruit and a vegetable. Eat one of each.
      - 3) Help prepare and eat a healthy meal of foods that are included in a food pyramid.
    - After Dinner Program
      - In Site candle making for the night's camp fire; led by a staff member.

### **Full Week Session:**

- Monday:
  - After Dinner Program:
    - Scoutcraft on Sports Field: Fire Safety & Building
- Tuesday:
  - Area Highlights:
    - Sports: AM: Kick Ball
      - Belt Loop
        - 1) Explain the rules of kickball to your leader or adult partner.
        - 2) Spend 30 minutes practicing the skills of kickball (pitching, kicking, base running, catching, throwing). This may be over two different practice periods.
        - 3) Play a game of kickball.
      - Pin
        - 1) Demonstrate the following kickball skills: pitching, kicking, base running, catching, throwing.
        - 2) Explain the rules of base running.
        - 3) Describe the basic defensive positions in kickball (pitcher, catcher, infielder).
        - 6) Explain the role of being the captain of a kickball team.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)

- 8) Help set up a kickball field for a game.
- Sports: PM: Marbles
- Belt Loop
- 1) Explain the rules of Ringer or another marble game to your leader or adult partner.
  - 2) Spend at least 30 minutes practicing skills to play the game of Ringer or another marble game.
  - 3) Participate in a game of marbles.
- Pin
- 2) Explain to an adult what lagging is. Demonstrate how to do it.
  - 3) Demonstrate the following shooting techniques: knuckling down, bowling, and lofting (also called plunking).
  - 4) Explain the correct way of scoring for a game of marbles.
  - 5) Play five complete matches of marbles using standard rules.
  - 8) Explain the rules about shooters.
- Nature: Weather
- Belt Loop
- 2) Make a poster that shows and explains the water cycle.
- Pin
- 1) Define the following terms: weather, humidity, precipitation, temperature, and wind.
  - 2) Explain how clouds are made. Describe the different kinds of clouds- stratus, cumulus, cumulonimbus, and cirrus- and what kind of weather can be associated with these cloud types.
  - 8) Explain the differences between tornadoes and hurricanes.
  - 9) Make a simple weather vane. Make a list of other weather instruments and describe what they do.
  - 12) Explain how rainbows are formed and then draw and color a rainbow.
- Handicraft: Communications
- Belt Loop
- 1) Tell a story or relate an incident to a group of people, such as your family, den, or members of your class.
  - 2) Write a letter to a friend or relative.
  - 3) Make a poster about something that interests you. Explain the poster to your den.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)

- Pin
  - 1) Write an original poem or story.
  - 6) With a friend, develop a skit. Perform it at a Scout meeting, family meeting, or school event.
  - 7) Learn the alphabet in sign language. Learn how to sign 10 words.
  - 10) Read the directions for a new game. Explain to a family member or friend how to play it.
  - 11) Learn about "reading" materials for people who have poor vision or who are blind
- Scoutcraft: Citizenship
  - Belt Loop
    - 1) Develop a list of jobs you can do around the home. Chart your progress for one week.
    - 2) Make a poster showing things that you can do to be a good citizen.
    - 3) Participate in a family, den, or school service project.
- Pool: Swimming Lessons
- After Dinner Program:
  - Handicraft: Tye-Dye
  - Sports: Leaders vs. Staff Basketball game
- Wednesday
  - Area Highlights:
    - Sports: Soccer
      - Belt Loop
        - 1) Explain the rules of soccer to your leader or adult partner.
        - 2) Spend at least 30 minutes practicing soccer skills.
        - 3) Participate in a soccer game.
      - Pin
        - 2) Demonstrate the skills of passing, collecting, shooting, heading, dribbling, and tackling.
        - 3) Demonstrate skill in goal keeping.
        - 4) Accurately lay out a soccer field for a game.
        - 5) Demonstrate five types of fouls and explain why players should avoid them.
        - 7) Play at least two games of Soccer Tennis.
    - Nature: Wildlife Conservation / Conservation projects
      - Belt Loop

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)

- 1) Explain what natural resources are and why it's important to protect and conserve them.
- 2) Make a poster that shows and explains the food chain. Describe to your den what happens if the food chain becomes broken or damaged.
- 3) Learn about an endangered species. Make a report to your den that includes a picture, how the species came to be endangered, and what is being done to save it.

→ Pin

- 2) Collect and read five newspaper or magazine articles that discuss conservation of wildlife and report to your family or den what you learn.
- 3) Learn about five animals that use camouflage to protect themselves.
- 5) Make a collage of animals that are in the same class: fish, amphibians, reptiles, birds, or mammals.
- 6) Make a plaster cast of an animal track. Show it to your den.
- 9) Participate in an environmental service project that helps maintain habitat for wildlife, such as cleaning up an area or planting trees.

➤ Handicraft: Art

→ Belt Loop

- 1) Make a list of common materials used to create visual art compositions.
- 2) Demonstrate how six of the following elements of design are used in a drawing: lines, circles, dots, shapes, colors, patterns, textures, space, balance, or perspective.
- 3) Identify the three primary colors and the three secondary colors that can be made by mixing them. Show how this is done using paints or markers. Use the primary and secondary colors to create a painting.

→ Pin

- 2) Create two self-portraits using two different art techniques, such as drawing, painting, printmaking, sculpture, or computer illustration.
- 3) Demonstrate how to make paper. Make a sample at least 4 inches by 4 inches.
- 5) Create a freestanding sculpture or mobile using wood, metal, soap, papier-mâché, or found objects.
- 6) Create an object using clay that can be ... hardened in water.
- 8) Make a collage using several different materials.
- 9) Use your artistic skills to create a postage stamp, book cover, or music CD cover.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirement are completed)

- Scoutcraft: Map & Compass
  - Belt Loop
    - 1) Show how to orient a map. Find three landmarks on the map
    - 2) Explain how a compass works.
    - 3) Draw a map of your neighborhood. Label the streets and plot the route you take to get to a place that you often visit.
  - Pin
    - 1) Define cartography.
    - 2) Make a poster showing 10 map symbols and their meaning.
    - 5) Explain the difference between latitude and longitude and show them on a map or globe.
    - 6) Draw a compass rose for a map. Label north, south, east, and west.
    - 8) In the field, show how to take a compass bearing and how to follow it.
- After Dinner Program:
  - Scoutcraft: Cooking
  - Nature: Astronomy
    - Belt Loop
      - 1) Set up and demonstrate how to focus a simple telescope or binoculars.
      - 2) Draw a diagram of our solar system--identify the planets and other objects.
      - 3) Explain the following terms: planet, star, solar system, galaxy, the Milky Way, black hole, red giant, white dwarf, comet, meteor, moon, asteroid, and universe.
- Thursday:
  - Area Highlights:
    - Nature: Geology
      - Belt Loop
        - 1) Define geology.
        - 2) Collect a sample of igneous, sedimentary, and metamorphic rocks. Explain how each was formed.
        - 3) Explain the difference between a rock and a mineral.
      - Pin
        - 1) Make a plaster cast of a fossil.
        - 3) Give examples of sedimentary, igneous, and metamorphic rocks.

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***

## **Summer Rank Advancement** (Check with Area/ Track Leader if all requirements are completed)

- 4) Gather several different types of rocks. Compare them and put them in groups according to physical properties such as color, texture, luster, hardness, or crystals.
  - 6) Make "pet rocks" using rocks, paint, and glue-on eyes. Tell a creative story about your pet rocks.
  - 10) Make a poster or display showing 10 everyday products that contain or use rocks or minerals.
- Sports: Softball
    - Belt Loop
      - 1) Explain the rules of softball to your leader or adult partner.
      - 2) Spend at least 30 minutes practicing softball skills.
      - 3) Participate in a softball game.
    - Pin
      - 2) Demonstrate skill in the following throwing techniques: overhand, sidearm, underhand, and the relay throw.
      - 3) Demonstrate skill in the following catching techniques: fielding a ground ball, fielding a pop-up, catching a line drive.
      - 6) Explain the rules of base running and demonstrate skill in the following sliding techniques: the straight-in slide, the hook slide, and the headfirst slide.
      - 7) Learn and demonstrate base coaching signals.
      - 8) Learn about one defensive position (shortstop, catcher, etc.) and practice at that position for three half-hour sessions.
  - Scoutcraft: Advanced Knots & Lashings
  - Handicraft: Candle Making (for camper campfire)
  - Boat House: CLOSED AM. Paddle Races pm.
  - Pool: CLOSED after lunch.
  - After Dinner Program:
    - Handicraft: Tye-Dye
    - Pool: Night-time Swim (dependent on weather).

**\*\*NOTE: All achievements and electives are tentative based on the pace of the group.\*\***