

## A Guide to Cub Scout Adventure Changes for Leaders and Parents from a Cub Leader Trainer

There's a lot of changes to the Cub Scout Advancement program announced 11/30/16, some major, some minor, and the changes create choices for den activity planning, and family follow up at home.

- This document intends to be a practical guide to whether you need to look at the new 11/30/16 language, and why it might be a useful alternative for you in this 2016-2017 program year.
- See the "[Practical Comments about Changes](#)" below, and where there is really no significant change, only the name of the Adventure is listed.
- While it is possible to look at these "[Practical Comments about Changes](#)" as a guide to how to get Adventures signed off faster (or where a Scout who missed an activity might be credited with the Adventure if the missed element is now "optional"), please also consider the comments encouraging (sometimes pleading) that Scouts and dens do the June 1, 2015 Handbook requirements and avoid the "easy button" approach, because the original requirements will result in the best outcomes for your Scouts and a richer program experience in Cub Scouting.

Note: the requirements text below is from a "Change-Pro" comparison of the June 1, 2015 Cub Scout Advancement requirements to those announced on November 30, 2016

- So, if June 1, 2015 text has been removed, it appears as ~~Red Strikethrough~~
- And if November 30, 2016 text has been added, it appears as Blue Underlined
- Green ~~strikethrough~~ and underlined means "moved" from somewhere in the documents
- Plain black text means: no change from June 1, 2015

(Note: certain requirements have been re-ordered within their Adventures to permit comparison of the language, where the main change was simply re-ordering or re-numbering within an Adventure ... that's why you'll see some numbers "out of order" below)

### Cub Scout Requirements

~~June 1, 2015~~ November 30, 2016

### Tiger Requirements

Rank advancement is awarded when boys have completed the following:

1. Complete each of the ~~following Tiger~~six required Adventures with your den or family:
  - a. ~~Backyard~~My Tiger Jungle
  - b. Games Tigers Play
  - c. ~~My Family's~~Tiger Circles: Duty to God
  - d. Team Tiger
  - e. Tiger Bites
  - f. Tigers in the Wild ]
2. Complete at least one ~~Tiger~~-elective Adventure of your den or family's choosing.
3. With your parent-~~or, guardian, or other caring~~ adult-~~partner~~, complete the exercises in the pamphlet How to Protect Your Children from Child Abuse: A Parent's Guide, and earn the Cyber Chip award for your age. \*

\* If your family does not have Internet access at home AND you do not have ready Internet access at school or another public place or via a mobile device, the Cyber Chip portion of this requirement may be waived by your parent or ~~adult partner-guardian~~

**Practical Comments about Changes: The "bottom line" about the change(s) is:**

- **By adding "or other caring adult" to the Parent's Guide/Cyber Chip requirement, a den leader need not wait on the designated "adult partner" or parent or guardian to complete this requirement.**
- **But ... *Cub Scouting is a family program*, and getting parents/guardians to know this is important!**

### Tiger Requirements Changes

if 6/1/2015 text was cut, it is ~~Red Strikethrough~~; if 11/30/2016 text was added, it is Blue Underlined

## Tiger Required Adventures

Tiger Required Adventure: ~~Backyard~~My Tiger Jungle

Complete Requirement 1 plus at least two others.

- ~~51.~~ With your parent/guardian or other caring adult (referred to in the handbook as “your adult partner”), go ~~on~~for a walk outside, and pick out two or more sights or sounds of “nature” around you ~~hear in~~. Discuss with your “jungle.”partner or den.
- ~~12.~~ Take a 1-foot hike. Make a list of the living things you find on your 1-foot hike. Discuss these plants or animals with your parent/guardian, other caring adult, or your den.
- ~~23.~~ Point out two different kinds of birds that live in your area. With your parent/guardian, other caring adult, or den, find out more about one of these birds.
- ~~34.~~ Be helpful to ~~plants and animals~~nature by planting a ~~tree or other plant in your neighborhood~~. plant, shrub, or tree. Learn more about the needs and growth of the item you’ve planted.
- ~~45.~~ Build and hang a birdhouse.

**Practical Comments about Changes: The “bottom line” about the change(s) is:**

- Change from “do all 5” to “do 3 of 5”, including No. 1. If birdhouse/planting were difficult, those can be dropped. But for den activity, *remember that those are super fun and hands on and active.*

Tiger Required Adventure: Games Tigers Play

Complete Requirements 1 and 2 plus at least two others.

~~1.~~ **Do the following:**

~~a.~~ 1A. Play two initiative or team-building games with the members of your den.

~~b.~~1B Listen carefully to your leader while the rules are being explained, and follow directions when playing.

~~c.~~1C At the end of the game, talk with the leader about what you learned when you played the game. Tell how you helped the den by playing your part.

~~52.~~ Talk with your den or family about why good nutrition helps you to be strong and active. Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack choice.

~~23.~~ Make up a game with the members of your den, and play it with den members. After playing the game, talk with your den about the experience.

~~34.~~ Make up a new game, and play it with your family or members of your den or pack. Then talk with the group about the experience.

~~4.~~ While at5A. Attend a sporting event, ~~ask a player or coach why he or she thinks it is important to be active~~ with your den or family.

5B. Before or after the event, talk with a coach or athlete about what it is like to participate in the sport. OR Find out more about the sport and share what you’ve learned with your den or family members before or after the event.

**Practical Comments about Changes: The “bottom line” about the change(s) is:**

- Change from “do all 5” to “do 4 of 5”, including Nos. 1 and 2, so if “making up games” or “attend a sporting event” is difficult, you can drop one of those. Remember: it can be a local sporting event!
- For “catch up” at home, dropping old 2/new 3 may be the best choice if needed. Though making up games can be a fun thing to do in den activities more than one time!
- On “sporting event” there’s an option in case player or coach aren’t taking questions from Cubs! And note that the purpose of the Handbook requirement is to hear from a coach or player why it is important to be active, and hopefully reinforce that commitment in the Scout.

Tiger Required Adventure: ~~My Family's~~Tiger Circles: Duty to God

Complete Requirement 1 ~~and plus~~ at least two ~~from requirements 2-4~~others.

- ~~1. With your adult partner, find out what duty to God means to your family~~Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.
- ~~2. Find out what makes each member of~~With a family member, attend a religious service or other activity that shows how your family ~~special~~expresses reverence for God.
- ~~3. With~~Earn the religious emblem of your ~~family, make a project~~faith that ~~shows~~is appropriate for your ~~family's beliefs about God~~age or grade.
- ~~4. Participate in a worship experience or activity~~Help with a local service project and talk with your ~~den~~or family ~~about how helping others is part of our duty to God.~~
- ~~5. With the approval of your parent/guardian, den leader, or other caring adult, think of and then carry out an act of kindness or respect that you think shows duty to God.~~

**Practical Comments about Changes: The "bottom line" about the change(s) is:**

- Change from "do 3 of 4" to "do 3 of 5", including No. 1.
- Some say the new elements may require more, others say it allows a path if the parent/guardian is not responsive on completing the requirements. Analysis here is incomplete.

Tiger Required Adventure: Team Tiger

Complete Requirements 1 and 2 plus at least two others.

~~1. List the different teams of which you are a part.~~

- ~~1. With your parent, guardian, other caring adult, or den, talk about what it means to be part of a team. List some of the teams you are on (den, pack, family, class, etc.), and explain how you can help each one.~~
- ~~2. With your den, talk about your Tiger team. Then make a den job chart that shows everyone doing something to showing all the different ways team members can help. As one of the den jobs, lead. Volunteer to take your turn doing at least two different jobs, one of which is leading the Pledge of Allegiance at a den meeting.~~
- ~~3. Pick two chores you will do at home once a week for a month.~~With your family, talk about how family members each have a role in the family team. Then pick a job that you will do to help the team. Follow through by doing that job at least three times during the next three weeks.
- ~~5. Do an activity to help~~With your den or family, participate as a team in a service project that helps our country or your community or neighborhood team.
- ~~4. Make a chart to show three ways that members of your Tiger team are different from each other.~~
- ~~5. With your den, make a chart or picture showing how you and your teammates make a better team because you are alike in some ways but different in others.~~

**Practical Comments about Changes: The "bottom line" about the change(s) is:**

- From "do all 5" to "do 4 of 5", including 1 and 2. While most the new elements are more involved, if one is seen as difficult (or a scout was absent that day), you can skip it. *But it wasn't hard before.*
- Please don't skip the service project. For one thing, service is important and if ignored here and in the Duty to God adventure, the Scout may not participate in service this year, which would be sad.

Tiger Required Adventure: Tiger Bites

Complete Requirements 1 and 2 plus at least two others.

- ~~1. Identify three~~With your parent, guardian, other caring adult, or den, find out about good food choices and not-so-good choices. Identify three foods that you think would be good choices and three foods that would not be good choices.
- ~~2. Explain the importance of hand washing before a meal and clean-up after a meal. Then show how you would do each.~~
- ~~4. Show you can keep yourself and your personal area clean.~~

Tiger Requirements Changes

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- ~~23~~. Show that you know the difference between a fruit and a vegetable. Eat one of each.
- ~~34~~. With your parent, guardian, or other caring adult ~~partner~~, pick a job to help your family at mealtime. Do it ~~every day~~ for one week at least four meals.
5. Talk with your parent, guardian, or other caring adult ~~partner~~ about what foods you can eat with your fingers. Practice your manners when eating them.
6. With your parent, guardian, or other caring adult ~~partner~~, plan and make a good snack choice or other nutritious food to share with your den.

**Practical Comments about Changes: The “bottom line” about the change(s) is:**

- From “do all 6” to “do 4 of 6”, including 1 and 2. So if two are seen as difficult (or a scout was absent that day), you can skip two. Elements weren’t that demanding before and each has value.

Tiger Required Adventure: Tigers in the Wild

Complete Requirements 1-3 plus at least one other.

1. With your parent, guardian, or other caring adult ~~partner~~, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list ~~if it rains~~ to prepare for rain.
2. Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.
- ~~3~~. **Do the following:**
  - ~~a~~. 3A. Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.
  - ~~b~~. 3B. Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should “Trash Your Trash.”
  - ~~c~~. 3C. Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.
4. While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your Tiger Handbook.
5. Participate in an outdoor pack meeting or pack ~~campout~~ campfire. Sing a song ~~and/or~~ act out a skit with your Tiger den as part of the program.
6. Find two different trees and two different types of plants that grow in your area. Write their names in your Tiger Handbook.
7. Visit a ~~nearby~~ nature center, zoo, or another outside place with your family or den. Learn more about two animals, and write down two interesting things about them in your Tiger Handbook.

**Practical Comments about Changes: The “bottom line” about the change(s) is:**

- Change from “do all 7” to “do 4 of 7”, including 1-3. So if three are seen as difficult (or a scout was absent that day), you can skip three. 4, 6 and 7 are probably easily covered on the hike in 1 and 2.
- The big change is making outdoor pack meeting or campfire an option. Too bad if packs don’t do this, because it’s super fun. Though it’s kind to keep the kid who missed an event on track, it’s better to have more outdoor options, because outdoor den / pack events are more fun. Do lots!

## Tiger Elective Adventures

Tiger Elective Adventure: Curiosity, Intrigue, ~~and~~ Magical Mysteries

Complete Requirements 1 and 2 plus at least one other.

- ~~1A~~. Learn a magic trick. Practice your magic trick so you can perform it in front of an audience.
- ~~2~~. 1B. Create an invitation to a magic show.
- ~~3~~. 1C. With your den or with your family, put on a magic show for an audience.
- ~~6~~. 2. Spell your name using sign language, and spell your name in Braille.
- ~~4~~. 3. Create a secret code. Share it with your family or den.

Tiger Requirements Changes

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54. With the other Scouts in your den or with your family, crack a code that you did not create.
75. With the help of your parent, guardian, or other caring adult ~~partner~~, conduct a science demonstration that shows how magic works. and 8. share what you learned from your science demonstration.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do all 8” to “do 3 of 5”, including 1+2. But if you’re doing this, please do all the fun stuff!

Tiger Elective Adventure: Earning Your Stripes

**Practical Comment about Changes:** Really, just wording changes, no substance change.

Tiger Elective Adventure: Family Stories

Complete Requirement 1 and at least three others. Note that any requirement may be completed based on family of origin or family with whom you live.

1. Discuss with your ~~adult partner and/or family where~~ parent/guardian, a family member, or other caring adult where some of your family members originated. Discuss ~~their~~ family history, traditions, and culture—your family heritage. Share a story or bring something to share with your den about yourself and your family.
2. Make a family crest.
3. Visit your public library to find out information about ~~your~~ the heritage of some of your family members.
4. Interview one of your grandparents or another family elder, and share with your den what you ~~found~~ learned.
5. Make a family tree designed for your particular family.
6. Share with your den how you got your name or what your name means.
7. Share with your den your favorite snack or dessert that reflects ~~your~~ the cultural heritage of one of more of your family members.
8. Learn where some members of your family came from, and locate ~~it~~ the place(s) on a map. Share this information with your den. With the help of your parent/guardian/other caring adult ~~partner~~, locate and write to a pen pal ~~from that location~~ there.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do all 8” to “do 4 of 7”, including 1. But if you’re doing this, please do all the fun stuff!

Tiger Elective Adventure: Floats and Boats

Complete Requirements 1-4 plus at least one other.

- ~~3~~1. With your den, say the SCOUT water safety chant.
- ~~4~~2. Play With your den, talk about why it’s important to have a buddy and then play the buddy game ~~with your den~~.
- ~~6~~3. Show how to safely help someone who needs assistance in the water, without having to enter the water yourself.
- ~~7~~4. Show how to enter the water safely, blow your breath out under the water, and do a prone glide.
- ~~1~~5. Identify five different types of boats.
- ~~2~~6. Build a boat from recycled materials, and float it on the water.
- ~~5~~7. Show that you can put on and fasten a life jacket ~~the correct way~~ correctly.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do all 7” to “do 5 of 7”, including 1-4. Don’t skip fun/important elements, please ...

## Tiger Elective Adventure: Good Knights

### 1- ~~Do the following:~~

Complete Requirements 1 and 2 plus at least two others.

- a1. With your den ~~or, parent/guardian, or other caring~~ adult ~~partner~~, say the Scout Law. Explain to your den one of the 12 points of the Law and why you think a knight would have the same behavior.
- b2. If you have not already done so, make a code of conduct with your den that will describe how each person should act when you are all together. If your den has a code of conduct, discuss with your den the updates it might need. Vote on which actions should go in your den code of conduct.
23. Create a den shield and a personal shield.
34. Using recycled materials, design and build a small castle ~~with your adult partner~~ to display at the pack meeting.
45. Think of one physical challenge that could be part of an obstacle course. Then help your den design a Tiger knight obstacle course. ~~With your adult partner,~~ participate in the course.
56. Participate Show your understanding of knights' service to others by participating in a service project in your community.

**Practical Comments about Changes: The "bottom line" about the change(s) is:**

- From "do all 5" to "do 4 of 6", including 1+2. But obstacle course is fun, and service is important.

## Tiger Elective Adventure: Rolling Tigers

Complete Requirements 1 – 3 plus at least two others.

21. With your den or parent/guardian or other caring adult ~~partner~~, try on safety gear you should use while riding your bike. Show how to wear a bicycle helmet properly.
32. With your den or parent/guardian/other caring adult ~~partner~~, learn and demonstrate safety tips to follow when riding your bicycle.
43. Learn and demonstrate proper hand signals.
54. With your den or parent/guardian or other caring adult ~~partner~~, do a safety check on your bicycle.
65. With your den or family, go on a bicycle hike wearing your safety equipment. Follow the bicycling safety and traffic laws.
16. With your den or parent/guardian/other caring adult ~~partner~~, discuss two different types of bicycles and their uses.
7. Learn about a famous bicycle race or famous cyclist. Share what you learn with your den.
8. Visit your local or state police department to learn about bicycle-riding laws.
9. Identify two jobs that use bicycles and discuss how they are used.

**Practical Comments about Changes: The "bottom line" about the change(s) is:**

- From "do all 9" to "do 5 of 9", including 1-3. But don't skip fun like the bike hike, and important stuff like the safety check.
- Hey, invite other dens too ... while earning this loop won't "count" for a Wolf/Bear/Webelos elective, there's no reason (no good reason) not to award the loop for those who do this.

## Tiger Elective Adventure: Sky Is the Limit

Complete Requirements 1 -3 plus at least one other.

1. With your den or parent/guardian/other caring adult ~~partner~~, go outside to observe the night sky. Talk about objects you see or might see.
2. Look at a distant object through a telescope or binoculars. Show how to focus the device you chose.
73. Find out about two astronauts who were Scouts when they were younger. Share what you learned with your den.
34. Observe in the sky or select from a book ~~or, chart,~~ computer, or electronic device two constellations that are easy to see in the night sky. With your parent/guardian or other caring adult ~~partner~~, find out the names of the stars that make up the constellation and how the constellation got its name. Share what you found with your den.

## Tiger Requirements Changes

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45. ~~Create~~Draw and name your own constellation. Share your constellation with your den.
56. Create a homemade model of a constellation.
67. Find out about two different jobs related to astronomy. Share this information with your den.
8. With your den or family, visit a planetarium, observatory, science museum, astronomy club, or college or high school astronomy teacher. Before you go, write down questions you might want to ask. Share what you learned.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do all 8” to “do 5 of 8”, including 1-3. Don’t skip fun and memorable parts if you can.

Tiger Elective Adventure: Stories in Shapes

Complete at least four of the following requirements.

1. Visit an art gallery or a museum, explore an art website, or visit your library. ~~Do each of the following:~~
  - a2. Look closely at pictures of some ~~abstract~~ art with your den or a family member. Decide what you like about the art, and share your ideas with the other Tigers.
  - b3. Create ~~an art~~ a piece of art on paper, poster board, or canvas.
2. ~~Do the following:~~
  - a4. Draw or create an art piece using shapes.
  - b5. Use tangrams to create shapes.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do it all” to “do 4 of 5”, wording changes don’t affect substance that much.

Tiger Elective Adventure: Tiger-iffic!

**Practical Comment about Changes:** wording changes, no substance change of import.

Tiger Elective Adventure: Tiger: Safe and Smart

Complete 1–8. Do the following: Requirement 9 is optional.

- a1. Memorize your address, and say it to your den leader or parent/guardian/other caring adult ~~partner~~.
- b2. Memorize an emergency contact’s phone number, and say it to your parent, guardian, or den leader ~~or adult partner~~.
- c3. Take the 911 safety quiz.
2. ~~Do the following:~~
  - a4. Show you can “Stop, Drop, and Roll.”
  - b5. Show you know how to safely roll someone else in a blanket to put out a fire.
36. ~~Make~~With your parent/guardian or other caring adult, make a fire escape map withof your ~~adult partner~~ home and explain it to family members and your den.
47. ~~Explain~~With your fire escape map, and parent/guardian or other caring adult, try a practice fire drill at home.
58. Find the smoke detectors in your home. With the help of your parent/guardian or other caring adult ~~partner~~, check the batteries.
69. Visit an emergency responder station, or have an emergency responder visit you.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do it all” to emergency responder visit is optional. Nice for the Scout who missed that day, but be sure to plan that day as a den activity, because that may be the most fun part!

Tiger Elective Adventure: Tiger Tag (p. 240+)

Complete requirements 1 and 2 plus at least one other.

1. Choose one active game you like, and tell your den about ihow to play and why you like this game.

Tiger Requirements Changes

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2. ~~Do the following:~~
  - a. Play two team or relay games with your den ~~and your adult partner~~.
  - b. Tell your parent/guardian or other caring adult ~~partner~~ or the other Tigers what you liked best about each game.
3. Have your den choose a team or relay game that everyone ~~would like to~~ can play, and play it ~~several times at least twice~~.
4. With your parent/guardian or other caring adult ~~partner~~, select an active outside game that you could play with the members of your den. Talk ~~about your game at the den meeting~~ with den members about the games suggested by all Tigers. With your den, decide on a game to play ~~and~~ 4. play the game that your den has chosen. After the game, discuss with your den ~~leader~~ the meaning of being a good sport.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do it all” to “do 3 of 4”, including 1+2, wording changes don’t affect substance that much.
- So, just reduces the number of games needed to complete the adventure. So if your Tigers have had too much fun, you don’t have to do more games. Hint: let them do more games!

Tiger Elective Adventure: Tiger Tales [\(p. 250\)](#)

Complete at least four of the following requirements.

1. Create a tall tale with your den.
2. Create your own tall tale. Share your ~~tall~~ tale with your den.
3. Read a tall tale with your parent/guardian or other caring adult ~~partner~~.
4. Create a piece of art from a scene in the tall tale you have read, using your choice of materials. Share it with your den.
5. Play a game from the past.
6. Sing two folk songs.
7. Visit a historical museum or landmark with your parent/guardian or other caring adult ~~partner~~.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do it all” to “do 4 of 7”. Helps the scout who doesn’t get to do the visit or misses a meeting, though every community has some historical landmark worth visiting.

Tiger Elective Adventure: Tiger Theater [\(p. 264+\)](#)

Complete at least four of the following requirements.

1. With your den, discuss the following types of theater: puppet shows, reader’s theater, and pantomime.
2. As a den, play a game of one-word charades ~~with your adult partners~~.
3. Make a puppet to show your den or to display at a pack meeting.
4. Perform a simple reader’s theater. Make a mask afterward to show what your character looks like.
5. Watch a play or attend a story time at a library.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do it all” to “do 4 of 5”. The hardest ones may be 4 (“perform”) or 5 (“play, or story time”), but may also be the most fun, and it is all about theater, after all.



## Wolf Requirements

~~June 1, 2015~~ November 30, 2016

Rank advancement is awarded when boys have completed the following:

1. Complete each of the ~~following Wolf~~six required Adventures with your den or family:
    - a. Call of the Wild
    - b. Council Fire (Duty to Country)
    - c. Duty to God Footsteps
    - d. Howling at the Moon
    - e. Paws on the Path
    - f. Running With the Pack]
  2. Complete at least one ~~Wolf~~ elective Adventure of your den or family's choosing.
  3. With your parent ~~or~~, guardian, or other caring adult, complete the exercises in the pamphlet How to Protect Your Children from Child Abuse: A Parent's Guide, and earn the Cyber Chip award for your age. \*
- \* ~~If your family does not have Internet access at home AND you do not have ready Internet access at school or another public place or via a mobile device, the~~The Cyber Chip portion of this requirement may be waived by your parent or guardian if you do not have access to the Internet.

**Practical Comments about Changes: The "bottom line" about the change(s) is:**

- **By adding "or other caring adult" to the Parent's Guide/Cyber Chip requirement, a den leader need not wait on a parent or guardian to complete this requirement.**

## Wolf Required Adventures

Wolf Required Adventure: Call of the Wild

Complete Requirements 1-4 plus at least one other.

1. Attend one of the following:

1A A pack or family campout

~~1. While a Wolf Scout, attend a pack or family campout. If your chartered organization does not permit Cub Scout camping, you may substitute a family campout or~~

1B An ~~daylong~~ outdoor activity with your den or pack.

1C Day camp

1D Resident camp

42. With your family or den, make a list of possible weather changes that ~~might~~could happen ~~on~~during your ~~campout~~outing according to the time of year you are ~~camping~~outside. Tell how you will be prepared for each one.

~~7. Do the following:~~

~~a. 3A.~~ Recite the Outdoor Code with your leader.

~~b.3B~~ Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.

~~c.3C~~ After your outdoor activity or campout, list the ways you demonstrated being careful with fire or other dangers.

54. Show or demonstrate what to do:

~~a. When a stranger approaches you, your family, or your belongings.~~

~~b.4A~~ In case of a natural disaster such as an earthquake or flood.

~~c.4B~~ To keep from spreading your germs.

~~6. On the campout, participate with your family or den in a campfire show. Prepare a skit or song, and then present it at the campfire for everyone else.~~

25. Show how to tie an overhand knot and a square knot.

Wolf Requirements Changes

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36. While on a den or family outing, identify four different types of animals. ~~Explain~~ you see or explain evidence of their presence. Tell how you identified them.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- Biggest change: “attend a pack or family campout” can be just “attend an outdoor activity”, and not just if the CO doesn’t allow camping. And the outdoor activity need not be “daylong”. While resident camp option is substantial (and a positive change), using the lesser “outdoor activity” undermines the Cub Scout experience. Please don’t fail to do camping! More comments here.
- From “do it all” to “do 5 of 6”, including 1-4. Campfire show and stranger danger are dropped completely. Knots or animals are optional, so likely knots get skipped.
- OK, so a 2016-17 Scout can miss the campout, and catch up without a new campout. But he misses the best part of Scouting. Please don’t fail to do camping! Unless your CO won’t allow it. Camping is the best way for rich, strong Scouting program. Campfire is fun! 2<sup>nd</sup> Graders can sing! Do it!
- And no reason not to have multiple camping options each program year so all can have fun.

Wolf Required Adventure: Council Fire (Duty to Country)

Complete Requirements 1 and 2 plus at least one other.

1. With your den or pack, participate in a flag ceremony, and learn how to properly care for and fold the flag.
4. ~~Do the following:~~
  - a. ~~Attend the pack committee leaders’ meeting. Present ideas to the pack committee regarding your service project.~~
  - b2. Work together on Participate in a community service project with your pack, den, or family.
53. With your parent or guardian’s permission, talk to a military veteran, law enforcement officer, member of the fire department, or someone else ~~who works for the community~~ approved by your Den Leader. Talk about his or her service to the community or country. After you have visited with the individual, write a short thank-you note.
3. ~~Do the following:~~
  - a4. Learn about the changes in your community, and create a project to show your den how the community has changed.
  - b5. Select one issue in your community, and present to your den your ideas for a solution to the problem.
  26. Work with your den to develop a den duty chart, and perform these tasks for one month.
6. ~~Do the following:~~
  - a. ~~Learn about the three R’s of recycling: reduce, reuse, and recycle. Discover a way to do each of these at home, at school, or in your community.~~
  - ~~b. Make your own recycling center, or contribute to an existing one.~~
  - ~~c. Create a den project from recyclables for a pack meeting.~~
7. Participate in an event such as a parade or assembly celebrating military veterans

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do all 7” to “do 3 of 7”, including 1+2.
- While the service project remains, the collaboration and planning by the Scouts towards that project is detached and optional (though this commentator is glad to see the pack committee meeting element removed). Planning is important. Let the Scouts “own” their project.
- Earth stewardship (through recycling) is taken off the table completely. Please don’t drop that.
- While not as watered down as “Call of the Wild”, this is now “earned” if you fold the flag after you pick up trash at a veteran’s day parade (which we assume will have numerous flag ceremonies).
- Other than the pack committee element (some packs don’t have active or effective committees), this was an easily doable and very worthwhile adventure as originally written.

### Wolf Required Adventure: Duty to God Footsteps

Complete Requirement 1 ~~and~~ or 2 plus at least two others.

1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.

2. Earn the religious emblem of your faith that is appropriate for your age, if you have not already done so.

~~1. Do both of these:~~

~~6-a.~~ Visit a religious monument or site where people might show reverence.

~~b.~~ Create a visual display of your visit with your den or your family, and show how it made you feel reverent or helped you better understand your duty to God.

~~2. Complete 2a and at least two of requirements 2b-2d.~~

~~a. Give two ideas on how you can practice your duty to God. Choose one, and do it for a week.~~

~~b.~~4. Read a story about people or groups of people who came to America to enjoy religious freedom.

~~e.~~5. Learn and sing a song that could be sung in reverence before or after meals or one that gives encouragement, reminds you ~~of~~ how to show reverence, or demonstrates your duty to God.

~~d.~~3. Offer a prayer, meditation, or reflection with your family, den, or pack.

**Practical Comments about Changes: The "bottom line" about the change(s) is:**

- Some say the new elements may require more, others say it allows a path if the parent/guardian is not responsive on completing the requirements. Analysis here is incomplete.

### Wolf Required Adventure: Howling at the Moon

Complete each of the following Requirements.

1. Show you can communicate in at least two different ways.

2. Work with your den or family to create an original skit.

3. Work together with your den or family to plan, prepare, and rehearse a campfire program to present ~~to your families~~ at a den meeting or pack program.

4. ~~Practice and~~ perform your role for a den meeting or pack ~~campfire~~ program.

**Practical Comment about Changes: Wording changes to permit more done at den or family level, which can help with "make up" completions.**

### Wolf Required Adventure: Paws on the Path

Complete Requirements 1-5. Requirements 6 and 7 are optional.

1. Show you are prepared to hike safely in any outdoor setting by putting together the Cub Scout Six Essentials to take along on your hike.

2. Tell what the buddy system is and why we always use it in Cub Scouts.

~~3.~~ Describe what you should do if you get separated from your group while hiking.

~~4.~~3. Choose the appropriate clothing to wear on your hike based on the expected weather.

~~5.~~4. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. (This may be combined with Requirement 3 of The Call of the Wild Adventure.) After hiking, discuss how you showed respect for wildlife.

~~6.~~5. Go on a 1-mile hike with your den or family. ~~Watch and record~~ Find two interesting things that you've never seen before and discuss with your den or family.

~~7.~~6. Name two birds, two insects, and or two other animals that live in your area. Explain how you identified them.

~~8.~~7. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map.

**Practical Comments about Changes: The "bottom line" about the change(s) is:**

- From "do all 8" to "do 1-5", since last two can be ignored (animals, map).

### Wolf Requirements Changes

if 6/1/2015 text was cut, it is ~~Red Strikethrough~~; if 11/30/2016 text was added, it is Blue Underlined

- By dropping elements, sure it's easier, but finding 6 critters in a mile shouldn't be a barrier, and there is a value to understanding maps (best begun by making one!). Do these if you can.

Wolf Required Adventure: Running with the Pack

Complete each of the following Requirements.

1. Play catch with someone in your den or family who is standing ~~10~~5 steps away from you. Play until you can throw and catch successfully at this distance. Take a step back~~;~~ and see if you can improve your throwing and catching ~~ability~~skills.
2. Practice balancing as you walk forward, backward, and sideways.
3. Practice flexibility and balance by doing a front roll, a back roll, and a frog stand.
4. Play a sport or game with your den or family, and show good sportsmanship.
5. Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk.
6. Demonstrate what it means to eat a balanced diet by helping to plan a healthy menu for a meal for your den or family. Make a shopping list of the food used to prepare the meal.

**Practical Comment about Changes:** Wording changes ... and "catch" distance cut in half.

### Wolf Elective Adventures

Wolf Elective Adventure: Adventures in Coins

Complete Requirements 1-4 and any other(s) of your choice.

1. Identify different parts of a coin.
2. Find the mint mark on a coin;~~identify what.~~ Identify the mint ~~facility it~~where the coin was made ~~in~~ and ~~what~~the year ~~it was made.~~
- ~~4~~3. Choose a coin that interests you, and make a coin rubbing. List information next to the coin detailing the pictures on it, the year it was made, and the mint where it was made.
- ~~5~~4. Play a game or create a game board with your den or family where you can practice adding and subtracting coins.
- ~~3~~5. Play a coin game.
6. Create a balance scale.
7. Do a coin-weight investigation.

**Practical Comments about Changes:** The "bottom line" about the change(s) is:

- From "do all 7" to "do 5 of 7", including 1-4. So 5 is the "easy button" but 6 and 7 bring science.

Wolf Elective Adventure: Air of the Wolf

~~1.~~ Complete the following ~~investigations:~~Requirements.

~~a.~~ Conduct an investigation about the weight of air.

~~b.~~ Conduct an investigation about air temperature.

~~c~~1. Conduct ~~at least one~~two of the following investigations to see how air affects different objects:

~~i.~~1A Make a paper airplane and fly it five times. ~~Make a change to its shape to help~~Try to make it fly farther. ~~Try by altering its shape.~~ Fly it at least five more times to see if your changes were effective.

~~ii.~~1B Make a balloon-powered sled or a ~~balloon-powered~~balloon powered boat. Test your sled or boat with larger and smaller balloons.

~~iii.~~1C Bounce a basketball that doesn't have enough air in it. Then bounce it when it has the right amount of air in it. Do each one 10 times. Describe how the ball bounces differently when the amount of air changes.

~~iv.~~1D Roll a tire or ball that doesn't have enough air in it, and then roll it again with the right amount of air. Describe differences in how they move.

2. ~~Do~~Complete two of the following:

Wolf Requirements Changes

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- ~~a.2A~~ With other members of your den, go outside and record the sounds you hear. Identify which of these sounds is the result of moving air.
- ~~b.2B~~ Create a musical wind instrument, and play it as part of a den band.
- ~~c.2C~~ With an adult, conduct an investigation on how speed can affect sound.
- ~~3. Do the following:~~
- ~~a. Explain the rules for safely flying kites.~~
- ~~b.2D~~ Make a kite using household materials. With your den or family, explain the rules for safely flying kites. Fly your kite.
- ~~4.2E~~ With your family, den, or pack, participate in a kite derby, space derby, or ~~raingutter~~rain gutter regatta. Explain how air helps the vehicle move.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do 9 elements (one has options)” to “do 4 of 9”.
- So easier, for sure, and two science options are just completely removed for some reason.

Wolf Elective Adventure: Code of the Wolf

**Practical Comment about Changes:** Really just wording changes.

Wolf Elective Adventure: Collections and Hobbies

Complete the following Requirements.

1. Begin a collection of ~~at least~~ 10 items that all have something in common. Label the items and title your collection.
2. Share your collection at a den meeting.
3. Complete one of the following and tell your den what you learned:
- 3.A Visit a show or museum that displays different collections or models.
- 3B Watch a webcast or other media presentation about collecting or model building.
4. Complete one of the following:
- 4.A Create an autograph book, and get ~~at least~~ 10 autographs. Start with members of your den.
- 5.4B ~~Pick~~With your parent’s or guardian’s permission, pick a famous living person, and write him or her a letter. In your letter, ask the person to send you an autographed photo.
6. ~~Play a game with your den that involves collecting.~~

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do all 6” to “do 4 of 6”. Adds webcast / media as an option to a museum visit. Good.
- Drops playing the game, even as one of the options. Too bad, since games are fun. Just do it!

Wolf Elective Adventure: Cubs Who Care

**Practical Comment about Changes:** Really just wording changes, except that it drops out “With the members of your den, visit with a person who has a physical disability”. That makes it “real”.

Wolf Elective Adventure: Digging in the Past

Complete the following Requirements.

1. Play a game that demonstrates your knowledge of dinosaurs, such as a dinosaur match game.
2. Create an imaginary dinosaur. Share with your den its name, what it eats, and where it lives.
3. Complete one of the following:
- 3.A Make a fossil cast.
- 4.3B Make a dinosaur dig.
- 5.4. Make edible fossil layers. Explain how this snack is a good model for the formation of fossils.
- 6.3B (continued) Be a paleontologist, and dig through ~~the~~ dinosaur ~~digs~~dig made by another member of your den. Show and explain the ways a paleontologist works carefully during a dig.

Wolf Requirements Changes

if 6/1/2015 text was cut, it is ~~Red Strikethrough~~; if 11/30/2016 text was added, it is Blue Underlined

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do 6 elements” to “do 4 of 5”. Fossil cast or dinosaur dig are alternates. Both are fun.

Wolf Elective Adventure: Finding Your Way

**Practical Comment about Changes:** Wording changes, except that it drops out “Pick a nutritious snack, and find where it came from. Locate that area on a map.”

Wolf Elective Adventure: Germs Alive!

Complete at least five of the following Requirements

1. Wash your hands while singing the “germ song.”
2. Play Germ Magnet with your den or your family. Wash your hands ~~again~~ afterward.
3. Conduct the sneeze demonstration.
4. Conduct the mucus demonstration with your den or family.
5. Grow a mold culture. ~~Show what formed at~~ At a den or pack meeting, show what formed.
6. Make a clean room chart, and do your chores for at least one week.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do 6 elements” to “do 5 of 6”. Maybe you don’t sing. And name is less excited(ing).

Wolf Elective Adventure: Grow Something

Complete the following Requirements

1. Select a seed, and plant it in a small container. Care for it for 30 days. Take a picture or make a drawing of your plant once each week to share with your den or family.
2. Find out the growing zone for your area, and share the types of plants that will grow best in your zone.
3. Visit or research a botanical or community garden in your area, and learn about two of the plants that grow there. Share what you have learned with your den or family.
- ~~4. Make a terrarium.~~
- ~~5. Do~~ Complete one of the following:
  - 4A Make a terrarium.
  - ~~a.~~ 4B Using a seed tray, grow a garden inside your home. Keep a journal of its progress for 30 days. Share the results with your den or family.
  - ~~b.~~ 4C. Grow a sweet potato plant in water. Keep a journal of its growth for two weeks. Share ~~it~~ the information with your den or family.

**Practical Comment about Changes:** Terrarium no longer required, as it becomes an alternate to seed tray or grow a sweet potato plant (do one of those three). Wording changes allow family sharing.

Wolf Elective Adventure: Hometown Heroes

Complete the following Requirements

1. Talk with your family ~~and~~ or den about what it means to you to be a hero. Share the name of someone you believe is a hero. Explain what it is that makes that person a hero.
2. Visit a community agency where you will find many heroes. While there, find out what they do. Share what you learned with your den.
3. With the help of a family member, interview one of your heroes, and share what you learn with your den. Tell why you think this person is a hero.
4. Complete one of the following:
  - ~~4.~~ A As a den or family, honor a serviceman or servicewoman by sending a care package along with a note thanking them for their service.
  - ~~5.~~ 4B With your family or den, find out about animals that are trained to help others in your community.

Wolf Requirements Changes

if 6/1/2015 text was cut, it is ~~Red Strikethrough~~; if 11/30/2016 text was added, it is Blue Underlined

6.4C Participate in or create an event that celebrates your hometown hero(es).

**Practical Comments about Changes: The “bottom line” about the change(s) is:**

- From “do all 6” to “do 4 of 6” given renumbering. Care package, Hero animal, and celebration are alternates.

Wolf Elective Adventure: Motor Away

**Practical Comment about Changes: Really just wording changes.**

Wolf Elective Adventure: Paws of Skill

Complete at least Requirements 1-4. Requirements 5-7 are optional.

1. Talk with your family ~~and~~or den about what it means to be physically fit. Share ideas of what you can do to stay in shape.
2. With your family or den, talk about why it is important to stretch before and after exercising. Demonstrate proper warm-up movements and stretches before and after each activity you do that involves action.
3. Select at least two physical fitness skills and practice them daily for two weeks. See if you can improve ~~over a two-week period~~during that time.
4. With your family or your den, talk about what it means to be a member of a team. Working together, make a list of team sports, and talk about how the team works together to be successful. Choose one and play for 30 minutes.
75. With your den, develop an obstacle course that involves five different movements. Run the course two times and see if your time improves.
56. With your den, talk about sportsmanship and what it means to be a good sport while playing a game or a sport. Share with your den how you were a good sport or demonstrated good sportsmanship in requirement 4.
67. Visit a sporting event with your family or your den. Look for ways the team works together. Share your visit with your den.

**Practical Comments about Changes: The “bottom line” about the change(s) is:**

- From “do 7 elements” to “do 1-4”, OK to ignore 5-7.
- Too bad, because the sportsmanship piece is probably something parents want, obstacle course is fun (and is a leadership/teamwork activity), and visiting a sporting event is a fun event.

Wolf Elective Adventure: Spirit of ~~the~~Water

Complete the following Requirements

1. ~~Demonstrate~~Discuss how the water in your community can become polluted.
2. Explain one way that you can help conserve water in your home.
3. Explain to your den leader why swimming is good exercise.
4. Explain the safety rules that you need to follow before participating in swimming or boating.
5. ~~Show how to do a reaching rescue.~~
65. Visit a local pool or public swimming area with your family or Wolf den. With qualified supervision, jump into water that is at least chest-high, and swim 25 feet or more.

**Practical Comment about Changes: Reaching rescue demo is gone, and just tell about pollution (no demo). Please have them show a reaching rescue, and try to have fun with a pollution demo!**

## Bear Requirements

~~June 1, 2015~~ November 30, 2016

Rank advancement is awarded when boys have completed the following:

1. Complete each of the ~~following Bears~~six required Adventures with your den or family:
  - a. Bear ~~Claws~~Claws
  - b. Bear Necessities
  - c. Fellowship and Duty to God
  - d. Fur, Feathers, and Ferns
  - e. ~~Grin and Bear It~~Baloo the Builder
  - f. Paws for Action (Duty to Country)
2. Complete at least one ~~Bear~~-elective Adventure of your den or family's choosing.
3. With your parent ~~or, guardian, or other caring~~ adult ~~partner~~, complete the exercises in the pamphlet How to Protect Your Children from Child Abuse: A Parent's Guide, and earn the Cyber Chip award for your age. \*

\* If your family does not have Internet access at home AND you do not have ready Internet access at school or another public place or via a mobile device, the Cyber Chip portion of this requirement may be waived by your parent or guardian.

**Practical Comments about Changes:** The "bottom line" about the change(s) is:

- Baloo the Builder can be completed instead of Grin and Bear It as a required Adventure.
- By adding "or other caring adult" to the Parent's Guide/Cyber Chip requirement, a den leader need not wait on a parent or guardian to complete this requirement.

### **Bear Required Adventures**

Bear Required Adventure: Bear ~~Claws~~ClawClaws (name restored sometime in December)

Complete the following requirements.

1. Learn about three common designs of pocketknives.
2. Learn knife safety and earn your Whittling Chip.\*

3. Do one of the following:

3A Using a pocketknife, carve two items.

~~\*One of the items carved for Bear Claws requirement 3 may be used to fulfill Whittling Chip requirement 3.~~

3B With a pocket knife, safely perform each of these tasks:

(1) Demonstrate how to cut a piece of rope, twine or fishing line; (2) Open a sealed box without damaging the contents; (3) Open a can with a can opener tool on a pocket knife; (4) Remove and replace the screws on an object with the screw driver tool on a pocket knife; (5) Open a letter.

**Practical Comment about Changes:** Adds a non-wood set of knife action as an alternate to whittling.

Bear Required Adventure: Bear Necessities

Complete Requirements 1 – 4. Requirements 5 and 6 are optional.

1. While working on your Bear badge, ~~camp overnight with your pack. If your chartered organization does not permit Cub Scout camping, you may substitute a family campout or~~ attend one of the following:

A. A daytime or overnight campout with your pack or family

~~1B.~~ an ~~daylong~~ outdoor activity with your den or pack.

C. Day camp

D. Resident camp

~~2. Attend a campfire show, and participate by performing a song or skit with your den.~~

Bear Requirements Changes

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- ~~32.~~ Make a list of items you should take along on ~~your campout~~the activity selected in Requirement 1.
- ~~43.~~ Make a list of equipment that the group should bring along in addition to each Scout's personal gear for the activity selected in Requirement 1.
- ~~5. With your den, plan a cooked lunch or dinner that is nutritious and balanced. Make a shopping list, and help shop for the food. On a campout or at another outdoor event, help cook the meal, and help clean up afterward.~~
- ~~6. Help your leader or another adult cook a different meal from the one you helped prepare for requirement 5. Cook this meal outdoors.~~
- ~~74.~~ Help set up a tent. ~~Pick~~Determine a good spot for the tent, and explain to your den leader why you picked it.
- ~~85.~~ Demonstrate how to tie two half hitches and explain what the hitch is used for.
- ~~96.~~ Learn how to read a thermometer and a barometer. Keep track of the temperature and barometric pressure readings and the actual weather at the same time every day for seven days.

**Practical Comments about Changes: The "bottom line" about the change(s) is:**

- Biggest change: "camp overnight with your pack" can be just "attend an outdoor activity", and not just if the CO doesn't allow camping. And the outdoor activity need not be "daylong". While resident camp option is substantial (and a positive change), using the lesser "outdoor activity" undermines the Cub Scout experience. Please don't fail to do camping! More comments here.
- From "do all 9" to "do just 1-4". Knots and weather are listed, but totally optional. Cooking elements are dropped completely. Honestly, bottom line is: Sad! Missing out on these elements means missing out on the best part of the Scouting program. No reason not to have multiple camping options each program year.
- Please don't fail to do camping! Unless your CO won't allow it. Camping is the best way for rich, strong Scouting program.

Bear Required Adventure: Fellowship and Duty to God

Complete the following requirements.

1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.

~~Do either requirement 1 OR requirement 2.~~

- ~~1. Earn the religious emblem of your faith.~~

2. Complete ~~2a and~~ at least ~~two of requirements 2b-2d.~~one of the following:

~~a. Working with a parent or guardian, spiritual advisor, or religious leader~~

2B With a family member, provide service to ~~help~~ a place of worship or a spiritual community, school, or community ~~organization, or chartered~~ organization that puts into practice your ideals of duty to God and strengthens your fellowship with others.

~~2A b.~~ Identify a person whose faith and duty to God you admire, and discuss this person with your family.

3. Complete at least one of the following:

3A Earn the religious emblem of your faith that is appropriate for your age, if you have not already done so.

~~3B~~ Make a list of things you can do to practice your duty to God as you are taught in your home or place of worship or spiritual community. Select two of the items, and practice them for two weeks.

~~d. Attend a religious service, den or pack meeting worship service, or time of family reflection and discussion about your family's beliefs.~~

**Practical Comments about Changes: The "bottom line" about the change(s) is:**

- Some say the new elements may require more, others say it allows a path if the parent/guardian is not responsive on completing the requirements. Analysis here is incomplete.

Bear Required Adventure: Fur, Feathers, and Ferns

Complete Requirement 1 and three others.

1. While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living ~~nearby~~near the place where you choose to hike or walk.
- ~~2~~3. Name one animal that has become extinct in the last 100 years and one animal that is currently endangered. Explain what caused their declines.
- ~~3~~2. Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit.
4. Observe wildlife from a distance. Describe what you saw.
5. Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it.
6. Learn about composting and how vegetable waste can be turned into fertilizer for plants.
7. Plant a vegetable or herb garden.

**Practical Comments about Changes: The “bottom line” about the change(s) is:**

- From “do 7 elements” to “do 4 of 7”, including no. 1.
- Maybe the visit to a zoo, nature center or planting a garden might be a challenge for some (or some miss that day) ... but those are also more interesting and hands-on.

Bear ~~Required~~Elective Adventure: Grin and Bear It

Complete at least four of the following.

1. Play a challenge game or initiative game with the members of your den. Take part in a reflection after the game.
2. Working with the members of your den, organize a Cub Scout carnival and lead it at a special event.
3. Help younger Cub Scouts take part in one of the events at the Cub Scout carnival.
4. After the Cub Scout carnival, discuss with the members of your den and your den leader what went well, what could be done better, and how everyone worked together to make the event a success.
5. ~~Make and present an award to one of the adults~~With your den, develop a thank-you cheer to recognize those who helped ~~you~~ organize ~~the activities at~~ the Cub Scout carnival.

**Practical Comments about Changes: The “bottom line” about the change(s) is:**

- Can be skipped as an elective, and you do Baloo the Builder instead.
- From “do 5 elements” to “do 4 of 5”. Probably that means the challenge/initiative game comes out, since 2 through 5 involve a carnival. Too bad, as the challenge/initiative games are good development tools, and the Cub Scout program is about developing better kids.

Bear Required Adventure: Paws for Action (Duty to Country)

Complete Requirement 1 and two others from Requirements 2-4.

- ~~1~~e. Learn about our nation’s flag. Display it at home for one month. Say the Pledge of Allegiance and learn its meaning.
- ~~2~~2. Do at least one of the following:
  - ~~a~~2A Find out about two famous Americans. Share what you learned.
  - ~~b~~2B Find out where places of historical interest are located in or near your community, town, or city. Go and visit one of them with your family or den.
- ~~3~~3. Do at least two of the following:
  - ~~a~~3A With your school or den, visit a local sheriff’s office ~~or~~, police station, or fire department OR talk with a fire safety officer or law enforcement officer visiting your school or den. ~~During the visit, take turns with your den members asking~~Find out what skills the officers use to do their jobs. Ask questions that will help you learn how to stay safe.
  - ~~b~~. ~~During or after your visit with a law enforcement officer, do at least two of the following:~~

Bear Requirements Changes

if 6/1/2015 text was cut, it is ~~Red Strikethrough~~; if 11/30/2016 text was added, it is Blue Underlined

- ~~i. Practice one way police gather evidence by taking fingerprints, taking a shoe print, or taking tire track casts.~~
- ~~ii.3B~~ Make a list of emergency numbers ~~to post in your home, and keep a copy with you in your backpack or wallet, and discuss with your family where the list should be kept. Show your family that you know how to call for help in an emergency. Talk with your family about people who could help you if a parent is not available.~~
- ~~iii.3C~~ With your family, develop a plan to follow in case of an emergency, and practice the plan at least three times. Your family can determine the emergency, or you can develop several plans.
- ~~iv. Discuss with your parent or another adult you trust any worries you have about your safety or a friend's safety.~~
- ~~v. If you have younger brothers and sisters, make sure they know how to call for help in an emergency.~~
- 34. Do at least one of the following:
  - ~~a. Learn about the energy your family uses and how you can help your family decrease its energy use.~~
  - ~~b.4A~~ Do a cleanup project that benefits your community.
  - 4B Participate in a patriotic community parade or other civic event that honors our country.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- Lots of moving parts here, but now absolutely required is display the flag/pledge, and patriotic parade or civic event with honoring become an option alongside service project.
- Dropped out as options are forensics like fingerprints (too bad, fun!), the personal care about a Scout's worries (too bad, that's important!), the care for others if you have younger siblings (too bad, that's valuable!), and energy use (too bad, that's important!).
- Please don't skip the cleanup project, as it might be your Bear year service project!

## Bear Elective Adventures

Bear ~~Elective~~Required Adventure: Baloo the Builder

Complete all of the following requirements.

1. Discover which hand tools are the best ones to have in your toolbox. Learn the rules for using these tools safely. Practice with at least four of these tools before beginning a project.
2. Select, plan, and define the materials for the ~~projects~~project you will complete in requirement 3.
3. Assemble your materials, and build one useful project and one fun project using wood.
4. Apply a finish to one of your ~~wood~~ projects.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- Can be used as a Required adventure in lieu of Grin and Bear it.

Bear Elective Adventure: A Bear Goes Fishing

Complete at least three of the following.

1. Discover and learn about three types of ~~fishes~~fish in your area. Draw a color picture of each fish, record what each one likes to eat, and describe what sort of habitat each likes.
2. Learn about your local fishing regulations with your den leader or a parent or guardian. List three of the regulations you learn about and one reason each regulation exists.
3. Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target.
4. Go on a fishing adventure, and spend a minimum of one hour trying to catch a fish. Put into practice the things you have learned about fish and fishing equipment.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do all 4” to “do 3 of 4”. Effectively, you don't have to dip the line in the water. Please do.

### Bear Elective Adventure: Bear Picnic Basket

1- ~~Do~~ Complete at least three of the following:

- a1. Create your own Bear cookbook using at least five recipes you ~~can~~ might cook or prepare either on your own or with some adult help. Include ~~one page with information about first aid. You should include at least~~ one recipe each for ~~a~~ breakfast item, ~~one for~~ lunch, and ~~one for~~ dinner, and ~~two recipes for~~ a nutritious ~~snacks~~ snack.
  - b2. With a family member or den leader, prepare for cooking by explaining the importance of planning, tool selection, sanitation, and cooking safety.
  - c. ~~Go on a grocery shopping trip with your den or with an adult. Check the price of different brands of one single item, and compare the price of a ready-made item with the price of the same item you would make yourself.~~
2. ~~Do the following:~~
- a4. With the help of an adult, select ~~one food item, and follow~~ a recipe to prepare ~~it~~ in a kitchen for your den or your family ~~in your kitchen~~. Help to select the needed ingredients, perhaps from a garden, grocery store, or farmers' market. Cook and serve your planned meal. Clean up after the preparation and cooking.
  - b5. With the help of an adult, select ~~one food item and follow~~ a recipe to prepare ~~it~~ in the outdoors for your family or den. Help to select the needed ingredients, perhaps from a garden, grocery store, or farmers' market. Cook and serve your planned meal. Clean up after the preparation and cooking.
3. Select and prepare two nutritious snacks for yourself, your family, or your den.

**Practical Comments about Changes: The "bottom line" about the change(s) is:**

- From "do all 6" to "do 3 of 5". Since the hard parts might be the actual cooking in kitchen and outdoors, those two may be ignored. Sad. Those are the best parts. Hands on. Fun. Delicious.
- Shopping and price comparison is gone, which is something boys need to learn. Den leaders that don't want to "go as a den" can make this a "do at home" assignment, since most families shop.
- Because these are important skills for boys (*we want them to cook well for us when we are old!*), it is highly recommended that you don't cut out the cooking here.

### Bear Elective Adventure: Beat of the Drum

Complete requirement 1 and two others from requirements 2-4.

1. Learn about the history and culture of American Indians or other indigenous people who lived in your area ~~at the time of European colonization~~ long ago.
2. ~~Write~~ Create a legend by building a diorama, writing a story, or presenting a skit.
3. Complete one of the following:
  - 3-A Make a dream catcher.
  - 4-3B Make a craft similar to one made by American Indians or indigenous people.
  - 5-3C Make a drum. Once your drum is complete, create a ceremonial song.
4. Complete one of the following:
  - 6-4A Visit an Order of the Arrow dance ceremony ~~or American Indian event~~.
  - 4B Visit an American Indian event ~~within your community~~ or an event presented by other indigenous people.
  - 7-4C Learn and demonstrate ceremonial dance steps.
  - 8-4D Create a ceremonial dance.

**Practical Comments about Changes: The "bottom line" about the change(s) is:**

- From "do all 8" to "do 3 of 8", including No. 1. At risk of being "just schoolwork" with a small craft. While that's easier, that's less fun, so if you're doing this, do all the fun stuff please!

## Bear Elective Adventure: Critter Care

Complete all of the following.

1. Complete one of the following:

~~1-A Care for~~ If you have a pet ~~for two weeks. Make,~~ make a list of tasks that you did to take care of ~~the~~ pet. ~~for two weeks.~~

1B If you do not have a pet, research one that you would like to have and ~~write~~ prepare a report about the care it needs.

~~2. Learn more about your pet or a pet you would like to have. List three interesting facts that you learned about your pet.~~ Complete one of the following and share with your den, pack, or family:

~~3-2A~~ 3A Make a poster or PowerPoint about your pet or a pet you would like to own. Share your ~~poster~~ presentation with your den, pack, or family.

~~4. Do your best to train a pet to perform a trick or follow a simple command, and explain how you trained it. (If your pet is a hermit crab, fish, snake, or the like, you may skip this requirement.)~~

~~5-2B~~ 5-2B Tell Make a poster or PowerPoint explaining three ways that animals can help people.

~~6. Tell what is meant by an animal being "rabid." Name some animals that could have rabies. Explain what you should do if you are near an animal that might be rabid.~~

3. Complete at least one of the following and share with your den, pack, or family:

~~7-3A~~ 7-3A Visit with a local veterinarian or an animal shelter caretaker. Find out what types of animals he or she might see on a regular basis. ~~Ask what type of education is needed to become a veterinarian or shelter caretaker and why and the types of care he or she chose to pursue this career gives to them.~~

3B Learn about careers that involve the care of animals. What education, training, and experience are required?

**Practical Comments about Changes: The "bottom line" about the change(s) is:**

- From "do all 7" to ... well, it's hard to compare since elements were dropped. Too bad "pet tricks" couldn't even live as an option, as that is a super fun part. Knowing "rabid" is a good skill.

## Bear Elective Adventure: Forensics

Complete all of the following.

1. Talk with your family ~~and~~ or den about forensics and how it is used to help solve crimes.

2. ~~Analyze~~ Take your fingerprints and learn how to analyze them.

3. Complete one of the following:

~~3-A~~ 3-A Learn about chromatography and how it is used in solving crimes. Do an investigation using different types of black, felt-tip markers. Share your results with your den.

~~4-3B~~ 4-3B Do an analysis of four different substances: salt, sugar, baking soda, and cornstarch.

~~5-4. Make a shoe imprint.~~ Complete one of the following:

~~6-4A~~ 6-4A Visit the sheriff's office or police station in your town. Find out how officers collect evidence. [Note that this may be during the same visit as "Paws for Action"]

~~7-4B~~ 7-4B Learn about the different jobs available in forensic science. Choose two, and find out what is required to work in those jobs. Share what you learned with your den.

~~8-4C~~ 8-4C Learn how animals are used to gather important evidence. Talk about your findings with your den.

**Practical Comments about Changes: The "bottom line" about the change(s) is:**

- From "do all 8" to "do 4 of 7", effectively, as shoe imprint is eliminated even as an option.
- Easier, but at risk of being less fun. This can be such a super CSI type adventure. Do it all!

## Bear Requirements Changes

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### Bear Elective Adventure: Make It Move

Complete all of the following.

1. Create an “exploding” craft stick reaction.
2. Make two simple pulleys, and use them to move objects.
3. Make a lever by creating a seesaw using a spool and a wooden paint stirrer. Explore the way it balances by placing different objects on each end.
4. ~~Do~~ Complete one of the following:
  - ~~a-4A~~ Draw a Rube Goldberg–type machine. Include at least six steps to complete your action.
  - ~~b-4B~~ Construct a real Rube Goldberg–type machine to complete a task assigned by your den leader. Use at least two simple machines and include at least four steps.

**Practical Comments about Changes: The “bottom line” about the change(s) is:**

- **Don’t have to construct the Rube Goldberg–type machine, just draw it. At least 1-3 have action.**

### Bear Elective Adventure: Marble Madness

Complete requirements 1-4. Requirement 5 is optional.

1. Discuss with your family ~~and~~ or den the history of marbles, such as where and when the game began. Talk about the different sizes of marbles and what they are made of and used for.
2. Learn about three different marble games, and learn to play ~~the marble game “ringer.”~~ one of them. Learn how to keep score. Learn and follow the rules of the game. Play the game with your family, friends, or your den.
3. Learn four or five words that are used when talking about marbles. Tell what each of the words means and how it relates to playing marbles. Share this information with your den.
4. Complete one of the following:
  - ~~5A~~. With your den or family, make a marble obstacle course or marble golf course. Share what you create. Invite everyone to go through your course.
  - ~~6B~~. Create your own game using marbles, and design rules for playing the game. Share the game you created with your den, family, or friends. Explain the rules and how to play the game.
  - ~~7C~~. With your den or family, create a marble race track. Have at least two lanes so you can race your favorite marbles against each other.
  - ~~8D~~. Make a marble maze.
  - ~~45~~. With the help of an adult, make a marble bag to hold marbles.

**Practical Comments about Changes: The “bottom line” about the change(s) is:**

- **From “do all 8” to “do 4 of 8”, including 1-4, but 4 is now do one of A-D. 5 can be ignored.**
- **Too bad, because what are now the “do one of four” in requirement 4 are super fun, and involve imagination, creativity, leadership and possibly science and engineering. Did you say STEM?**

### Bear Elective Adventure: Roaring Laughter

Complete at least four of the following.

1. Think about what makes you laugh. Write down three things that make you laugh.
2. Practice reading tongue twisters.
3. Create your own short story. Remove some nouns, verbs, adjectives, and adverbs from the story, leaving blanks. Without telling the story, have a friend insert his or her own nouns, verbs, adjectives, and adverbs in the story you created.
4. With a partner, play a game that makes you laugh.
5. Share ~~a few~~ at least two jokes with ~~a couple~~ members of ~~friends~~ your den to make them laugh.
6. Practice at least two run-ons with your den, and perform them at a pack meeting or campfire program.

**Practical Comments about Changes: The “bottom line” about the change(s) is:**

- **From “do all 6” to “do 4 of 6”, so easier to complete, yeah, but these are fun. Have more fun!**

### Bear Requirements Changes

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### Bear Elective Adventure: Robotics

Complete at least four of the following

1. Identify six tasks performed by robots.
2. Learn about some instances where a robot could be used in place of a human for work. Research one robot that does this type of work, and present what you learn to your den.
3. Build a robot hand. Show how it works like a human hand and how it is different from a human hand.
4. Build your own robot.
5. Visit a place that uses robots.

**Practical Comments about Changes: The “bottom line” about the change(s) is:**

- From “do all 5” to “do 4 of 5”. Maybe the visit drops, or you build just one robot, not two. But if you’re really into robotics, you’re probably really into all of these.

### Bear Elective Adventure: Salmon Run

Complete requirements 1-4 and two others.

41. Explain the importance of response personnel or lifeguards in a swimming area. Tell how the buddy system works and why it is important.
62. Visit a local pool or swimming area with your den or family, ~~and go.~~ Go swimming or take a swimming lesson.
13. Explain the safety rules that you need to follow before participating in boating.
24. Identify the safety equipment needed when going boating.
35. Demonstrate correct rowing or paddling form. Explain how rowing and canoeing are good exercise.
56. Show how to do both a reach rescue and a throw rescue.
7. Demonstrate the front crawl swim stroke to your den or family.
8. Name the three swimming ability groups for the Boy Scouts of America.
9. ~~Attempt to~~ earn the BSA beginner swim classification.

**Practical Comments about Changes: The “bottom line” about the change(s) is:**

- From “do all 9” to “do 6 of 9”, including 1-4. But hard to identify which 3 are not important.

### Bear Elective Adventure: Super Science

Complete at least four of the following and explain what you learned.

1. Make static electricity by rubbing a balloon or a plastic or rubber comb ~~on~~ against another material, such as a fleece blanket or wool sweater. Explain what you learned.
- ~~2. Conduct a balloon or other static electricity investigation that demonstrates properties of static electricity. Explain what you learned.~~
32. Conduct one other static electricity investigation. Explain what you learned.
43. Do a sink-or-float investigation. Explain what you learned.
54. Do a color-morphing investigation. Explain what you learned.
65. Do a color-layering investigation. Explain what you learned.

**Practical Comments about Changes: The “bottom line” about the change(s) is:**

- From “do all 6” to “do 4 of 5”, and balloon is out even as an option. If you like science, do it all!

### Bear Elective Adventure: A World of Sound

**Practical Comment about Changes: Really just wording changes.**

### Bear Requirements Changes

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Webelos Badge Requirements  
~~June 1, 2015~~ November 30, 2016

Rank advancement is awarded when boys have completed the following:

1. Be an active member of your Webelos den for three months. ~~(Being active means having good attendance, paying your den dues, and working on den projects.)~~
2. Complete each of the ~~following Webelos~~ required Adventures with your den or family:
  - [a. Cast Iron Chef
  - b. Duty to God and You
  - c. First Responder
  - d. Stronger, Faster, Higher
  - e. Webelos Walkabout]
3. Complete ~~two Webelos~~ at least one elective ~~Adventures~~ Adventure of your den or family's choosing.
4. With your parent ~~or~~, guardian, or other caring adult, complete the exercises in the pamphlet How to Protect Your Children from Child Abuse: A Parent's Guide, and earn the Cyber Chip award for your age. \*

\* If your family does not have Internet access at home AND you do not have ready Internet access at school or another public place or via a mobile device, the Cyber Chip portion of this requirement may be waived by your parent or guardian.

Practical Comments about Changes: The "bottom line" about the change(s) is:

- Adventure total reduced to 6 from 7, five required, and one elective.
- By adding "or other caring adult" to the Parent's Guide/Cyber Chip requirement, a den leader need not wait on a parent or guardian to complete this requirement.

Arrow of Light Requirements

Rank advancement is awarded when boys have completed the following:

1. Be active in your Webelos den for at least six months since completing the fourth grade or for at least six months since becoming 10 years old. ~~(Being active means having good attendance, paying your den dues, and working on den projects.)~~
2. Complete each of the ~~following Arrow of Light~~ required Adventures with your den or family:
  - [a. Building a Better World
  - b. ~~Camper~~ Outdoorsman
  - c. Duty to God in Action
  - d. Scouting Adventure]
3. Complete ~~three Webelos~~ at least one elective ~~Adventures~~ Adventure of your den or family's choosing.
4. With your parent ~~or~~, guardian, or other caring adult, complete the exercises in the pamphlet How to Protect Your Children from Child Abuse: A Parent's Guide, and earn the Cyber Chip award for your age. \*

\* If your family does not have Internet access at home AND you do not have ready Internet access at school or another public place or via a mobile device, the Cyber Chip portion of this requirement may be waived by your parent or guardian.

Practical Comments about Changes: The "bottom line" about the change(s) is:

- Adventure total reduced to 5 from 7, four required, and one elective.
- By adding "or other caring adult" to the Parent's Guide/Cyber Chip requirement, a den leader need not wait on a parent or guardian to complete this requirement.

Webelos/Arrow of Light Requirements Changes

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## Webelos Required Adventures

Webelos Required Adventure: Cast Iron Chef

~~Do all of these:~~

Complete at least Requirements 1 and 2 below.

- ~~2. Set personal nutritional goals. Keep a food journal for one week; review your journal to determine if the goals were met.~~
31. Plan a menu for a balanced meal for your den or family. Determine the budget for the meal. Shop if possible, shop for the items on your menu ~~while staying.~~ Stay within your budget.
42. Prepare a balanced meal for your den or family; ~~utilize.~~ If possible, use one of ~~the~~ these methods ~~below~~ for preparation of part of ~~your~~ the meal:
  - ~~a.~~ camp stove,
  - ~~b.~~ Dutch oven,
  - ~~c.~~ box oven,
  - ~~d.~~ solar oven,
  - ~~e.~~ open campfire, or charcoal grill.
5. Demonstrate an understanding of food safety practices while preparing the meal.
- ~~13. At an approved time in an outdoor location and using~~ Use tinder, kindling, and fuel wood; to demonstrate how to build a fire; in an appropriate outdoor location. If circumstances permit and there is no local restriction on fires, show how to safely light the fire, ~~unless prohibited by local fire restrictions~~ under the supervision of an adult. After allowing the ~~flames~~ fire to burn safely, safely extinguish the flames with minimal impact to the fire site.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do all” to “do 2”. Food journal is deleted (*but it’s important*), fire building can be ignored (*but it’s what Scouts do*). Outdoor cooking can be optional. Please try to do all – its important.

Webelos Required Adventure: Duty to God and You

~~Do either requirement 1 OR requirement 2.~~

Complete Requirement 1 and at least two others of your choice.

1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.
12. Earn the religious emblem of your faith ~~for Webelos Scouts~~ that is appropriate for your age, if you have not ~~already~~ done so already.
- ~~2. Complete at least three of requirements 2a–2d:~~
  - ~~a. Help plan, support, or actively participate in a service of worship or reflection. Show reverence during the service.~~
  - ~~b. Review with your family or den members what you have learned about your duty to God.~~
3. Discuss with your family, family’s faith leader, or other trusted adult how planning and participating in a service of worship or reflection helps you live your duty to God.
4. List one thing that will bring you closer to doing your duty to God, and practice it for one month. Write down what you will do each day to remind you.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- Some say the new elements may require more, others say it allows a path if the parent/guardian is not responsive on completing the requirements. Analysis here is incomplete.

Webelos Required Adventure: First Responder

~~Do all of these:~~

Complete Requirement 1 and at least five others.

1. Explain what first aid is. Tell what you should do after an accident.

Webelos/Arrow of Light Requirements Changes

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2. Show what to do for ~~the~~ hurry cases of first aid:
  - a. Serious bleeding,
  - b. heart attack or sudden cardiac arrest,
  - c. stopped breathing,
  - d. stroke,
  - e. poisoning.
3. Show how to help a choking victim.
4. Show how to treat for shock.
5. Demonstrate ~~that you know~~ how to treat at least five of the following:
  - a. A. Cuts and scratches,
  - b. B. Burns and scalds,
  - c. C. Sunburn,
  - d. D. Blisters on the hand ~~and/or~~ foot,
  - e. E. Tick bites,
  - f. F. Bites and stings of other insects,
  - g. G. Venomous ~~snakebites~~ snakebites,
  - h. H. Nosebleed,
  - i. I. Frostbite
6. Put together a simple home first-aid kit. Explain what you included and how to use each item correctly.
7. Create and practice an emergency readiness plan for your home or den meeting place.
8. Visit with a first responder or health care professional.

**Practical Comments about Changes: The “bottom line” about the change(s) is:**

- From “do all 8” to “do 6 of 8”, including No. 1. And only 5 of 9 in No. 5 are needed.
- Now, the intent of making two elements optional might be that a Scout misses out on the day of a visit with a first responder ... or the day of an emergency readiness plan. The latter is a good thing to do, and the former might well be the most interesting way to deliver the program.
- But the structure creates what many (hopefully including most den leaders and parents) will find to be an unacceptable outcome ... as dens and Scouts can ignore serious first aid knowledge, like hurry cases and the list at Number 5. Please cover all of these items so that Scouts are prepared!

Webelos Required Adventure: Stronger, Faster, Higher

~~Do all of these:~~

Complete Requirements 1-3 and at least one other.

1. Understand and explain why you should warm up before exercising and cool down afterward. Demonstrate the proper way to warm up and cool down.
2. Do these activities and record your results:
  - a. 20- yard dash,
  - b. vertical jump,
  - c. lifting a 5- pound weight,
  - d. push-ups,
  - e. curls,
  - f. jumping rope.
3. Make an exercise plan that includes at least three physical activities. Carry out your plan for 30 days, and write down your progress each week.
- 4.5. With your den, prepare a fitness course or series of games that includes jumping, avoiding obstacles, weight lifting, and running. Time yourself going through the course, and try to improve your time over a two- week period.

56. With adult guidance, ~~lead~~help younger Scouts by leading them in a fitness game or games ~~as a gathering activity for a pack or den meeting.~~
64. Try a new sport that you have never tried before.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do all 6” to “do 4 of 6”, including 1-3. Nice that leading younger Scouts can be done at any time. But two of the following can be ignored: fitness course (fun, and involves cooperation, planning, leadership), help younger Scouts (leadership, caring) or new sport (brave, plus fun).
- Dens are encouraged to do all of “Stronger, Faster, Higher”, not “Stronger, Faster, Higher, Lesser”.

Webelos Required Adventure: Webelos Walkabout

~~Do all of these:~~

Complete Requirements 1-4 and at least one other.

1. ~~Create~~Plan a hike ~~plan~~or outdoor activity.
2. Assemble a ~~hiking first-aid~~first aid kit suitable for your hike or activity.
53. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your Webelos adventures.
64. With your Webelos den or with a family member, hike 3 miles ~~(in the country, if possible).~~
- ~~4.~~ Before your hike, plan and prepare a nutritious lunch or snack. Enjoy it on your hike, and clean up afterward.
- ~~7. Complete a service project on or near the hike location.~~
35. Describe and identify from photos any poisonous plants and dangerous animals and insects you might encounter on your hike or activity.
86. Perform one of the following leadership roles during your hike: trail leader, ~~first-aid leader,~~ lunch~~first aid~~ leader, or ~~service project~~lunch or snack leader.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do all 8” to do less, as “service project” is completely out, and either poisonous plants/dangerous things (important) or leadership (important) can be ignored.
- And since the Scout is on a 3 mile hike already, it is not clear why those can’t be covered.

### Arrow of Light Required Adventures

Arrow of Light Required Adventure: Building a Better World

Complete Requirements 1-6.

1. Explain the history of the United States flag. Show how to properly display the flag in public, and help lead a flag ceremony.
2. Learn about and describe your rights and duties as a citizen, and explain what it means to be loyal to your country.
3. Discuss in your Webelos den the term “rule of law,” and talk about how it applies to you in your everyday life.
4. Meet with a government or community leader, and learn about his or her role in your community. Discuss with the leader an important issue facing your community.
- ~~5. Learn about your family’s expenses, and help brainstorm ways to save money. Plan and manage a budget.~~
- ~~8. With the assistance of your den leader or parent, participate in an event that would help lead others in recycling and conserving resources.~~
95. Show that you are an active leader by planning an activity for your den without your den leader’s help. Ask your den leader for approval first.
106. Do at least one of these:

Webelos/Arrow of Light Requirements Changes

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- a. Learn about Scouting in another part of the world. With the help of your parent, guardian, or ~~your~~ den leader, pick one country where Scouting exists, and research its Scouting program.
- b. Set up an exhibit at a pack meeting to share information about the World Friendship Fund.
- ~~c. Find a brother Scout unit in another country.~~
- ~~d.~~ Under the supervision of your parent, guardian, or den leader, connect with a Scout in another country during an event such as Jamboree on the Air or Jamboree on the Internet or by other means.
- ~~6~~c. Learn about energy use in your community and in other parts of ~~our~~the world.
- ~~7~~d. Identify one energy problem in your community, and find out what has caused it.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do all 10” to do less, as budget (*an important skill*) and conserving (*citizen/stewardship*) are completely out. Energy issues (*citizen/stewardship*) are made optional.
- You probably think those are important, so ... cover them for the benefit of Scouts and families.

Arrow of Light Required Adventure: ~~Camper~~Outdoorsman

Complete Option A or Option B.

~~Do all of these~~Option A:

1. With the help of your den leader or family, plan and participate in ~~conduct~~ a campout. ~~If your chartered organization does not permit Cub Scout camping, you may substitute a family campout or a daylong outdoor activity with your den or pack.~~
2. On arrival at the campout, with your den and den leader or family, determine where to set up your tent. Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult.
3. Once your tents are set up, discuss with your den or family what actions you should take in the case of the following extreme weather events which could require you to evacuate:
  - a. Severe rainstorm causing flooding
  - b. Severe thunderstorm with lightning or tornadoes
  - c. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
- ~~4. On a pack campout, work with your den leader or another adult to plan a campfire program with the other dens. Your campfire program should include an impressive opening, songs, skits, a Cubmaster’s minute, and an inspirational closing ceremony.~~
5. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.
- ~~6. Go on a geocaching adventure with your den or family. Show how you used a GPS unit or a smartphone with a GPS application to locate a geocache.~~
- ~~7~~d. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

Option B:

1. With the help of your den leader or family, plan and participate in an outdoor activity.
2. Discuss with your den or family what actions you should take in the case of the following extreme weather events:
  - a. Severe rainstorm causing flooding
  - b. Severe thunderstorm with lightning or tornadoes
  - c. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
3. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.

4. [Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.](#)

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- Biggest change: “plan and conduct a campout” can be just “attend an outdoor activity”, and not just if the CO doesn’t allow camping. And the outdoor activity need not be “daylong”. While resident camp option is substantial (and a positive change), using the lesser “outdoor activity” undermines the Cub Scout experience. *Please don’t fail to do camping! [More comments here.](#)*
- In the camping option, drops from “do all 7” to “do just 1-5”. Campfire and gps/geocache elements are dropped completely. This vision (here, and in earlier adventures) of camping without campfire is really sad for Cub Scout Campers.
- Honestly, with everyone (not just COs that don’t allow camping) having the just do an “outdoor activity” option, the bottom line is: Sad! And for Arrow of Light, preparing Scouts to camp with a Troop is a goal, and doing it without camping is missing out on the best part of the Scouting program and failing to meet a purpose of Cub Scouting. *Please don’t fail to do camping! Unless your CO won’t allow it. Camping is the best way for rich, strong Scouting program.*

Arrow of Light Required Adventure: Duty to God in Action

~~Do either requirement 1 OR requirement 2:~~

[Complete Requirements 1 and 2 plus at least two others of your choice.](#)

1. [Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.](#)
- 2e2. Under the direction of your parent, guardian, or religious or spiritual leader, do an act of service for someone in your family, neighborhood, or community. Talk about your service with your family-~~and your Webelos den leader.~~ Tell your family,~~den, or den leader~~ how it related to doing your duty to God.
13. Earn the religious emblem of your faith ~~for Webelos Scouts~~[that is appropriate for your age](#), if you have not ~~already~~ done so [already](#).
2. ~~Do requirement 2a and any two from requirements 2b–2e:~~
- a4. With your parent, guardian, or religious or spiritual leader, discuss and make a plan to do two things you think will help you better do your duty to God. Do these things for a month.
- b5. Discuss with your family how the Scout Oath and Scout Law relate to your beliefs about duty to God.
- e6. For at least a month, pray or reverently meditate each day as taught by your family or faith community.
- d. ~~Read at least two accounts of people in history who have done their duty to God. (This can include family members and ancestors.) List their names and how they showed their duty to God.~~

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- Some say the new elements may require more, others say it allows a path if the parent/guardian is not responsive on completing the requirements. Analysis here is incomplete.

Arrow of Light Required Adventure: Scouting Adventure

**Practical Comment about Changes:** Describe First Class Badge and repeat Pledge of Allegiance are optional, and Outdoor Code is eliminated. Troop meeting visit can be without the den. Good!

## Webelos/Arrow of Light Elective Adventures

Webelos/AOL Elective Adventure: Adventures in Science

**Practical Comment about Changes:** Mostly just wording changes, compared to others. But if you do the “Study the night sky” option, and do the six hours over several nights, make them different hours (e.g., the night sky at 6:00 pm and again at midnight).

Webelos/AOL Elective Adventure: Aquanaut

**Practical Comments about Changes:** Drops “Recognize the purpose and the three classifications of swimming ability groups in Scouting”, and some wording changes of little substance.

Webelos/AOL Elective Adventure: Art Explosion

**Practical Comments about Changes:** Drops options for portfolio or art show. NOTE: the “original” announced version of this eliminated 3h and 3i and 4. In December, 2016, those were restored ... but making 4 completely optional ... though if you’ve done art, 4 is a super easy and fun element.

Webelos/AOL Elective Adventure: Aware and Care

**Practical Comment about Changes:** Really just wording changes.

Webelos/AOL Elective Adventure: Build It

**Practical Comment about Changes:** Really just wording changes.

Webelos/AOL Elective Adventure: Build My Own Hero

~~Do all of these:~~

Complete Requirements 1-3 plus at least one other.

1. Discover what it means to be a hero. Invite a local hero to meet with your den.
2. ~~Identify~~Describe how citizens can be heroes in their communities.
3. Recognize a hero in your community by presenting him or her with a “My Hero Award.”
4. Learn about a real-life hero from another part of the world who has helped make the world a better place.
5. Learn about a Scout hero.
6. Create your own superhero.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do all 6” to “do 4 of 6”, including 1-3. So only one need be done of real hero elsewhere, Scout hero, or your own superhero (fun!).

Webelos/AOL Elective Adventure: ~~Castaway~~Getaway~~Castaway~~ (name restored sometime in December)

Complete Requirements 1 and 2.

1. ~~Do two of these:~~Complete a. and your choice of b. or c.
  - a. With the help of an adult, demonstrate one way to light a fire without using matches.
  - b. On a campout or outdoor activity with your den or family, cook two different recipes that do not require pots and pans. ~~If your chartered organization does not permit Cub Scout camping, you may substitute a family campout or a daylong outdoor activity with your den or pack.~~
  - c. Using tree limbs or branches that have already fallen or been cut, build a shelter that will protect you overnight.
2. Do ~~ALL of these:~~all of the following.

Webelos/Arrow of Light Requirements Changes

if 6/1/2015 text was cut, it is ~~Red Strikethrough~~; if 11/30/2016 text was added, it is Blue Underlined

- a. Learn what items should be in an outdoor survival kit that you can carry in a small bag or box in a day pack. Assemble your own small survival kit, and explain to your den leader why the items you chose are important for survival.
- ~~b. Show you can live “off the grid” by minimizing your use of electricity for one week. Keep a log of what you did. Discuss with your den members how you adjusted to this lifestyle.~~
- ~~c. With your den, invent a game that can be played without using electricity and using minimal equipment or simple items.~~
- ~~d. Name your game, write down the rules once you have decided on them, then play the game at two different den meetings or outings.~~
- ~~e. Teach your game to the members of your pack or other Scouts.~~
- fb. With your den, demonstrate two ways to treat drinking water to remove impurities.
- gc. Discuss what to do if you become lost in the woods. Tell what the letters “S-T-O-P-S-T-O-P” stand for. Tell what the universal emergency signal is. Describe three ways to signal for help. Demonstrate one of them. Describe what you can do ~~you do~~ to help rescuers find you.
- hd. Make a list of four qualities you think a leader should have in an emergency and why they are important to have. Pick two of them, and act them out for your den. Describe how each relates to a point of the Scout Law. Describe how working on this adventure gave you a better understanding of the Boy Scout motto.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- Camping not required can be just an “outdoor activity”.
- Eliminated are “off the grid” (technically, emergence prep, plus earth stewardship), and game without electricity (with cooperation, creativity, leadership). Oh, do it all!

Webelos/AOL Elective Adventure: Earth Rocks!

**Practical Comments about Changes:** Drops the requirement of outing or visit (7) and for geology in action (8). Eliminates some wording.

Webelos/AOL Elective Adventure: Engineer

~~Do all of these:~~

Complete at least Requirements 1 and 2. Requirements 3 and 4 are optional.

1. Pick one type of engineer. With the help of the Internet, your local library, or a local an engineer ~~you may know or locate~~, discover ~~and record in your book~~ three things that describe what that engineer does. (~~Be sure to have~~ To use the Internet, be sure that you have a current Cyber Chip or that you have permission from your Webelos den leader, parent, or ~~guardian’s permission to use the Internet~~ guardian.) Share your findings with your Webelos den.
2. Learn to follow engineering design principles by doing the following:
  - a. Examine a set of blueprints or specifications. Using these as a model, ~~construct~~ prepare your own set of blueprints or ~~plans~~ specifications to design a project.
  - b. Using the blueprints or ~~plans~~ specifications from your own design, ~~construct~~ complete your project. Your project may be something useful or something fun.
  - c. Share your project with ~~your Webelos den and your pack by displaying the project at a~~ others at a den or pack meeting.
3. Explore other fields of engineering and how they have helped form our past, present, and future.
4. Pick and do two projects using the engineering skills you have learned. Share your projects with your den, and also exhibit them at a pack meeting.

**Practical Comments about Changes:** The “bottom line” about the change(s) is:

- From “do all 4” to “do 2”, since 3 and 4 can be ignored. At least No. 2 has a “do” project.

Webelos/Arrow of Light Requirements Changes

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Webelos/AOL Elective Adventure: Fix It

**Practical Comment about Changes: Really just wording changes.**

Webelos/AOL Elective Adventure: Game Design

**Practical Comment about Changes: Really just wording changes.**

Webelos/AOL Elective Adventure: Into the Wild

**Practical Comment about Changes: Really just wording changes.**

Webelos/AOL Elective Adventure: Into the Woods

~~Do all of these:~~

Complete at least Requirements 1-4 and one other.

1. Identify two different groups of trees and the parts of a tree.
2. Identify ~~six~~four trees common to the area where you live. Tell whether they are native to your area. Tell how both wildlife and humans use them.
3. Identify ~~six~~four plants common to the area where you live. Tell which animals use them and for what purpose.
- ~~5~~4. Develop a plan to care for and then plant at least one plant or tree, either indoors in a pot or outdoors. Tell how this plant or tree helps the environment in which it is planted and what the plant or tree will be used for.
- ~~4~~6. Visit a nature center, nursery, tree farm, or park, and speak with someone knowledgeable about trees and plants that are native to your area. Explain how plants and trees are important to our ecosystem and how they improve our environment.
- ~~6~~5. Make a list of items in your home that are made from wood and share it with your den. OR: With your den, take a walk and identify useful things made from wood.
- ~~7~~6. Explain how the growth rings of a tree trunk tell its life story. Describe different types of tree bark and explain what the bark does for the tree.

**Practical Comments about Changes: The “bottom line” about the change(s) is:**

- **From “do all 7” to “do 5 of 7”, including 1-4, and total trees/plants identified drops from 6 to 4 each. Probably this means not doing the visit or tree trunk/tree bark elements.**

Webelos/AOL Elective Adventure: Looking Back, Looking Forward

**Practical Comment about Changes: Just wording changes.**

Webelos/AOL Elective Adventure: Maestro!

Complete Requirements 1 and 2.

1. Do a or b:
  - a. Attend a live musical performance.
  - b. Visit a facility that uses a sound mixer, and learn how it is used.
2. Do two of the following:
  - a. Make a musical instrument. Play it for your family, den, or pack.
  - b. Form a “band” with your den. Each member creates his own homemade musical instrument. Perform for your pack at a pack meeting.
  - c. Play two tunes on any band or orchestra instrument.
- ~~3~~ad. Teach your den the words and melody of a song. Perform the song with your den at your den or pack meeting.
- ~~b~~e. Create original words for a song. Perform it at your den or pack meeting.

Webelos/Arrow of Light Requirements Changes

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- ef. Collaborate with your den to compose a den theme song. Perform it at your pack meeting.
- eg. Write a song with words and music that expresses your feelings about an issue, a person, something you are learning, a point of the Scout Law, etc. Perform it at your den or pack meeting, alone or with a group.
- eh. Perform a musical number by yourself or with your Webelos den in front of an audience.

**Practical Comments about Changes: The "bottom line" about the change(s) is:**

- From "do 5 of 10" to "do 3 of 10"

Webelos/AOL Elective Adventure: Moviemaking

**Practical Comment about Changes: Just wording changes.**

Webelos/AOL Elective Adventure: Project Family

~~Do 1 through 5, then choose two of 6 through 8:~~

Complete the following Requirements.

1. Interview a grandparent, another family elder, or a family friend about what life was like when he or she was growing up. ~~Share his or her story with another family member.~~
2. ~~Talk with~~With members of your family ~~about~~or a family friend, discuss some of your family ~~name~~names, history, traditions, and culture. Do one of the following:
  - a. Create a family tree of three generations, ~~or make.~~
  - b. Make a poster or Web page that shows the ~~origins~~places that some of your ~~ancestors~~family members came from.

~~Or choose.~~ Choose a special celebration or holiday that some of your family ~~participates~~members participate in, and create either a poster, picture, or photo slideshow of it.

~~Share this project with your den.~~
3. Show your understanding of your duty to family by creating a chart listing the jobs that you and other family members have at home. Choose three of the jobs you are responsible for, and chart them for two weeks.
4. Select ~~ONE of the jobs below~~a job that belongs to another family member, and help that person complete it:
  - ~~a. Some examples would be to create a grocery shopping list for the week, to take out trash for a week, to do the laundry for your family one time, to a-~~ Create a grocery shopping list for the week.
  - ~~b. Complete the laundry for your family one time.~~
  - ~~c. Help~~ prepare meals for your family for one day, or to complete some yard work.
5. With the help of an adult, inspect your home and its surroundings. Make a list of hazards or security problems you find. Correct one problem you found, and tell what you did.
6. Complete one of the following:
  - ~~7a.~~ Hold a family meeting to plan an exciting family activity. The activity could include:
    - ~~a.~~ A family reunion
    - ~~b.~~ A family night
    - ~~c.~~ A family outing
  - ~~8. Have your family event. Afterward, tell your parent or guardian what you liked best about the event.~~
- 5b. Create a list of community service or conservation projects that you and your family can do together, and present it to your family. Select one project, plan it, and complete it with members of your family.

**Practical Comments about Changes: The "bottom line" about the change(s) is:**

- Multiple rewordings, home inspection is now mandatory, service project now optional.

Webelos/AOL Elective Adventure: Sportsman

**Practical Comments about Changes:** Drops from two individual sports and two team sports, to just two sports, either individual or team. Otherwise, wording.

Webelos/Arrow of Light Requirements Changes

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<b>Summary report:</b> <b>Litéra® Change-Pro TDC 7.5.0.155 Document comparison done on</b> <b>12/4/2016 12:43:39 PM</b>	
<b>Style name:</b> Default Style	
<b>Intelligent Table Comparison:</b> Active	
<b>Original DMS:</b> iw://IWDMSATL/ADMIN/21548648/2	
<b>Description:</b> CS 2015 Text Only	
<b>Modified DMS:</b> iw://IWDMSATL/ADMIN/21549678/2	
<b>Description:</b> CS 2016 Text Only	
<b>Changes:</b>	
<a href="#">Add</a>	984
<del>Delete</del>	842
<del>Move From</del>	18
<a href="#">Move To</a>	18
<a href="#">Table Insert</a>	0
<del>Table Delete</del>	0
<a href="#">Table moves to</a>	0
<del>Table moves from</del>	0
Embedded Graphics (Visio, ChemDraw, Images etc.)	0
Embedded Excel	0
Format changes	0
<b>Total Changes:</b>	<b>1862</b>