

List of Cub Scout Adventure Requirements 2017 Camp Delaware Staff at FSR will help campers potentially complete during Cub Scout Summer Camp – Resident Camp and Fun With Sun

We are using the Cub Scout Adventure Requirements updated/modified December 2016. The **18** adventures and requirements offered at Camp Delaware summer 2017 are outdoor requirements. Not all requirements for some adventures can be completed at camp. Time at camp will be a factor in the number of requirements that can be completed. Campers will need to make choices and use time wisely. Campers choose adventures at check-in.

Adventure-C indicates possible to complete at camp New Requirement #

1-Wolf-Call of the Wild-Req-OS-C 1D-attend resident camp, 2-talk about weather changes (how be prepared), 3A-B- Outdoor Code/LNT, 4A-B-demo what to do in a natural disaster, to keep from spreading germs, 4C-list ways demonstrated careful w fire/other dangers, 5-overhand knot and square knot, possibly also 6-identify four types of animals you see or explain evidence of animals, tell how identified. *C-Possible to complete at camp.*

2-Wolf-Paws on the Path-Req-Ec-C 1-6 essentials, 2-Buddy System, 3-appropriate clothing, 4-Outdoor Code-LNT-respect for wildlife, 5-1-mile hike, discuss two things never seen before, 6-2 birds, 2 insects, 2 area animals.

3-Wolf-Digging in the Past-Elec-Ec 1-play game demo knowledge of dinos, 2-create imaginary dinosaur, 3A-make fossil cast and/or 3B – make a dinosaur dig. *Wolves do req 4 make edible fossil layers at home.*

4-Wolf-Spirit of the Water-Elec-Aq-C 1-discuss water pollution, 2-explain conserving water, 3-explain swimming as good exercise, 4-explain swimming/boating safety rules, 5-jump in water chest-high, swim 25 ft.

5-Bear-Bear Claws-Req-HC-C 1-learn about 3 common designs of pocketknives, 2-learn about knife safety and earn Whittling Chip, 3A-Use pocketknife, carve 2 items, or 3B-use pocketknife cut rope, twine, fishing line; open a sealed box; open can with can opener tool on pocketknife; remove/replace screws on an object w knife screwdriver; open a letter. *C-Possible if complete all requirements - to complete Adventure at camp.*

6-Bear- Bear Necessities-Req-OS-C 1D-attend resident camp, 2-make list personal items to take on req 1 activity, 3-2-make list items group should take on req 1 activity, 4-help set up a tent, 5 and 6 optional-5 demo 2 half hitches and explain use, 6-learn read thermometer and barometer. *C-Possible to complete Adventure at camp.*

7-Bear-Fur, Feathers and Ferns-Req-Ec-C Req 1+3 others - 1-hike 1 mile, identify six signs mammals, birds, **insects**, reptiles, or **plants** are living near place where you walk, 2-visit a nature center-FSR's Camp Jayhawk Ecology Lodge, 3-name extinct animal/endangered animal, 4-observe wildlife from a distance-*insects at shower house if nothing else*, 5-use magnifying glass examine plants. *C-Possible to complete Adventure at camp.*

8-Bear-A Bear Goes Fishing-Req-Ec-C 1-Discover/learn about 3 fish-draw pic-food-habitat, 2-learn about fishing regs, 3-learn about fishing equipment-make a simple fishing pole-practice casting at target, 4-spend at least an hour fishing. *C-Possible to complete Adventure at camp.*

9-Bear-Baloo the Builder-Elec-HC-C 1-learn hand tools and rules for using, practice with 4 tools, 2-select, plan and define materials for a project, 3-assemble materials and build 1 useful and 1 fun project, 4-apply a finish to one of your projects – paint. *C-Possible to complete Adventure at camp.*

10-Bear-Salmon Run-Elec-Aq-C Req 1-4+2 others 1-explain swimming area safety personnel and buddy system, 2-visit swimming area-swim, 3-explain boating safety rules (*Wolf-Spirit of the Water*), 4-identify boating safety equipment, plus 2 – 5-9, 5 explain rowing. padding form/good exercise, 6-show reach rescue and throw rescue, 7-demo front crawl, 8-name 3 swim ability groups, 9-earn BSA beginner swim classification.

11-Webelos-Cast Iron Chef-Req-OS *Only part of Req 2-Req 3 completed at camp* 3-use tinder, kindling, fuel wood to demonstrate how to build fire in appropriate outdoor location, if circumstances permit-no local

restriction on fires, show how safely light fire, under supervision of adult, after allowing fire burn safely, safely extinguish flames w minimal impact to fire site. Also part of requirement 2—use one of following: camp stove, Dutch oven, **box oven**, **solar oven**, open camp fire, or charcoal grill, demonstrate understanding food safety.

12-Webelos-First Responder-Req-OS-C Req 1+five others 2,3,4,5,8-**1**-explain what first aid is, what do after an accident, **2**-show what do for hurry case of first aid: serious bleeding, heart attack or sudden cardiac arrest, stopped breathing, stroke, poisoning, **3**-show how help choking victim, **4**-show how treat for shock, **5**-demo how to treat at least five: A-cuts/scratches, B-burns and scalds, C-sunburn, D-blisters on hand/foot, E-tick bites, F-bites/stings other insects, G-venomous snakebites, H-nosebleed, I-frostbite, **8**-visit w first responder/health care professional.

13-Webelos-Aquanaut-Elec-Aq-C Req 1-4 plus 2-**1**-state safety precautions, **2**- discuss skills for boating, **3**-explain meaning of “order of rescue”, demo reach/throw rescue techniques, **4**-attempt BSA swimmer test, plus only 2 of 5,6,7,8,9-**5**-demo precautions before diving, attempt front surface dive, **6**-learn/demo two of strokes: crawl, sidestroke, breaststroke, elementary backstroke, **7**-hear training/experiences lifeguard, **8**-demo life jacket, **9**-if swimmer, select paddle/paddle canoe. *C-Possible to complete Adventure at camp.*

14-Webelos-Build It-Elec-HC **1**-learn about basic tools, proper use and need for safety, **2**-with help select a carpentry project, build it, **3**-list tools and materials for project, check tools using first time, **4**- cannot complete construction career and site visit at camp – **therefore cannot complete at camp.**

15-AOL-Outdoorsman (Camper)-Req-OS-C Two options-offer Option A at camp-A: **1**-participate in a campout, **2**-demo knowledge of good campsite, set up tent without help from adult, **3**-after tent set up, discuss evacuation due to A-flooding, B-lightning, tornado, C-fire, earthquake, **4**-show how tie bowline, how to use, why, teach to another not-Webelos Scout, **5**-recite Outdoor Code/LNT Principles from memory, talk how can demo code/principle, later list how followed code/principles. *C-Possible if complete all requirements - to complete Adventure at camp.*

16-AOL-Castaway-Req-OS-C **1a**-cook two recipes do not require pots and pans, **b**-demo lighting fire wo matches, **c**-build a shelter with limbs/branches, **2a**-learn about/assemble small survival kit, *if AOL's bring items could complete at camp (duct tape around pencil, signal mirror, thin wire, light colored garbage bag, fishing line and hooks)* **b**-demo two ways treat drinking water (boiling, chem treatment, filtering), **c**-discuss lost in woods, STOP, universal emergency signal (series of three), three ways signal for help-demo one (whistle, mirror, bright colors, fire), **d**-list four qualities leader should have in an emergency, why important, pick two, act them out, describe how qualities relate to Scout Law, say how adventure helps understand Boy Scout motto (*if class is Day 1-could present this act at campfire*).

17-AOL-Into the Wild-Elec-Ec-C Complete six req's. **1**-collect/ care for “insect, amphibian, or reptile zoo.” (Bug Cage), study a while, let go, share experience. *Note: will complete only six req, will not do req 2 or B at camp, can complete independently.* (**2**-set up an aquarium/terrarium, keep for month, share your experience.) **3**-watch for/identify birds. **4**-learn about bird flyways/which birds use. **5**-watch four wild creatures (reptiles, amphibians, **arachnids**, fish, **insects**, or mammals) in wild. **6**-identify insect, reptile, bird, or other wild animal found only in your area of country. **7**-give examples two: A-producer, consumer, decomposer B-one way humans have changed balance of nature, C-how you can help protect balance of nature, **8**-learn about aquatic ecosystems/wetlands in your area, **9**-do one: A-visit nature center (FSR Ecology Lodge), (additional/optional B-create a video of wild creature doing something interesting, share it).

18-AOL-Into the Woods-Elec-Ec-C Complete req's 1–4 and one other **1**-identify two different groups of trees and parts of a tree, **2**-identify four trees common to area where you live, **3**-identify four plants common to area where you live, tell which animals use them, what purpose, **4**-develop a plan to care for, plant at least one plant or tree, either indoors in pot or outdoors, tell how plant/tree helps environment, how plant/tree will be used, **5**-make list of items in your home made from wood, share it, or with den, take walk, identify useful things made from wood, **6**-explain how growth rings of tree trunk tell life story, describe different types tree bark, explain what bark does for tree, **7**-visit nature center (FSR-Ecology Lodge), speak w someone knowledgeable about trees/plants native to area, explain how plants/trees are important to ecosystem/improve environment. *C-Possible to complete Adventure at camp.*