The following list is of possible achievements that a Cub Scout may earn while attending Bear Camp. Please take this opportunity to review the camp experience with your Scout and mark his book together.

**CUB SCOUT 2018 BEAR HANDBOOK:**

**Baloo the Builder**
- Requirement 1-[page 38] Learn the rules for using tools safely.
- Requirement 2-[page 42] Select and plan materials for project.
- Requirement 3-[page 46] Assemble and build toolbox (one other project required to complete)

**Bear Claw**
- Requirement 1-[page 54] Learn about three common designs of pocketknives
- Requirement 2-[page 58] Learn knife safety and earn your Whittling Chip

**Bear Necessities**
- Requirement 1-[page 65] Camp overnight with your pack
- Requirement 2-[page 66] Make a list of items you should take on your campout
- Requirement 3-[page 67] Make a list of equipment that the group should bring along in addition to personal gear
- Requirement 4-[page 68] Help set up a tent-explain why you picked the site
- Requirement 5-[page 69] Demonstrate how to tie two half-hitches and explain what the hitch is used for
- Requirement 6-[page 55] Start to learn how to read a thermometer and a barometer. (requires a 7 day log to complete)

**Fur, Feathers and Ferns**
- Requirement 1-[page 89] Identify six signs that any mammals, birds, insects, reptiles or plants are living nearby
- Requirement 3-[page 95] Name one animal that has become extinct and one that is endangered
- Requirement 4-[page 98] Observe wildlife from a distance
- Requirement 5-[page 100] Use a magnifying glass to observe plants more closely

**Paws for Action**
- Requirement 1-[page 110] Learn about our flag. Say the Pledge of Allegiance and learn its meaning.

**A Bear Goes Fishing**
- Requirement 1-[page 124] Learn about and draw 3 types of fish, describe habitat and food.
- Requirement 2-[page 126] Learn about local fishing regulations, list three
- Requirement 3-[page 132] Learn about fishing equipment and practice casting, make a fishing pole

**Bear Picnic Basket**
- Requirement 1-[page 139] cooking first aid
- Requirement 3-[page 146] Prepare a snack (S’Mořes)

**Beat of the Drum**
- Requirement 1-[page 152] Learn about the history and culture of American Indians
- Requirement 3B-[page 158] Make a craft made by American Indians (Wampum Pouch)

**Grin and Bear It**
- Elective 1-[page 189] Play a challenge game with members of your den.

**Make It Move**
- Elective 1-[page 199] Create an “exploding” craft stick reaction
- Elective 2-[page 204] Make two simple pulleys and use them to move objects

**Marble Madness**
- Elective 1-[page 216] Discuss the history, sizes, composition and use of marbles
- Elective 2-[page 219] Learn to play marble games
- Elective 3-[page 219] Learn four words that are used when talking about marbles
- Elective 4A-[page 220] Make a marble obstacle course
- Elective 5-[page 225] Make a marble bag to hold marbles (Wampum Pouch)

**Roaring Laughter**
- Elective 4-[page 232] Play a game that makes you laugh
- Elective 5-[page 233] Share a few jokes
- Elective 6-[page 232] Perform at a Campfire

**Salmon Run**
- Elective 1-[page 252] Tell how the buddy system works

**Cub Scout Shooting Sports**
- BB Gun Requirements, Level One, earned the Rank Level Patch
- Archery Requirements, Level One, earned the Rank Level Patch