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

**CUB SCOUT 2018 WOLF HANDBOOK: WOLF BADGE REQUIREMENTS**

**Call of the Wild**
- Requirement 1 - <i>page 26</i> – Attend Resident Wolf Camp.
- Requirement 5 - <i>page 38</i> - Show how to tie an overhand knot and a square knot.

**Council Fire (Duty to Country)**
- Requirement 1 - <i>page 46</i> – With your den or pack, participate in a flag ceremony, properly care for and fold the flag.

**Duty to God Footsteps**
- Requirement 1 - <i>page 59</i> – Discuss what it means to do your duty to God and how to do your duty to God in your daily life.
- Requirement 3 - <i>page 61</i> - Offer a prayer, meditation, or reflection with your family, den, or pack.

**Howling at the Moon**
- Requirement 1 - <i>page 70</i> – Show you can communicate in at least two different ways.
- Requirement 2 - <i>page 72</i> – Work with your den or family to create an original skit.
- Requirement 3 - <i>page 73</i> – Plan, prepare and rehearse a campfire program to present
- Requirement 4 - <i>page 74</i> – Perform your campfire role.

**Paws on the Path**
- Requirement 1 - <i>page 79</i> – Prepare to hike safely in any outdoor setting by putting together the Cub Scout Six Essentials
- Requirement 2 – <i>page 81</i> – Tell what the buddy system is and why we always use it in Cub Scouting.
- Requirement 3 – <i>page 83</i> – Choose the appropriate clothing to wear on your hike based on the expected weather.
- Requirement 4 – <i>page 84</i> – Before hiking, recite the Outdoor Code and Leave No Trace Principles for Kids with your leader.
- Requirement 5 – <i>page 86</i> – Go on a 1-mile hike with your den or family, discuss what you saw on your hike.

**Running With the Pack**
- Requirement 1 - <i>page 95</i> – Play catch until you can throw and catch successfully. Improve your throwing and catching skills.
- Requirement 2 - <i>page 98</i> – Practice balancing as you walk forward, backward, and sideways.
- Requirement 3 - <i>page 99</i> – Practice flexibility and balance by doing a front roll, a back roll, and a frog stand.
- Requirement 5 – <i>page 102</i> – Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk.

**Adventures in Coins**
- Requirement 1 - <i>page 108</i> - Identify different parts of a coin.
- Requirement 2 - <i>page 111</i> – Find the mint mark on a coin, where the coin was made and the year it was made.
- Requirement 3 – <i>page 113</i> – Choose a coin that interests you, and make a coin rubbing. List information next to the coin
- Requirement 5 – <i>page 119</i> – Play a coin game.
- Requirement 6 – <i>page 120</i> - Create a balance scale.

**Air of the Wolf**
- Requirement 1 - <i>page 126</i> – Make a paper airplane and fly it 5 times

**Digging in the Past**
- Requirement 1 – <i>page 193</i> – Play a game that demonstrates your knowledge of dinosaurs.
- Requirement 3 – <i>page 201</i> – Make a fossil cast.
- Requirement 3 – <i>page 203</i> – Make a dinosaur dig. Show and explain the ways a paleontologist works carefully during a dig.

**Grow Something**
- Requirement 1 – <i>page 237</i> – Select a seed and plant it in a small container. Care for it for 30 days.
- Requirement 4 – <i>page 243</i> – Using a seed tray, grow a garden inside your home. Care for it for 30 days.

**Motor Away**
- Requirement 1 – <i>page 258</i> – Create and fly three different types of paper airplanes.
- Requirement 1 – <i>page 265</i> – Make a paper airplane catapult, launch the plane and measure how far it flies

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