

WOLF CAMP 2026 ADVANCEMENT

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

CUB SCOUT 2024 WOLF HANDBOOK:

Paws on the Path

- ☐ Requirement 1 - **page 50** – Identify the Cub Scout Six Essentials. Show what you do with each item
- ☐ Requirement 2 - **page 52** – Learn about the buddy system and how it works in the outdoors
- ☐ Requirement 3 - **page 53** – Identify appropriate clothes and shoes for your walk outside.
- ☐ Requirement 4 - **page 55** – Learn about the Outdoor Code and Leave No Trace Principles for kids.
- ☐ Requirement 5 - **page 56** – Take a walk outside for at least 30 minutes to explore nature. Describe what you see on your walk

Council Fire

- ☐ Requirement 1 - **page 70** – With your den or pack, participate in a flag ceremony, properly care for and fold the flag.

A Wolf Goes Fishing

- ☐ Requirement 1 - **page 94** – Identify the type of water you will be fishing in and types of fish that live in the water
- ☐ Requirement 2 - **page 96** – Learn about the different types of bait used to attract fish
- ☐ Requirement 3 - **page 98** – Demonstrate a proper cast for the pole or rod you are using
- ☐ Requirement 4 - **page 101** – Learn the rules of fishing safely

Adventures in Coins

- ☐ Requirement 1 - **page 106** - Identify different parts of a coin.
- ☐ Requirement 2 - **page 108** – Find the mint mark on a coin, where the coin was made and the year it was made.
- ☐ Requirement 3 - **page 110** – Play a coin game
- ☐ Requirement 4 - **page 119** – Choose a coin and make a coin rubbing. List information about the coin

Air of the Wolf

- ☐ Requirement 1 - **page 120** – Make a paper airplane and fly it 5 times
- ☐ Requirement 2 - **page 121** – Make a paper airplane of a different design and fly it 5 times
- ☐ Requirement 3 - **page 128** – Compare and contrast the two paper airplanes by distance and flight times
- ☐ Requirement 4 - **page 129** – Build a flying object that is not a paper airplane

Digging in the Past

- ☐ Requirement 1 - **page 170** – Play a game that demonstrates your knowledge of dinosaurs.
- ☐ Requirement 2 - **page 178** – Create an imaginary dinosaur. Share with den or family its name, what it eats, size and where lives
- ☐ Requirement 3 - **page 179** – Be a paleontologist and dig through a dinosaur dig

Let's Camp

- ☐ Requirement 1 - **page 208** – Learn about the buddy system and how it works in the outdoors
- ☐ Requirement 2 - **page 209** – Know the Cub Scout Six Essentials
- ☐ Requirement 3 - **page 210** – In addition to your Cub Scout Six Essentials, list the personal items you need for a campout
- ☐ Requirement 4 - **page 212** – Learn a camping skill (square knot)
- ☐ Requirement 5 - **page 215** – Attend a council or district Cub Scout overnight camp

Paws for Water

- ☐ Requirement 1 - **page 218** – Learn about the swimming safety rules that you need to follow
- ☐ Requirement 2 - **page 219** – Demonstrate how to enter the swimming area properly
- ☐ Requirement 3 - **page 221** – Using the buddy system go swimming with your den or family for 30 minutes
- ☐ Requirement 6 - **page 233** – Demonstrate how to exit the swimming area properly

Race Time

- ☐ Requirement 1 - **page 254** – With an adult, build a Raingutter Regatta boat
- ☐ Requirement 2 - **page 258** – Learn the rules of the race for the Raingutter Regatta Boat
- ☐ Requirement 3 - **page 259** – Identify how you could increase the speed of your boat
- ☐ Requirement 4 - **page 260** – Discuss how you will demonstrate good sportsmanship during the race
- ☐ Requirement 5 - **page 261** – Participate in a Raingutter Regatta Race

Range and Target Sports

- ☐ BB Gun
- ☐ Archery.
- ☐ Slingshot2