

Tiger Scout Leader Roadmap

Calendar Companion

Meeting Time Management

- 6:30 - 6:45 - Pledge of Allegiance / Scout Oath / Scout Law / Meeting Agenda
- 6:45 - 7:20 - Execute Meeting Plan (Activities, Games, Discussion)
- 7:20 - 7:25 - Announcements for upcoming Events and Meetings
- 7:25 - 7:30 - Sign off on any Core or Elective Adventures Completed

Assign an Elective Adventure each month to be completed at home

This will keep the scouts and parents involved in the program away from meetings and help the earn more Awards!!!

*Following this Roadmap will provide your Den the opportunity to complete the Tiger Rank and earn **EVERY** Core **AND** Elective Adventure!*

Check Calendar for Flag Ceremony Dates for your Den

August

Sign up night

- *Use this night to volunteer at one of the local schools to recruit new Cub Scouts for your Pack*

Back to Scouting Night (Event)

- *Welcome new Scouts and Parents / Participate as a Den*

September

Promote Akela Campout and Information Needed
Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home

Cyber Chip - Required Adventure to be completed at home

Den Meeting / Parent Night #1 (for new scouts and parents)

- *Welcome new parents and Scouts.*
- *New parent orientation for youth protection*
- *New Scouts earn their Bobcat badge*

Den Meeting #2

Games Tigers Play (Core Adventure)

Adventure Goal: Young Tigers can have a difficult time with competition, and winning and losing. This adventure can help them develop appropriate sportsmanship, teamwork, listening, and following rules.

Complete Requirements 1 and 2 plus at least two others.

1. Play two initiative or team-building games with the members of your den. Listen carefully to your leader while the rules are being explained, and follow directions when playing.
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.
2. 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.
3. 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.
4. 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.
 - Attend a sporting event with your den or family.
 - 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.

Pack Meeting

- *Class A Uniforms*
- *Issue Earned Awards to Scouts*

October

Promote Akela Campout and Information Needed
Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home

Tiger: Safe and Smart - Elective Adventure to be completed at home

Akela Campout (*Event*) Dates could Change and be in a different Month

- *Class A Uniforms for Flag Ceremony and Closing Ceremony*
- *Activity / Class B Uniforms for most of the Day.*
- *As a Den, Plan on exploring the campgrounds and participating in activities that are scheduled (Some Activities may meet requirements for Core / Elective Adventures)*

Den Meeting #3

Team Tiger (Core Adventure)

Adventure Goal: Tigers are members of different teams, whether sports, friends, family, or community. Every team member makes a difference if he puts in effort.

Complete Requirements 1 and 2 plus at least two others.

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 chart showing all the different ways team members can help the den. Volunteer to take your turn doing at least two different jobs, one of which is leading the Pledge of Allegiance.
3. 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.
4. With your den or family, participate as a team in a service project that helps our country or your community.
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.

Den Meeting #4

Tiger Tag (Elective Adventure)

Complete requirements 1 and 2 plus at least one other.

1. Choose one active game you like, and tell your den about how to play and why you like this game.
2. Play two team or relay games with your den. Tell your parent/guardian or other caring adult or the other Tigers what you liked best about each game.
3. Have your den choose a team or relay game that everyone can play, and play it at least twice.
4. With your parent/guardian or other caring adult, select an active outside game that you could play with the members of your den. Talk with den members about the games suggested by all Tigers. With your den, decide on a game to play and play the game that your den has chosen. After the game, discuss with your den the meaning of being a good sport.

Prepare and Practice Skit for Pack Meeting

Pack Meeting

- *Class A Uniforms*
- *Perform Skit*
- *Issue Earned Awards to Scouts*

November

Adventures to be completed at Home

Curiosity, Intrigue, & Magic - Elective Adventure to be completed at home

Den Meeting #5

My Tiger Jungle (Core Adventure)

Adventure Goal: A Tiger's world includes many types of animals, plants, and insects. Scouts learn that these living things all have a purpose and we need to share our environment with them. Scouts will notice the habitats of various creatures and learn that everyone can make a positive difference in the world around them.

Complete Requirement 1 plus at least two others.

1. With your parent, guardian, or other caring adult, go for a walk outside, and pick out two or more sights or sounds of "nature" around you. Discuss with your partner or den.
2. 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.
3. 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.
4. Be helpful to nature by planting a plant, shrub, or tree. Learn more about the needs and growth of the item you've planted.
5. Build and hang a birdhouse.

Den Meeting #6

Tiger Tales (Elective Adventure)

Complete at least four of the following requirements

1. Create a tall tale with your den.
2. Create your own tall tale. Share your tale with your den.
3. Read a tall tale with your parent/guardian or other caring adult.
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.

Announcement Song (Practice)

Pack Meeting

- Class A Uniforms
- *Participate in the Announcements Song!*
- Issue Earned Awards to Scouts

December

Promote Cookie Exchange

Adventures to be completed at Home

Family Stories - Elective Adventure to be completed at home

Den Meeting #7

Tiger Circles: Duty to God (Core Adventure)

Adventure Goal: Help Tigers learn more about their family's beliefs and values.

Complete Requirement 1 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. With a family member, attend a religious service or other activity that shows how your family expresses reverence for God.
3. Earn the religious emblem of your faith that is appropriate for your age or grade.
4. 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.

Cookie Exchange (Event)

January

Promote Pinewood Derby Build Day

Promote Polar Bear Campout and Information Needed

Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home

Earning Your Stripes - Elective Adventure to be completed at home

Den Meeting #8

Tiger-iffic (Elective Adventure)

Complete requirements 1-3 plus at least one other.

1. Play at least two different games by yourself; one may be a video game.
2. Play a board game or another inside game with one or more members of your den.
3. Play a problem-solving game with your den.
4. With your parent's or guardian's permission, do the following:
 - Play a video game with family members or den members in a tournament.
 - List at least three tips that would help someone who was learning how to play your favorite video game.
 - Play an appropriate video game with a friend for 30 minutes.
5. With other members of your den, invent a game, OR change the rules of a game you know, and play the game.
6. Play a team game with your den.

Den Meeting #9

Tiger Bites (Core Adventure)

Adventure Goal: Promote nutrition, hygiene, and manners to Tigers.

Complete Requirements 1 and 2 plus at least two others.

1. 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.
3. Show that you know the difference between a fruit and a vegetable. Eat one of each.
4. With your parent, guardian, or other caring adult, pick a job to help your family at mealtime. Do it for at least four meals.
5. Talk with your parent, guardian, or other caring adult about what foods you can eat with your fingers. Practice your manners when eating them.
6. With your parent, guardian, or other caring adult, plan and make a good snack choice or other nutritious food to share with your den.

Pinewood Derby Build Day (*Event*)

Pack Meeting

- Class A Uniforms
- Participate in the Announcements Song!
- Issue Earned Awards to Scouts

Polar Bear (January/February) (*Event*)

- Class A Uniforms for Flag Ceremony and Closing Ceremony
- Activity / Class B Uniforms for most of the Day.
- As a Den, Plan on exploring the campgrounds and participating in activities that are scheduled (Some Activities may meet requirements for Core / Elective Adventures)

February

Promote Pinewood Derby

Promote Blue and Gold Banquet

Crossover Ceremony for Arrow of Light Den finishing the Cub Scout Program and Crossing over to The Troop Level BSA.

(Encourage Parents and Scouts to stay for the whole event! This is what they are working for and to show respect to the older scouts who worked hard to accomplish this achievement!)

Promote Polar Bear Campout and Information Needed

Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home

Stories in Shapes - Elective Adventure to be completed at home

Den Meeting #10

Good Knights (Elective Adventure)

Complete Requirements 1 and 2 plus at least two others.

1. With your den, or with your parent, guardian, or other caring adult, 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.
2. 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.
3. Create a den shield and a personal shield.
4. Using recycled materials, design and build a small castle to display at the pack meeting.
5. Think of one physical challenge that could be part of an obstacle course. Then help your den design a Tiger knight obstacle course. Participate in the course.
6. Show your understanding of knights' service to others by participating in a service project in your community.

Den Meeting #11

Tiger Theater (Elective Adventure)

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.
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.

Prepare and Practice Skit for Blue and Gold Banquet

Pinewood Derby (Event)

Blue & Gold Banquet (Event) *Could move to March!*

- Class A Uniforms
- Participate in the Announcements Song!
- Perform Skit

March

Promote Cuboree Campout and Information Needed
Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home
Sky is the Limit - Elective Adventure to be completed at home

Den Meeting #12

Tigers in the Wild (Core Adventure)

Adventure Goal: Introduce Outdoor Ethics and develop outdoors skills.

Complete Requirements 1-3 plus at least one other.

1. With your parent, guardian, or other caring adult, 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 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.
 - Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.
 - Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should "Trash Your Trash."
 - 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.
3. 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.
4. Participate in an outdoor pack meeting or pack campfire. Sing a song or act out a skit with your Tiger den as part of the program.
5. Find two different trees and two different types of plants that grow in your area. Write their names in your Tiger Handbook.
6. Visit a 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.

Den Meeting #13

Outdoor Code (Teach, Discuss, Recite)

**As an American, I will do my best to –
Be clean in my outdoor manners.
Be careful with fire.
Be considerate in the outdoors.
Be conservation minded.**

Leave No Trace (Teach , Discuss, Recite)

- [Plan Ahead and Prepare](#)
- [Travel and Camp on Durable Surfaces](#)
- [Dispose of Waste Properly \(Pack It In, Pack It Out\)](#)
- [Leave What You Find](#)
- [Minimize Campfire Impacts](#)
- [Respect Wildlife](#)
- [Be Considerate of Other Visitors](#)

Pack Meeting

- *Class A Uniforms*
- *Participate in the Announcements Song!*
- *Issue Earned Awards to Scouts*

Cuboree Campout (March / April) (**Event)**

- *Class A Uniforms for Flag Ceremony and Closing Ceremony*
- *Activity / Class B Uniforms for most of the Day.*
- *As a Den, Plan on exploring the campgrounds and participating in activities that are scheduled (Some Activities may meet requirements for Core / Elective Adventures)*

April

Promote Cuboree Campout and Information Needed
Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home
Rolling Tigers - Elective Adventure to be completed at home

Den Meeting #14

Floats and Boats (Elective Adventure)

Complete Requirements 1-4 plus at least one other.

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

Den Meeting #15

Knott Tying (Practice Simple Basic Knots)

- *Square Knot*
- *Clove Hitch*

Pack Meeting / Move up Night

- *Class A Uniforms*
- *Participate in the Announcements Song!*
- *Issue Earned Awards to Scouts*

May

Den Meeting (If Needed)
Den Meeting (If Needed)
Pack Meeting (If Needed)

Congratulations!!!

**Your Tigers
are now
Wolves!**

Wolf Scout Leader Roadmap

Calendar Companion

Meeting Time Management

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- 7:20 - 7:25 - Announcements for upcoming Events and Meetings
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Assign an Elective Adventure each month to be completed at home

This will keep the scouts and parents involved in the program away from meetings and help the earn more Awards!!!

*Following this Roadmap will provide your Den the opportunity to complete the Tiger Rank and earn **EVERY** Core **AND** Elective Adventure!*

Check Calendar for Flag Ceremony Dates for your Den

August

Sign up night

- *Use this night to volunteer at one of the local schools to recruit new Cub Scouts for your Pack*

Back to Scouting Night (Event)

- *Welcome new Scouts and Parents / Participate as a Den*

September

Promote Akela Campout and Information Needed
Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home

Cyber Chip - Required Adventure to be completed at home

Den Meeting / Parent Night #1 (for new scouts and parents)

- *Welcome new parents and Scouts.*
- *New parent orientation for youth protection*
- *New Scouts earn their Bobcat badge*

Den Meeting #2

Running with the Pack (Core Adventure)

Adventure Goal: Promote fitness and health.

Complete the following Requirements.

1. Play catch with someone in your den or family who is standing 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 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.

Pack Meeting

- *Class A Uniforms*
- *Bobcat Ceremony*
- *Issue Earned Awards to Scouts*

October

Promote Akela Campout and Information Needed
Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home
Hometown Heroes - Elective Adventure to be completed at home

Akela Campout (*Event*) Dates could Change and be in a different Month

- *Class A Uniforms for Flag Ceremony and Closing Ceremony*
- *Activity / Class B Uniforms for most of the Day.*
- *As a Den, Plan on exploring the campgrounds and participating in activities that are scheduled (Some Activities may meet requirements for Core / Elective Adventures)*

Den Meeting #3

Council Fire (Core Adventure)

Adventure Goal: Build citizenship by learning more about the community and doing service.

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.
2. Participate in a community service project with your pack, den, or family.
3. With your parent or guardians permission, talk to a military veteran, law enforcement officer, member of the fire department, or someone else 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.
4. Learn about the changes in your community, and create a project to show your den how the community has changed.
5. Select one issue in your community, and present to your den your ideas for a solution to the problem.
6. Work with your den to develop a den duty chart, and perform these tasks for one month.
7. Participate in an event such as a parade or assembly celebrating military veterans.

Den Meeting #4

Call of the Wild (Core Adventure)

Adventure Goal: Introduce camping skills and promote preparedness for challenges outdoors.

Complete Requirements 1-4 plus at least one other.

1. Attend one of the following:
 - A pack or family campout
 - An outdoor activity with your den or pack
 - Day camp
 - Resident camp
2. With your family or den, make a list of possible weather changes that could happen during your outing according to the time of year you are outside. Tell how you will be prepared for each one.
3. Do the following:
 - Recite the Outdoor Code with your leader.
 - Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.
 - After your outdoor activity or campout, list the ways you demonstrated being careful with fire or other dangers.
4. Show or demonstrate what to do:
 - In case of a natural disaster such as an earthquake or flood.
 - To keep from spreading your germs.
5. Show how to tie an overhand knot and a square knot.
6. While on a den or family outing, identify four different types of animals you see or explain evidence of their presence. Tell how you identified them.

Pack Meeting

- *Class A Uniforms*
- *Issue Earned Awards to Scouts*

November

Adventures to be completed at Home

Adventures in Coins - Elective Adventure to be completed at home

Den Meeting #5

Cubs Who Care (Elective Adventure)

Complete at least four of the following Requirements.

1. With other members of your den, try using a wheelchair or crutches, and reflect on the process.
2. Learn about a sport that has been adapted so that people in wheelchairs or with some other physical disability can play, and tell your den about it.
3. Learn about "invisible" disabilities. Take part in an activity that develops an understanding of invisible disabilities.
4. With your den, try doing three of the following things while wearing gloves or mittens:
 - Tying your shoes
 - Using a fork to pick up food
 - Playing a card game
 - Playing a video game
 - Playing checkers or another board game
 - Blowing bubbles
5. Draw or paint a picture two different ways: Draw or paint it once the way you usually would, and then again by using a blindfold. Discuss with your den the ways the process was different.
6. Use American Sign Language to communicate either a simple sentence or at least four points of the Scout Law.
7. Learn about someone famous who has or had a disability, and share that person's story with your den or family.
8. Attend an event where people with disabilities are participants or where accommodations for people with disabilities are made a part of the event.

Den Meeting #6

Howling at the Moon (Elective Adventure)

Adventure Goal: Prepare Wolfs to organize a program for an audience and speak in front of a group.

Complete 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 at a den meeting or pack program.
4. Perform your role for a den meeting or pack program.

Practice Skit

Announcement Song (Practice)

Pack Meeting

- *Class A Uniforms*
- *Participate in the Announcements Song!*
- *Perform Skit*
- *Issue Earned Awards to Scouts*

December

Promote Cookie Exchange

Adventures to be completed at Home

Air of the Wolf - Elective Adventure to be completed at home

Den Meeting #7

Duty to God Footsteps (Core Adventure)

Adventure Goal: Help Wolfs explore family beliefs and develop awareness of duty to God.

Complete Requirement 1 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.
3. Offer a prayer, meditation, or reflection with your family, den, or pack.
4. Read a story about people or groups of people who came to America to enjoy religious freedom.
5. Learn and sing a song that could be sung in reverence before or after meals or one that gives encouragement, reminds you how to show reverence, or demonstrates your duty to God.
6. Visit a religious monument or site where people might show reverence. 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.

Cookie Exchange (Event)

January

Promote Pinewood Derby Build Day

Promote Polar Bear Campout and Information Needed
Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home
Earning Your Stripes - Elective Adventure to be completed at home

Den Meeting #8

Code of the Wolf (Elective Adventure)

Complete the following Requirements.

1. Complete two of the following:
 - With the members of your den or family, make a game with simple materials that requires math to keep score.
 - Play a game of "Go Fish for 10s."
 - Do five activities at home, at school, or in your den that use mathematics, and then explain to your den how you used everyday math.
 - Make a rekenrek with two rows, and show your den leader or other adult how you would represent the numbers 4, 6, 9, and 14.
 - Make a rain gauge or some other measuring device, and use it.
2. Complete one of the following:
 - With other members of your den or family, identify three different types of shapes that you see in nature.
 - With other members of your den or family, identify two shapes you can see in the construction of bridges.
 - Select a single shape or figure. Observe the world around you for at least a week, and write down where you see this shape or figure and how it is used.
3. Complete one of the following:
 - With your den, find something that comes with many small, colored items in one package. Count the number of items of each color in your package. Keep track of each color. Then:
 - Draw a graph showing the number of items of each color.
 - Determine what the most common color is.
 - Compare your results to those of the other Scouts.
 - Predict how many items of each color you will find in one more package.

- Decide if your prediction was close.
 - With your den or family, measure the height of everyone in the group and see who takes more steps to walk 100 feet.
 - Have each member of your den shoot a basketball. Count the number of shots it takes for each scout to sink five baskets. Make a graph that shows how successful your den was. Your graph should show each group that needed 5, 6-10, 11-15, 16-20, and more than 20 tries to sink their shots.
4. Complete one of the following:
- Use a secret code using numbers to send a message to one of your den members or your den leader. Have that person send a message back to you. Be sure you both use the same code.
 - Send a message to another member of your den or your den leader using the pig pen code or another code that changes letters into special shapes.
 - Practice using a code stick to create and decode a message.

Den Meeting #9

Finding Your Way (Elective Adventure)

Complete the following Requirements.

1. Do the following:
 - Using a map of your city or town, locate where you live.
 - Draw a map for a friend so he or she can locate your home, a park, a school, or other locations in your neighborhood. Use symbols to show parks, buildings, trees, and water. You can invent your own symbols. Be sure to include a key so your symbols can be identified.
2. Do the following:
 - Identify what a compass rose is and where it is on the map.
 - Use a compass to identify which direction is north. Show how to determine which way is south, east, and west.
3. Go on a scavenger hunt using a compass, and locate an object with a compass.
4. Using a map and compass, go on a hike or walk with your den or family.

Pinewood Derby Build Day (Event)

Pack Meeting

- *Class A Uniforms*
- *Participate in the Announcements Song!*
- *Issue Earned Awards to Scouts*

Polar Bear (January/February) (*Event*)

- Class A Uniforms for Flag Ceremony and Closing Ceremony
- Activity / Class B Uniforms for most of the Day.
- As a Den, Plan on exploring the campgrounds and participating in activities that are scheduled (Some Activities may meet requirements for Core / Elective Adventures)

February

Promote Pinewood Derby

Promote Blue and Gold Banquet

Crossover Ceremony for Arrow of Light Den finishing the Cub Scout Program and Crossing over to The Troop Level BSA.

(Encourage Parents and Scouts to stay for the whole event! This is what they are working for and to show respect to the older scouts who worked hard to accomplish this achievement!)

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Adventures to be completed at Home

Collections and Hobbies - Elective Adventure to be completed at home

Den Meeting #10

Digging in the Past (Elective Adventure)

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:
 - Make a fossil cast.
 - Make a dinosaur dig. Be a paleontologist, and dig through a dinosaur dig made by another member of your den. Show and explain the ways a paleontologist works carefully during a dig.
4. Make edible fossil layers. Explain how this snack is a good model for the formation of fossils.

Den Meeting #11

Germ's Alive (Elective Adventure)

Complete at least five of the following Requirements.

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

Prepare and Practice Skit for Blue and Gold Banquet

Pinewood Derby (Event)

Blue & Gold Banquet (Event) Could move to March!

- Class A Uniforms
- Participate in the Announcements Song!
- Perform Skit

March

Promote Cuboree Campout and Information Needed
Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home
Grow Something - Elective Adventure to be completed at home

Den Meeting #12

Motor Away (Elective Adventure)

Complete the following Requirements.

1. Do each of the following.
 - Create and fly three different types of paper airplanes. Before launching them, record which one you believe will travel the farthest and what property of the plane leads you to make that prediction.
 - Make a paper airplane catapult. Before launching a plane, record how far you believe it will travel and explain what information you used to make this prediction. After you make your prediction, launch the plane and measure how far it flies.
2. Make two different model boats and sail them. Choose different shapes for your boats.
3. Create a model car that moves under its own power.

Den Meeting #13

Outdoor Code (Teach, Discuss, Recite)

**As an American, I will do my best to –
Be clean in my outdoor manners.
Be careful with fire.
Be considerate in the outdoors.
Be conservation minded.**

Leave No Trace (Teach , Discuss, Recite)

- Plan Ahead and Prepare
- Travel and Camp on Durable Surfaces
- Dispose of Waste Properly (Pack It In, Pack It Out)
- Leave What You Find
- Minimize Campfire Impacts
- Respect Wildlife
- Be Considerate of Other Visitors

Knott Tying (Practice Simple Basic Knots)

- *Square Knot*
- *Clove Hitch*

Pack Meeting

- *Class A Uniforms*
- *Participate in the Announcements Song!*
- *Issue Earned Awards to Scouts*

Cuboree Campout (March / April) (**Event)**

- *Class A Uniforms for Flag Ceremony and Closing Ceremony*
- *Activity / Class B Uniforms for most of the Day.*
- *As a Den, Plan on exploring the campgrounds and participating in activities that are scheduled (Some Activities may meet requirements for Core / Elective Adventures)*

April

Promote Cuboree Campout and Information Needed
Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home
Spirit of Water - Elective Adventure to be completed at home

Den Meeting #14

Paws on the Path (Core Adventure)

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

3. Choose the appropriate clothing to wear on your hike based on the expected weather.
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.
5. Go on a 1-mile hike with your den or family. Find two interesting things that you've never seen before and discuss with your den or family.
6. Name two birds, two insects, and/or two other animals that live in your area. Explain how you identified them.
7. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map.

Den Meeting #15

Paws of Skill (Elective Adventure)

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

1. Talk with your family 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 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.
5. With your den, develop an obstacle course that involves five different movements. Run the course two times and see if your time improves.
6. 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.
7. Visit a sporting event with your family or your den. Look for ways the team works together. Share your visit with your den.

Pack Meeting / Move up Night

- *Class A Uniforms*
- *Participate in the Announcements Song!*
- *Issue Earned Awards to Scouts*

May

Den Meeting (If Needed)
 Den Meeting (If Needed)
 Pack Meeting (If Needed)

Congratulations!!!

**Your Wolfs
are now
Bears!**

Bear Scout Leader Roadmap

Calendar Companion

Meeting Time Management

- 6:30 - 6:45 - Pledge of Allegiance / Scout Oath / Scout Law / Meeting Agenda
- 6:45 - 7:20 - Execute Meeting Plan (Activities, Games, Discussion)
- 7:20 - 7:25 - Announcements for upcoming Events and Meetings
- 7:25 - 7:30 - Sign off on any Core or Elective Adventures Completed

Assign an Elective Adventure each month to be completed at home

This will keep the scouts and parents involved in the program away from meetings and help the earn more Awards!!!

*Following this Roadmap will provide your Den the opportunity to complete the Tiger Rank and earn **EVERY** Core **AND** Elective Adventure!*

Check Calendar for Flag Ceremony Dates for your Den

August

Sign up night

- *Use this night to volunteer at one of the local schools to recruit new Cub Scouts for your Pack*

Back to Scouting Night (Event)

- *Welcome new Scouts and Parents / Participate as a Den*

September

Promote Akela Campout and Information Needed
Bear Claws Core Adventure / Whittling Chip Course
Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home
Cyber Chip - Required Adventure to be completed at home

Den Meeting / Parent Night #1 (for new scouts and parents)

- *Welcome new parents and Scouts.*
- *New parent orientation for youth protection*
- *New Scouts earn their Bobcat badge*

Den Meeting #2

Roaring Laughter (Elective Adventure)

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 at least two jokes with members of 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.

Pack Meeting

- *Class A Uniforms*
- *Bobcat Ceremony*
- *Issue Earned Awards to Scouts*

October

Promote Akela Campout and Information Needed
Bear Claws Core Adventure / Whittling Chip Course
Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home
Critter Care - Elective Adventure to be completed at home

Akela Campout (*Event*) Dates could Change and be in a different Month

- Class A Uniforms for Flag Ceremony and Closing Ceremony
- Activity / Class B Uniforms for most of the Day.

Bear Claws Adventure / Whittling Chip (Core Adventure)

Adventure Goal: Learn use, care, and safety for knives.

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:
 - Using a pocketknife, carve two items.
 - 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.

Den Meeting #3

Bear Necessities (Core Adventure)

Adventure Goal: Helps Bears develop and improve outdoor skills.

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

1. While working on your Bear badge, attend one of the following:
 - A daytime or overnight campout with your pack or family
 - An outdoor activity with your den or pack
 - Day camp
 - Resident camp
2. Make a list of items you should take along on the activity selected in Requirement 1.
3. 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.
4. Help set up a tent. Determine a good spot for the tent, and explain to your den leader why you picked it.
5. Demonstrate how to tie two half hitches and explain what the hitch is used for.
6. 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.

Den Meeting #4

Super Science (Elective Adventure)

Complete at least four of the following.

1. Make static electricity by rubbing a balloon or a plastic or rubber comb against another material, such as a fleece blanket or wool sweater. Explain what you learned.
2. Conduct one other static electricity investigation. Explain what you learned.
3. Do a sink-or-float investigation. Explain what you learned.
4. Do a color-morphing investigation. Explain what you learned.
5. Do a color-layering investigation. Explain what you learned.

Pack Meeting

- *Class A Uniforms*
- *Issue Earned Awards to Scouts*

November

Adventures to be completed at Home

A World of Sound - Elective Adventure to be completed at home

Den Meeting #5

Paws for Action (Core Adventure)

Adventure Goal: Learn self sufficiency and the importance of helping others.

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

1. Learn about our nation's flag. Display it at home for one month. Say the Pledge of Allegiance and learn its meaning.
2. Do at least one of the following.
 - Find out about two famous Americans. Share what you learned.
 - 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. Do at least two of the following.
 - With your school or den, visit a local sheriff's office, police station, or fire department OR talk with a fire safety officer or law enforcement officer visiting your school or den. Find out what skills the officers use to do their jobs. Ask questions that will help you learn how to stay safe.
 - Make a list of emergency numbers 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.
 - 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.
4. Do at least one of the following.
 - Do a cleanup project that benefits your community.
 - Participate in a patriotic community parade or other civic event that honors our country.

Den Meeting #6

Beat of the Drum (Elective Adventure)

Complete requirement 1 plus 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 long ago.
2. Create a legend by building a diorama, writing a story, or presenting a skit.
3. Complete one of the following:
 - Make a dream catcher.
 - Make a craft similar to one made by American Indians or indigenous people.
 - Make a drum. Once your drum is complete, create a ceremonial song.
4. Complete one of the following:
 - Visit an Order of the Arrow dance ceremony.
 - Visit an American Indian event or an event presented by other indigenous people.
 - Learn and demonstrate ceremonial dance steps.
 - Create a ceremonial dance.

Practice Skit

Announcement Song (Practice)

Pack Meeting

- *Class A Uniforms*
- *Participate in the Announcements Song!*
- *Perform Skit*
- *Issue Earned Awards to Scouts*

December

Promote Cookie Exchange

Adventures to be completed at Home

Bear Picnic Basket - Elective Adventure to be completed at home

Den Meeting #7

Fellowship and Duty to God (Core Adventure)

Adventure Goal: Help Bears practice their duty to God and explore the 'Golden Rule'.

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.
2. Complete at least one of the following:
 - Identify a person whose faith you admire, and discuss this person with your family.
 - With a family member, provide service to a place of worship or a spiritual community, school, or community organization that puts into practice your ideals of duty to God and strengthens your fellowship with others.
3. Complete at least one of the following:
 - Earn the religious emblem of your faith that is appropriate for your age, if you have not already done so.
 - 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.

*Cookie Exchange (**Event**)*

January

Promote Pinewood Derby Build Day

Promote Polar Bear Campout and Information Needed
Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home
Robotics - Elective Adventure to be completed at home

Den Meeting #8

Baloo the Builder (Core Adventure)

Adventure Goal: Learn to plan and create a wooden project, using correct tools.

Utilize Pinewood Derby build day as one of for you fun projects and to learn about additional tools!

Suggested Project: Tool Box ([Plans on Pack 576.com](#))

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 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 projects.

Den Meeting #9

Make it Move (Elective Adventure)

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. Complete one of the following:
 - Draw a Rube Goldbergtypes machine. Include at least six steps to complete your action.
 - Construct a real Rube Goldbergtypes machine to complete a task assigned by your den leader. Use at least two simple machines and include at least four steps.

Pinewood Derby Build Day (Event)

Pack Meeting

- Class A Uniforms
- Participate in the Announcements Song!
- Issue Earned Awards to Scouts

Polar Bear (January/February) (*Event*)

- Class A Uniforms for Flag Ceremony and Closing Ceremony
- Activity / Class B Uniforms for most of the Day.
- As a Den, Plan on exploring the campgrounds and participating in activities that are scheduled (Some Activities may meet requirements for Core / Elective Adventures)

February

Promote Pinewood Derby

Promote Blue and Gold Banquet

Crossover Ceremony for Arrow of Light Den finishing the Cub Scout Program and Crossing over to The Troop Level BSA.

(Encourage Parents and Scouts to stay for the whole event! This is what they are working for and to show respect to the older scouts who worked hard to accomplish this achievement!)

Promote Polar Bear Campout and Information Needed
Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home

Marble Madness - Elective Adventure to be completed at home

Den Meeting #10

Forensics (Elective Adventure)

Complete all of the following.

1. Talk with your family or den about forensics and how it is used to help solve crimes.
2. Take your fingerprints and learn how to analyze them.
3. Complete one of the following:
 - 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.
 - Do an analysis of four different substances: salt, sugar, baking soda, and cornstarch.
4. Complete one of the following:
 - Visit the sheriff's office or police station in your town. Find out how officers collect evidence. *
 - 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 learn with your den.
 - Learn how animals are used to gather important evidence. Talk about your findings with your den.

Prepare and Practice Skit for Blue and Gold Banquet

Pinewood Derby (*Event*)

Blue & Gold Banquet (*Event*) *Could move to March!*

- *Class A Uniforms*
- *Participate in the Announcements Song!*
- *Perform Skit*

March

Promote Cuboree Campout and Information Needed
Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home
None - *Elective Adventure to be completed at home*

Den Meeting #12

Fur, Feathers, Ferns (Core Adventure) Meet at Flowood Nature Trail

Adventure Goal: Trek through the wild spaces of your community, finding what lives there, and learn to appreciate the need for natural areas.

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 near the place where you choose to hike or walk.
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.
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.
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.

Outdoor Code (Teach, Discuss, Recite)

As an American, I will do my best to –
Be clean in my outdoor manners.
Be careful with fire.
Be considerate in the outdoors.
Be conservation minded.

Leave No Trace (Teach , Discuss, Recite)

- Plan Ahead and Prepare
- Travel and Camp on Durable Surfaces
- Dispose of Waste Properly (Pack It In, Pack It Out)
- Leave What You Find
- Minimize Campfire Impacts
- Respect Wildlife
- Be Considerate of Other Visitors

Den Meeting #13

A Bear Goes Fishing (Elective Adventure)

Complete at least three of the following.

1. Discover and learn about three types of 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.

Pack Meeting

- *Class A Uniforms*
- *Participate in the Announcements Song!*
- *Issue Earned Awards to Scouts*

Cuboree Campout (March / April)) (Event)

- *Class A Uniforms for Flag Ceremony and Closing Ceremony*
- *Activity / Class B Uniforms for most of the Day.*
- *As a Den, Plan on exploring the campgrounds and participating in activities that are scheduled (Some Activities may meet requirements for Core / Elective Adventures)*

April

Promote Cuboree Campout and Information Needed
Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home
Salmon Run - Elective Adventure to be completed at home

Den Meeting #14

Grin and Bear It (Elective Adventure)

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. With your den, develop a thank-you cheer to recognize those who helped organize the Cub Scout carnival.

Den Meeting #15

Grin and Bear It (Carnival for younger Scouts!)

Pack Meeting / Move up Night

- *Class A Uniforms*
- *Participate in the Announcements Song!*
- *Issue Earned Awards to Scouts*

May

Den Meeting (If Needed)
Den Meeting (If Needed)
Pack Meeting (If Needed)

Congratulations!!!

**Your Bears
are now
Webelos!**

Webelos Scout Leader Roadmap

Calendar Companion

Meeting Time Management

- 6:30 - 6:45 - Pledge of Allegiance / Scout Oath / Scout Law / Meeting Agenda
- 6:45 - 7:20 - Execute Meeting Plan (Activities, Games, Discussion)
- 7:20 - 7:25 - Announcements for upcoming Events and Meetings
- 7:25 - 7:30 - Sign off on any Core or Elective Adventures Completed

Assign an Elective Adventure each month to be completed at home

This will keep the scouts and parents involved in the program away from meetings and help the earn more Awards!!!

*Following this Roadmap will provide your Den the opportunity to complete the Tiger Rank and earn **EVERY** Core **AND** Elective Adventure!*

Check Calendar for Flag Ceremony Dates for your Den

August

Sign up night

- *Use this night to volunteer at one of the local schools to recruit new Cub Scouts for your Pack*

Back to Scouting Night (Event)

- *Welcome new Scouts and Parents / Participate as a Den*

September

Promote Akela Campout and Information Needed

Cast Iron Chef (Core Adventure)

Webelos Walkabout (Core Adventure)

*Health Forms and Camping Supplies Information available online
pack576.com*

Promote Hullabaloo Campout and Information Needed

Webelo and Arrow of Light Only

Adventures to be completed at Home

Cyber Chip - Required Adventure to be completed at home

Den Meeting / Parent Night #1 (for new scouts and parents)

- *Welcome new parents and Scouts.*
- *New parent orientation for youth protection*
- *New Scouts earn their Bobcat badge*

Den Meeting #2

First Responder (Core Adventure)

Adventure Goal: Learn basic personal safety and first aid skills.

Complete Requirement 1 and at least five others.

1. Explain what first aid is. Tell what you should do after an accident.
2. Show what to do for hurry cases of first aid: Serious bleeding, heart attack or sudden cardiac arrest, stopped breathing, stroke, poisoning
3. Show how to help a choking victim.
4. Show how to treat for shock.
5. Demonstrate how to treat at least five of the following: A. Cuts and scratches, B. Burns and scalds, C. Sunburn, D. Blisters on the hand or foot, E. Tick bites, F. Bites and stings of other insects, G. Venomous snakebites, H. Nosebleed, 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.

Pack Meeting

- *Class A Uniforms*
- *Bobcat Ceremony*
- *Issue Earned Awards to Scouts*

October

Promote Akela Campout and Information Needed

Cast Iron Chef (Core Adventure)

Webelos Walkabout (Core Adventure)

Health Forms and Camping Supplies Information available online
pack576.com

Promote Hullabaloo Campout and Information Needed

Webelo and Arrow of Light Only

Adventures to be completed at Home

Adventures In Science - Elective Adventure to be completed at home

Akela Campout (*Event*) *Dates could Change and be in a different Month*

- *Class A Uniforms for Flag Ceremony and Closing Ceremony*
- *Activity / Class B Uniforms for most of the Day.*

Cast Iron Chef (Core Adventure)

Adventure Goal: Learn good nutrition, safe cooking skills, and meal planning.

Complete at least Requirements 1 and 2 below.

1. Plan a menu for a balanced meal for your den or family. Determine the budget for the meal. If possible, shop for the items on your menu. Stay within your budget.

2. Prepare a balanced meal for your den or family. If possible, use one of these methods for preparation of part of the meal: camp stove, Dutch oven, box oven, solar oven, open campfire, or charcoal grill. Demonstrate an understanding of food safety practices while preparing the meal.
3. 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, under the supervision of an adult. After allowing the fire to burn safely, safely extinguish the flames with minimal impact to the fire site.

Webelos Walkabout (Core Adventure)

Adventure Goal: Expand hiking skills to include planning hikes, and extending the distance hiked.

Complete Requirements 1-4 and at least one other.

1. Plan a hike or outdoor activity.
2. Assemble a first aid kit suitable for your hike or activity.
3. 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.
4. With your Webelos den or with a family member, hike 3 miles. Before your hike, plan and prepare a nutritious lunch or snack. Enjoy it on your hike, and clean up afterward.
5. Describe and identify from photos any poisonous plants and dangerous animals and insects you might encounter on your hike or activity.
6. Perform one of the following leadership roles during your hike: trail leader, first aid leader, or lunch or snack leader.

Den Meeting #3

Build My Hero (Elective Adventure)

Complete all Requirements.

1. Discover what it means to be a hero. Invite a local hero to meet with your den.
2. 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.

Hullabaloo Campout (Event)

- *As a Den, Plan on exploring the campgrounds and participating in activities that are scheduled (Some Activities may meet requirements for Core / Elective Adventures)*

Den Meeting #4

Movie Making (Elective Adventure)

Complete all Requirements.

1. Write a story outline describing a real or imaginary Scouting adventure. Create a pictured storyboard that shows your story.
2. Create either an animated or live action movie about yourself. Your movie should depict how you live by the Scout Oath and Law.
3. Share your movie with your family, den, or pack.

Pack Meeting

- *Class A Uniforms*
- *Issue Earned Awards to Scouts*

November

Adventures to be completed at Home

Maestro! - Elective Adventure to be completed at home

Den Meeting #5

Aware and Care (Elective Adventure)

Complete the following Requirements.

1. Develop an awareness of the challenges of the blind or visually impaired through participation in an activity that simulates blindness or visual impairment. Alternatively, participate in an activity that simulates the challenges of being deaf or hard of hearing.
2. Engage in an activity that simulates mobility impairment. Alternatively, take part in an activity that simulates dexterity impairment.
3. With your den, participate in an activity that focuses on the acceptance of differences in general.
4. Do two of the following:
 - Do a Good Turn for residents at a skilled nursing facility or retirement community.

- Invite an individual with a disability to visit your den, and discuss what activities he or she currently finds challenging or found challenging in the past.
- Attend a disabilities event such as a Special Olympics competition, an adaptive sports event, a performance with sign language interpretation, or an activity with service dogs. Tell your den what you thought about the experience.
- Talk to someone who works with people who have disabilities. Ask what that person does and how he or she helps people with disabilities.
- Using American Sign Language, sign the Scout Oath.
- With the help of an adult, contact a service dog organization, and learn the entire process from pup training to assignment to a client.
- Participate in a service project that focuses on a specific disability.
- Participate in an activity with an organization whose members are disabled.

Den Meeting #6

Looking Back, Looking Forward (Elective Adventure)

Complete all Requirements.

1. Create a record of the history of Scouting and your place in that history.
2. With the help of your den leader, parent, or guardian and with your choice of media, go on a virtual journey to the past and create a timeline.
3. Create your own time capsule.

Practice Skit

Announcement Song (Practice)

Pack Meeting

- *Class A Uniforms*
- *Participate in the Announcements Song!*
- *Perform Skit*
- *Issue Earned Awards to Scouts*

December

Promote Cookie Exchange

Adventures to be completed at Home

Project Family - Elective Adventure to be completed at home

Den Meeting #7

Duty God and You (Core Adventure)

Adventure Goal: Learn about and practice the scout's religious faith.

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

Cookie Exchange (Event)

January

Promote Pinewood Derby Build Day

Promote Polar Bear Campout and Information Needed

Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home

Engineer - Elective Adventure to be completed at home

Den Meeting #8

Build It (Elective Adventure)

Adventure Goal: Learn to plan and create a wooden project, using correct tools.

Utilize Pinewood Derby build day as one of for you fun projects and to learn about additional tools!

Complete the following Requirements.

1. Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools.
2. With the guidance of your Webelos den leader, parent, or guardian, select a carpentry project and build it.
3. List the tools that you use safely as you build your project; create a list of materials needed to build your project. Put a checkmark next to the tools on your list that you used for the first time.
4. Learn about a construction career. With your Webelos den leader, parent, or guardian, visit a construction site, and interview someone working in a construction career.

Den Meeting #9

Game Design (Elective Adventure)

Complete all Requirements.

1. Decide on the elements for a game.
2. List at least five of the online safety rules that you put into practice while using the Internet on your computer or smartphone. Skip this if your Cyber Chip is current.
3. Create your game.
4. Teach an adult or another Scout how to play your game.

Pinewood Derby Build Day (Event)

Pack Meeting

- Class A Uniforms
- Participate in the Announcements Song!
- Issue Earned Awards to Scouts

Polar Bear (January/February) (Event)

- Class A Uniforms for Flag Ceremony and Closing Ceremony

- Activity / Class B Uniforms for most of the Day.
- As a Den, Plan on exploring the campgrounds and participating in activities that are scheduled (Some Activities may meet requirements for Core / Elective Adventures)

February

Promote Pinewood Derby

Promote Blue and Gold Banquet

Crossover Ceremony for Arrow of Light Den finishing the Cub Scout Program and Crossing over to The Troop Level BSA.

(Encourage Parents and Scouts to stay for the whole event! This is what they are working for and to show respect to the older scouts who worked hard to accomplish this achievement!)

Promote Polar Bear Campout and Information Needed

Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home

Earth Rocks - Elective Adventure to be completed at home

Den Meeting #10

Stronger, Faster, Higher (Core Adventure)

Adventure Goal: Improve physical fitness and good health.

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: 20 yard dash, vertical jump, lifting a 5 pound weight, push-ups, curls, 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. Try a new sport that you have never tried before.
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.
6. With adult guidance, help younger Scouts by leading them in a fitness game or games

Den Meeting #11

Knot Tying - Learn and Practice - (Required)

- *Square Knot*
- *Two Half Hitches*
- *Taut-Line Hitch*

Prepare and Practice Skit for Blue and Gold Banquet

Pinewood Derby (Event)

Blue & Gold Banquet (Event) Could move to March!

- *Class A Uniforms*
- *Participate in the Announcements Song!*
- *Perform Skit*
- *Closing Flag Ceremony*

March

Promote Cuboree Campout and Information Needed

Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home
Art Explosion - Elective Adventure to be completed at home

Den Meeting #12

Outdoor Code (Teach, Discuss, Recite)

As an American, I will do my best to –
Be clean in my outdoor manners.
Be careful with fire.
Be considerate in the outdoors.
Be conservation minded.

Leave No Trace (Teach , Discuss, Recite)

- Plan Ahead and Prepare
- Travel and Camp on Durable Surfaces
- Dispose of Waste Properly (Pack It In, Pack It Out)
- Leave What You Find
- Minimize Campfire Impacts
- Respect Wildlife
- Be Considerate of Other Visitors

Den Meeting #13

Sports (Elective Adventure)

Complete all Requirements.

1. Show the signals used by officials in one of these sports: football, basketball, baseball, soccer, or hockey.
2. Participate in two sports, either as an individual or part of a team.

3. Complete the following requirements:

- Explain what good sportsmanship means.
- Role-play a situation that demonstrates good sportsmanship.
- Give an example of a time when you experienced or saw someone showing good sportsmanship.

Pack Meeting

- *Class A Uniforms*
- *Participate in the Announcements Song!*
- *Issue Earned Awards to Scouts*

Cuboree Campout (March / April) (Event)

- *Class A Uniforms for Flag Ceremony and Closing Ceremony*
- *Activity / Class B Uniforms for most of the Day.*
- *As a Den, Plan on exploring the campgrounds and participating in activities that are scheduled (Some Activities may meet requirements for Core / Elective Adventures)*

April

Promote Cuboree Campout and Information Needed
Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home
Into the Wild - Elective Adventure to be completed at home

Den Meeting #14

*Aquanaut **Part 1** (Elective Adventure)*

Complete Requirements 1-4 and at least two others.

1. State the safety precautions you need to take before doing any water activity.
2. Discuss the importance of learning the skills you need to know before going boating.
3. Explain the meaning of "order of rescue" and demonstrate the reach and throw rescue techniques from land.
4. Attempt the BSA swimmer test.
5. Demonstrate the precautions you must take before attempting to dive headfirst into the water, and attempt a front surface dive.
6. Learn and demonstrate two of the following strokes: crawl, sidestroke, breaststroke, or elementary backstroke.
7. Invite a current or former lifeguard, or member of a rescue squad, the U.S. Coast Guard, U.S. Navy, or other armed forces branch who has had swimming and rescue training to your den meeting. Find out what training and other experiences this person has had.
8. Demonstrate how to correctly fasten a life jacket that is the right size for you. Jump into water over your head. Swim 25 feet wearing the life jacket. Get out of the water, remove the life jacket, and hang it where it will dry.
9. If you are a qualified swimmer, select a paddle of the proper size, and paddle a canoe with an adult's supervision.

Arrange for BSA Swim Test

Den Meeting #15

*Aquanaut **Part 2** (**Swim Test**) (Can be moved to a weekend)*

Also Offered at Summer / Day Camp

Pack Meeting / Move up Night

- *Class A Uniforms*
- *Opening / Closing Flag Ceremony*
- *Participate in the Announcements Song!*
- *Issue Earned Awards to Scouts*

May

Den Meeting (If Needed)

Den Meeting (If Needed)

Pack Meeting (If Needed)

Congratulations!!!

**Your Webelos
are now
Arrow of Light!**

Arrow of Light Scout Leader Roadmap

Calendar Companion

Meeting Time Management

6:30 - 6:45 - Pledge of Allegiance / Scout Oath / Scout Law / Meeting Agenda

6:45 - 7:20 - Execute Meeting Plan (Activities, Games, Discussion)

7:20 - 7:25 - Announcements for upcoming Events and Meetings

7:25 - 7:30 - Sign off on any Core or Elective Adventures Completed

Assign an Elective Adventure each month to be completed at home

This will keep the scouts and parents involved in the program away from meetings and help the earn more Awards!!!

*Following this Roadmap will provide your Den the opportunity to complete the Tiger Rank and earn **EVERY** Core **AND** Elective Adventure!*

Check Calendar for Flag Ceremony Dates for your Den

August

Sign up night

- Use this night to volunteer at one of the local schools to recruit new Cub Scouts for your Pack

Back to Scouting Night (Event)

- Welcome new Scouts and Parents / Participate as a Den

September

Promote Akela Campout and Information Needed

Outdoor Adventurer (Core Adventure)

Into the Woods (Elective Adventure)

Cast Away (Elective Adventure)

*Health Forms and Camping Supplies Information available online
pack576.com*

Promote Hullabaloo Campout and Information Needed

Webelo and Arrow of Light Only

Scouting Adventure Part 3 (Core Adventure)

Adventures to be completed at Home

Cyber Chip - **Required Adventure to be completed at home**

Den Meeting / Parent Night #1 (for new scouts and parents)

- *Welcome new parents and Scouts.*
- *New parent orientation for youth protection*
- *New Scouts earn their Bobcat badge*
- *Rehearse Flag Ceremony*

Den Meeting #2

Scouting Adventure Part 1 (Core Adventure)

Adventure Goal: Introduction to how Scouts BSA patrols and troops work.

Complete the following Requirements.

1. Prepare yourself to join a troop by completing at least a-c below:
 - Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain their meanings to your den leader, parent, or guardian.
 - Explain what Scout spirit is. Describe for your den leader, parent, or guardian some ways you have shown Scout spirit by conducting yourself according to the Scout Oath, Scout Law, Scout motto, and Scout slogan.
 - Give the Scout sign, salute, and handshake. Explain when to use each.

- Describe the First Class Scout badge, and tell what each part stands for. Explain the significance of the First Class Scout badge.
- Repeat from memory the Pledge of Allegiance. In your own words, explain its meaning

Pack Meeting

- *Class A Uniforms*
- *Opening / Closing Flag Ceremony*
- *Bobcat Ceremony*
- *Issue Earned Awards to Scouts*

October

Promote Akela Campout and Information Needed

Outdoor Adventurer (Core Adventure)

Into the Woods (Elective Adventure)

Cast Away(Elective Adventure)

*Health Forms and Camping Supplies Information available online
pack576.com*

Promote Hullabaloo Campout and Information Needed

Webelo and Arrow of Light Only

Scouting Adventure Part 3 (Core Adventure)

Adventures to be completed at Home

Adventures In Science - Elective Adventure to be completed at home

(If not Completed as a Webelo)

Akela Campout (*Event*) *Dates could Change and be in a different Month*

- *Class A Uniforms for Flag Ceremony and Closing Ceremony*
- *Activity / Class B Uniforms for most of the Day.*

Outdoor Adventurer (Core Adventure)

Adventure Goal: Expand outdoor skills in anticipation of joining a Scouts BSA troop.

Complete Option A or Option B.

Option A:

1. With the help of your den leader or family, plan and participate in a campout.
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:
 - Severe rainstorm causing flooding
 - Severe thunderstorm with lightning or tornadoes
 - Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
4. 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.
5. 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:
 - Severe rainstorm causing flooding
 - Severe thunderstorm with lightning or tornadoes
 - 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.

Into the Woods (Elective Adventure)

Hike Trail around Lake - Trees Marked with Identity

Complete at least Requirements 1-4 and one other.

1. Identify two different groups of trees and the parts of a tree.
2. Identify 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 four plants common to the area where you live. Tell which animals use them and for what purpose.

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.
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.
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.
7. 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.

Cast Away(Elective Adventure)

Complete at least Requirements 1-4 and one other.

1. Identify two different groups of trees and the parts of a tree.
2. Identify 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 four plants common to the area where you live. Tell which animals use them and for what purpose.
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.
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.
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.
7. 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.

Den Meeting #3

Scouting Adventure Part #2 (Core Adventure)

Adventure Goal: Introduction to how Scouts BSA patrols and troops work.

Complete all Requirements.

5. Practice the patrol method in your den for one month by doing the following:
 - Explain the patrol method. Describe the types of patrols that might be part of a Scouts BSA troop.

- Hold an election to choose the patrol leader.
- Develop a patrol name and emblem (if your den does not already have one), as well as a patrol flag and yell. Explain how a patrol name, emblem, flag, and yell create patrol spirit.
- As a patrol, make plans to participate in a Scouts BSA troop's campout or other outdoor activity.

Den Meeting #4

Building a Better World (Elective Adventure)

Adventure Goal: Practice citizenship at the local, national, and world levels.

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. 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.
6. Do at least one of these:
 - Learn about Scouting in another part of the world. With the help of your parent, guardian, or den leader, pick one country where Scouting exists, and research its Scouting program.
 - Set up an exhibit at a pack meeting to share information about the World Friendship Fund.
 - 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
 - Learn about energy use in your community and in other parts of the world.
 - Identify one energy problem in your community, and find out what has caused it.

Hullabaloo Campout (*Event*) Dates could Change and be in a different Month

Scouting Adventure Part #3 (Core Adventure)

Adventure Goal: Introduction to how Scouts BSA patrols and troops work.

1. With your Webelos den leader, parent, or guardian, participate in a Scouts BSA troop's campout or other outdoor activity. Use the patrol method while on the outing.
2. Do the following:
 - Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.

- Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.
3. Demonstrate your knowledge of the pocketknife safety rules and the pocketknife pledge. If you have not already done so, earn your Whittling Chip card.

Pack Meeting

- Class A Uniforms
- Issue Earned Awards to Scouts

November

Adventures to be completed at Home

Maestro! - Elective Adventure to be completed at home

(If not Completed as a Webelo)

Den Meeting #5

Outdoor Code (Teach, Discuss, Recite)

As an American, I will do my best to –
Be clean in my outdoor manners.
Be careful with fire.
Be considerate in the outdoors.
Be conservation minded.

Leave No Trace (Teach , Discuss, Recite)

- Plan Ahead and Prepare
- Travel and Camp on Durable Surfaces
- Dispose of Waste Properly (Pack It In, Pack It Out)
- Leave What You Find
- Minimize Campfire Impacts
- Respect Wildlife
- Be Considerate of Other Visitors

Den Meeting #6

Practice Setting Up Tent and Taking Down Tents

Practice Rolling Sleeping Bag

(Inside CLC if Possible)

- *Have everyone bring a sleeping Bag*
- *Check with the Troop for Volunteers to help teach if needed*

Pack Meeting

- *Class A Uniforms*
- *Participate in the Announcements Song!*
- *Issue Earned Awards to Scouts*

December

Promote Cookie Exchange

Adventures to be completed at Home

Project Family - Elective Adventure to be completed at home

(If not Completed as a Webelo)

Den Meeting #7

Duty to God In Action (Core Adventure)

Adventure Goal: Learn about and practice the scout's religious faith.

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.
2. 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. Tell your family how it related to doing your duty to God.

3. Earn the religious emblem of your faith that is appropriate for your age, if you have not done so already.
4. 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.
5. Discuss with your family how the Scout Oath and Scout Law relate to your beliefs about duty to God.
6. For at least a month, pray or reverently meditate each day as taught by your family or faith community.

*Cookie Exchange (**Event**)*

January

Promote Pinewood Derby Build Day

Promote Polar Bear Campout and Information Needed
Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home

Engineer - Elective Adventure to be completed at home

(If not Completed as a Webelo)

Den Meeting #8

*Scouting Adventure Part 4 (Elective Adventure) **Complete***

Adventure Goal: Introduction to how Scouts BSA patrols and troops work.

Complete the following Requirements.

Visit a Scouts BSA troop meeting with your parent or guardian and, if possible, with your den members and leaders. After the meeting, do the following:

- Describe how the Scouts in the troop provide its leadership.
- Describe the four steps of Scouts BSA advancement.
- Describe ranks in Scouting and how they are earned.
- Describe what merit badges are and how they are earned.

Den Meeting #9

Blue and Gold Banquet Planning

- **Theme**
- **Decorations**
- **Food**
- **Photos (To be Displayed, and to Take the Night of**
- **Crossover campout**
- **Arrows (Parents Only)**
- **Set Up**
- **Agenda**

Pinewood Derby Build Day (Event)

Pack Meeting

- Class A Uniforms
- **Participate in the Announcements Song!**
- Issue Earned Awards to Scouts

Polar Bear (January/February) (Event)

- Class A Uniforms for Flag Ceremony and Closing Ceremony
- Activity / Class B Uniforms for most of the Day.
- As a Den, Plan on exploring the campgrounds and participating in activities that are scheduled (Some Activities may meet requirements for Core / Elective Adventures)

February

Promote Pinewood Derby

Promote Blue and Gold Banquet

Crossover Ceremony for Arrow of Light Den finishing the Cub Scout Program and Crossing over to The Troop Level BSA.

(Encourage Parents and Scouts to stay for the whole event! This is what they are working for and to show respect to the older scouts who worked hard to accomplish this achievement!)

Promote Polar Bear Campout and Information Needed
Health Forms and Camping Supplies Information available online
pack576.com

Adventures to be completed at Home
Earth Rocks - Elective Adventure to be completed at home
(If not Completed as a Webelo)

Den Meeting #10

Blue and Gold Banquet Planning

- **Theme Finalize**
- **Decorations Finalize**
- **Food / Menu Finalize**
- **Photos (To be Displayed, and to Take the Night of**
- **Crossover Campout with Troop**
- **Arrows (Parents Only) Schedule Sunday to meet and Decorate Together**
- **Set Up Finalize Times and Volunteers**
- **Agenda Finalize**

Den Meeting #11

Blue and Gold Practice and Walkthrough

- *Flag Ceremony*
- *Skits*
- *Crossover and Award Ceremony*

Prepare and Practice Skit by Patrol

Pinewood Derby (*Event*)

Blue & Gold Banquet (*Event*) *Could move to March!*

- *Class A Uniforms*
- *Opening Flag Ceremony*
- *Participate in the Announcements Song!*
- *Perform Skit*
- *Issue Awards and Crossover Ceremony*

Congratulations!!!

**Your AOL are now
Scouts B.S.A.!**