

BELZER

ADVANCEMENT OPPORTUNITIES

Listed below are potential advancement opportunities that the Cubs and Webelos may have experienced at Camp Belzer. All campers have not achieved all of the items listed below. Parents and leaders are strongly urged to discuss the various requirements with each camper to determine which ones can be signed off.

WOLF

Achievements

- 1b Walk a balance beam
- 1h Swim 15 steps
- 2a Say the Pledge of Allegiance
- 2f Participate outdoor flag Ceremony
- 5a Point out and name 8 tools
- 5c Use a screwdriver to drive a screw
- 5d Use a hammer
- 5e make something useful
- 7c Pick up litter
- 8e Help cook a meal

Electives

- 3a make something useful
- 4d Play beanbag toss
- 4e Play marbles (rainy days only)
- 4f Play large group game with den or pack
- 11c Sing 3 songs
- 18a Have a den or family picnic
- 18b Have a den outing
- 18f Take part in 2 summertime activities
- 18g Point out poisonous plants
- 20b Know boating safety rules
- 20c Archery
- 23a Participate with pack on an overnight
- 23e Attended day camp in your area
- 23g Participate with den at campfire
- Archery Sports Belt Loop
- BB Gun Sports Belt Loop

BEAR

Achievements

- 9c Cook outdoors
- 11b Know what to do for water accidents
- 12a Go camping with family
- 12b Go on a hike with family
- 12c Go on a family picnic
- 12d Go on a family outing
- 15b Play games
- 20a Show how to use four tools
- 20c Use at least 2 tools to fix something
- 21a Build a model from a kit
- 21f Make a model of anything

Electives

- 5e Know boat safety
- 5f Demonstrate Strokes, Row a boat/canoe
- 9a Do an original art project
- 10c Make a clown mask
- 12a Make solar Prints of 3 different kind of leaves
- 19a Swim 50 feet
- 19b Swim on back 30 feet
- 19c Float for 1 minute
- 19d Know basic swimming safety
- 20a Archery
- 25b Go on short hike
- 25c Participate with den in front of campfire
- 25d Overnight camp, put up tent
- 25f Attend Day Camp
- Archery Sports Belt Loop
- BB Gun Sports Belt Loop
- Academic Sports Pin

WEBELOS

Activity Badges

Aquanaut

- 1 Swim 100 feet
- 2 Float for 1 minute
- 3 Surface dive
- 4 Snorkel
- 5 Know basic water rescue
- 6 Small boat safety
- 7 Complete the BSA "swimmer" test

Citizen

- 5 Repeat Pledge

Craftsman

- 1 Explain how to safely use tools
4. Make something from leather/wood

Forester

- 3 Identify 6 trees
- 4 Identify 6 plants

Naturalist

- 6 Identify poisonous plants and reptiles
- 7 Watch 6 wild animals

Outdoorsman

- 1 Tie knots
- 2 Pitch a tent
- 3 Go on an overnight campout
- 4 Discuss leave no trace
- 5 Participate in a conservation project
- 9 Discuss what you need on a hike
- 11 Demonstrate setting up a tent
- 12 Visit a Boy Scout camp

Music

- 2 Sing songs

Ready Man

- 2 Show what first aid is

- 5 Show what to do for these "Hurry Cases"

- a. Serious bleeding
- b. Stopped Breathing
- c. Internal poisoning
- d. Heart Attack

- 6 Show to treat shock
- 7 Show general first aid

Webelos Badge

- 3 Know and explain the meaning of the Webelos Badge

- 6 Plan and lead Flag Ceremony

- 7 Understand Boy Scout requirements

- 7a Understand and live by the Scout Oath, Scout Law, and Motto

- 7b Know the Scout Salute, Scout Sign, and Scout hand clasp

- 7c Know the Outdoor Code
Archery Sports Belt Loop
BB Gun Sports Belt Loop

Leave no Trace Awareness Award

- 1 Discuss with your leader the importance of leave no trace guidelines

- 4 Participate in leave no trace related service project

- 5 Promise to practice the leave no trace guidelines