# **Wolf and Bear Den Leader Resources**

# Just An Hour a Week

A day in the life of a Scout Volunteer, by Fred Feltmann, Greater Alabama Council 7/18/98

Just an hour a week, they said. Your son needs you, they said. I don't spend enough time now with him, I guiltily thought. And so I reluctantly said, "yes."

Jimmy, he spilled his milk on my kitchen floor. Johnny, he spilled the glue on the table. Joey, he said he was bored and he hated me. Freddie, he punched Erik. But, Timothy, he learned how to tie a bowline at my meeting. The one I learned to tie at Training one Saturday. A day I would rather have been somewhere else. And he used it to save Jenny's life.

It was a little more than an hour a week. Maybe two or three, including meetings and preparation. But how much was it worth? Because Jenny can laugh and cry another day!

(Don't ask if this really happened - it happens every day. I just thought

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about all of the things we teach each week at Den Meetings, Troop Meetings, Camporees, Summer Camp, or whenever Scouts meet. And the many times these Scouts and Scouters have used these skills to save a life, or teach one another. This is dedicated to those who have done the deed, and did not ask for recognition, because they did what they had to - to do a good turn and were prepared. This is why we volunteer to help, be it in Scouting, our church or our community -- that we might prepare our sons (and daughters) for life's joys and sorrows.)

# Hints and Tips For New Cub Scout Leaders

- 1. Plan your meetings far enough ahead to allow time to gather materials needed. Set goals that you want to accomplish during the year. Outline your program for the year and plan ahead to involve as many people as possible. Plan each meeting ahead of time. You might find it valuable to plan next weeks meeting after just completing a meeting.
- 2. Always have a plan B. Each group will be different and activities that thrilled one den may bore another, and when they get bored they get rowdy. If they are showing signs of boredom drop the activity and go to plan B and you will rarely have discipline problems.
- 3. If you plan an outdoor activity, always have an indoor alternate planned.
- 4. Transitions from one activity to the next are easiest if the meeting is planned so that the next activity is always preferred to the current one. For example we begin with opening ceremonies that reinforce the values of Scouting (boring) then go to advancement activities (less boring but not as much fun as games which come next), after games we go to snack time (they are always willing to stop what they are doing for snack!). I use the fact that they have their hands full and their mouths full as the best opportunity for announcements and reminders. Their parents are beginning to show up, and it doesn't hurt that parents are also hearing the announcements and reminders, it also helps to keep those impatient parents from grabbing the Cub and leaving before the closing ceremony, since they intuitively understand that they should not take their child away during announcements.





- 5. Don't try to carry all the load yourself. In Tiger, Wolf and Bear dens the family unit is central to the forming of the Cub Scout and activities revolved around the family unit. Get other parents involved. Help them realize it is their program and then depend on them to lend expertise on aspects of the program. Invite them to attend by determining their interests and using them.
- 6. Leadership is developed and learned. You can become an effective Cub Scout Leader if you will prepare yourself and take the time to learn. Remember to be flexible in your planning. There are no set answers to handling boys. Don't be afraid to experiment.
- 7. Get trained! Start out with the Cub Scout Den Leader Fast Start video. It is very short and enjoyable to watch. After you get settled in, attend the Cub Scout Den Leader Basic Training at your District. It is the best place to go to learn your Cub Scouting fundamentals.
- 8. Understand the Cub Scout program so you can help the boys grow throughout the program. There is a lot of resources available to help you. One of your best resources is the monthly district Cub Leader Roundtable, where you can exchange ideas with other Cub Scout Leaders.
- 9. Do your best, and, above all, have fun!

Thanks to Susan Ganther for her assistance in developing these tips.

# **Program Resources for Cub Scout Leaders**

(BSA document number in parenthesis)

- Bear Cub Scout Book (33228)
- BSA Family Book (33012)
- Cub Scout Fun Book (33215)
- Cub Scout Leader How-To Book (33831)
- Cub Scout Magic Book (33219)
- Cub Scout Songbook (33222)
- Den Chief Handbook (33211)
- Group Meeting Sparklers (33122)
- Guide to Safe Scouting (10212)
- Insignia Guide (33064)
- Cub Scout Den Leader Fast Start (video) (AV-015)
- Cub Scout & Webelos Scout Program Helps
- Staging Den and Pack Ceremonies (33212)
- Wolf Cub Scout Book (33234)
- Webelos Den Activities (33853)
- Webelos Scout Book (33235)

Many of these are available free from your Pack Library. For an even larger list of resources, see the Cub Scout Leader Book (33220) and Scouting's Library of Literature (70-278)

# **Training Resources for Cub Scout Leaders**

- Cub Scout Leader Training is number 34700, Copyright 1994, with the 1997 Update. It contains the Fast Start, Cub Scout Leader Basic, Webelos Outdoor, and Den Leader Coach courses. The videotape you need is number AV-01V008.
- Supplemental Training for Cub Scout Leaders, number 34703, Copyright 1995, contains the Quarterly Leadership Updates and Unit Leadership Enhancements.
- Spotlight book, number 13-604, is an annual publication containing relevant special training outlines.



# Anatomy Of A Den Leader

Thanks to Linda McMillan Pack 330 Den Leader Coach, Greater Alabama Council

## A "Successful" Den Leader must be:

- **D** evoted A true devotion to the Cub Scouting program is the first Requirement for becoming a successful Den Leader.
- **E** nthusiastic Even a well-planned activity may be a complete "dud" if the Den Leader fails to communicate enthusiasm to the Den.
- ${\bf N}$  eccessary Den Leaders are necessary to the cause of Cub Scouting. It is necessary for Den Leader to 'Do Your Best' at all times.
- L oyal Loyalty to Cub Scouting demands that Den Leaders set a good example, for you represent the brotherhood of Scouting,
- **E** ager A successful Den Leader eagerly takes advantage of learning opportunities to acquire new skills and hone old ones.
- A ctive A successful Den Leader takes an active role on the Pack Committee and attends the monthly Committee meetings.
- **D** iligent A successful Den Leader diligently plans the yearly program for the Den and is diligent in record keeping for the Den.
- ${f E}$  nergetic A successful Den Leader is an energetic supporter of Cub Scouting. All duties are discharged energetically.

**R** eady A successful Den Leader is always ready to do whatever is required to become, and remain a success.



# **Cub Scout Academics and Sports Program**

Please note: Complete details on using the academics program are contained in the Cub Scout Academics and Sports Program Guide (#34299). This resource is meant to supplement the Program Guide, not replace it.

The Cub Scouts Academics and Sports Program is one method of addressing the third aim of Scouting: the development of physical, mental and emotional fitness. Fitness includes the body (well-tuned and healthy), the mind (able to think and solve problems), and the emotions (selfcontrol, courage, and self-respect). As in most activities in Cub Scouting, this is not meant to be a highly competitive program, instead, the boys are encouraged to DO THEIR BEST.

The Academic and Sports Program is an optional program for all Cub Scouts. It is not part of the normal requirements towards ranks (except where used in obtaining the Webelos Sportsman and Athlete activity badges). Its purpose is to assist the Scouts in learning a new skill, or improving one they already posses.

A variety of recognition items are available for the boys (Tiger Cubs, Cub Scouts, or Webelos Scouts) who participate in the program. (Adults are NOT awarded with belt loops or pins.)



- Belt loops are awarded to boys who complete the three belt loop requirements in an academic subject or sport. Academic belt loops are gold, and Sports belt loops are silver (except for the Archery and BB-gun Shooting belt loops, which are brass colored)
- Pins are awarded to boys who choose to continue their involvement in an Academics or Sports area and earn the pin by meeting the appropriate requirements. Pins are worn on the Cub Scout Academic and Sports letter
- The Academic and Sports letter (pictured above) is available to boys for displaying Academics and Sports pins that Tiger Cubs, Cub Scouts, and Webelos Scouts earn. The letter, a large Blue and Gold "C", representing Cub Scouts can be worn on a sweater or jacket, or displayed or framed. It does NOT go on the uniform. There are NO specific requirements for earning the letter, as it is designed merely to display the pins.
- There are also Pocket Certificates, Activity Medals, and Trophies, and the Participation Emblem (pictured above), which can be awarded as the Pack decides.

The Cub Scout Academics and Sports program is a supplemental enrichment program that complements the existing Cub Scout program. The Academics subjects and, Sports activities allow boys to learn new techniques, increase scholarship skills, develop sportsmanship - and have fun. Boys participating in the program will be recognized for enjoying teamwork, developing physical fitness, and discovering and building new talents. The Academics and Sports program encourages a boy to do his best.

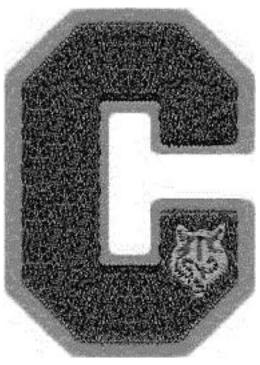
# **Concepts and Guidelines**

The Cub Scout Academics and Sports program is based on the following concepts and guidelines

- The program supplements the existing advancement and recognition program for Tiger Cubs, Cub Scouts, and Webelos Scouts; it does not replace it. The program is one element of Cub Scouting, as are den and pack meetings, day camp, and other activities.
- All registered Tiger Cubs, Cub Scouts, and Webelos Scouts have an opportunity to participate in the Academics and Sports program.



- Participation may take place at home, with the family, or within a den, a pack, or the community.
- Adult participation by a parent or adult relative, if possible, is strongly recommended for Cub Scouts and Webelos Scouts and is required for Tiger Cubs.
- Emphasis is placed on introducing a boy to a sport or academic subject, allowing him to participate in it and encouraging him to do his best. The Academics and Sports program focuses on learning and skill development, not winning.
- The primary focus of the program is on scholarship and sportsmanship.
- Each Tiger Cub, Cub Scout, and Webelos Scout will be presented with the appropriate recognition item for completing the requirements, whether he does so as an individual Scout, with his family, with his den or pack, or in his school or community.
- The Academics portion of the program covers a variety of subjects, including art, chess, citizenship, communicating, computers, geography, heritages, mathematics, music, science, weather, and wildlife conservation.
- The Sports portion of the program includes summer and winter sports, indoor and outdoor sports, active and less-active sports, and team and individual sports.
- Cub Scouts who have disabilities may select their own activities and design their own fitness or academic program with the help of a physician, teacher, or parent.



# The Purposes of Cub Scouting

The Cub Scout Academics and Sports program relates directly to the nine purposes of Cub Scouting:

- Positively influencing a boy's character development and encouraging spiritual growth
- · Helping boys develop habits and attitudes of good citizenship
- Encouraging good sportsmanship and pride in growing strong in mind and body
- Improving understanding within the family
- Strengthening the ability to get along with other boys and to respect other people
- · Fostering a sense of personal achievement by helping boys develop new interests and skills
- Showing how to be helpful and do one's best
- Providing fun and exciting new things to do
- Preparing boys to become Boy Scouts

# **Cub Scout Academics Program**

Currently, recognition can be earned for the following 12 academic areas:

Art, Chess, Citizenship, Communicating, Computers, Geography, Heritages, Mathematics, Music, Science, Weather, and Wildlife Conservation.

Loops and pins can be are earned by Tiger Cubs, Wolf and Bear Cub Scouts and Webelos Scouts. Tiger Cubs, Cub Scouts, and Webelos Scouts may complete requirements in a family, den, pack, school, or community environment. Tiger Cubs must work with their parents or adult partners. Parents and partners do not earn loops or pins.

## **Academics Belt Loops**

The Cub Scout Academics Belt Loops are worn on the navy blue Cub Scout belt. They will not fit on the khaki (olive) Boy Scout / Webelos belt. Webelos may continue to wear the blue belt on their uniforms.



Academics belt loops for each subject may be earned once within each rank. Academics belt loops are earned by the Cub by meeting the requirements listed.

#### **Academics Pins**

The Cub Scout Academics Pins are worn on civilian clothes only. The pins are triangular in shape. The designs for the various pins are shown on the belt loops for each subject.

Academics pins are given in each subject for Cub Scouts to recognize academic development

The Academics Pin for a specific subject may be earned once within each rank.

Academics pins are earned by meeting the appropriate requirements.

# Art

## **Belt Loop**

#### **Complete these three requirements:**

- 1. Make a list of common materials used to create visual art compositions.
- 2. Demonstrate how six of the following elements of design are used in a drawing: lines, circles, dots, shapes, colors, patterns, textures, space, balance, or perspective.
- 3. Identify the three primary colors and the three secondary colors that can be made by mixing them. Show how this is done using paints or markers. Use the primary and secondary colors to create a painting



## **Academics Pin**

# Earn the Art belt loop, and complete six of the following requirements:

- 1. Visit an art museum, gallery, or exhibit. Discuss with an adult the art you saw.
- 2. Create two self-portraits using two different art techniques, such as drawing, painting, printmaking, sculpture, or computer illustration.
- 3. Demonstrate how to make paper. Make a sample at least 4 inches by 4 inches.
- 4. Make a simple silkscreen or stencil. Print a card or T-shirt.
- 5. Create a freestanding sculpture or mobile using wood, metal, soap, papier-mâché, or found objects.
- 6. Create an object using clay that can be fired, baked in the oven, or hardened in water.
- 7. Photograph four subjects in one theme, such as landscapes, people, animals, sports, or buildings.
- 8. Make a collage using several different materials.
- 9. Use your artistic skills to create a postage stamp, book cover, or music CD cover.

10. Use a computer illustration or painting program to create a work of art.

Display your artwork in a pack, school, or community art show.

# Chess

# **Belt Loop**

## **Complete these three requirements:**

- 1. Identify the chess pieces and set up a chess board for play.
- 2. Demonstrate the moves of each chess piece to your den leader or adult partner.
- 3. Play a game of chess.

# **Academics Pin**

## Earn the Chess belt loop, and complete five of the following requirements:

1. Demonstrate basic opening principles (such as development of pieces, control center, castle, don't bring queen out too early, don't move same piece twice).





- 2. Visit a chess tournament and tell your den about it.
- 3. Participate in a pack, school, or community chess tournament.
- 4. Solve a pre-specified chess problem (e.g., "White to move and mate in three") given to you by your adult partner.
- 5. Play five games of chess.
- 6. Play 10 chess games via computer or on the Internet.
- 7. Read about a famous chess player.
- 8. Describe U.S. Chess Federation ratings for chess players.
- 9. Learn to write chess notation and record a game with another Scout.

Present a report about the history of chess to your den or family.

# Citizenship

# **Belt Loop**

# **Complete these three requirements:**

- 1. Develop a list of jobs you can do around the home. Chart your progress for one week.
- 2. Make a poster showing things that you can do be a good citizen.
- 3. Participate in a family, den, or school service project.

# **Academics Pin**

# Earn the Citizenship belt loop, and complete five of the following requirements:

- 1. Interview someone who has become a naturalized citizen. Give a report of your interview to your den or family.
- 2. Write a letter to your newspaper about an issue that concerns you.
- 3. Create a collage about America.
- 4. Conduct a home safety or energy audit and inspect your home. Talk with your parent or adult partner about correcting any problems you find.
- 5. Visit your local site of government. Interview someone who is involved with the governmental process.
- 6. Visit a court room and talk with someone who works there.
- 7. Go to the polls with your parents when they vote. Talk to them about their choices.
- 8. Take part in a parade with your den or pack.
- 9. List ways you can recycle various materials and conserve and protect the environment.
- 10. Attend a community event or visit a landmark in your community.

# Communicating

# **Belt Loop**

#### **Complete these three requirements:**

- 1. Tell a story or relate an incident to a group of people, such as your family, den, or members of your class.
- 2. Write a letter to a friend or relative.
- 3. Make a poster about something that interests you. Explain the poster to your den.







# **Academics Pin**

#### Earn the Communicating belt loop, and complete five of the following requirements:

- 1. Write an original poem or story.
- 2. Keep a journal of daily activities for at least seven days.
- 3. Listen to a news story on television or the radio. Discuss the information with an adult.
- 4. Go to the library. Use the card catalog or computer reference system to find a book, and then check it out.
- 5. Read a book that has been approved by your parent or teacher. Discuss the book with an adult.
- 6. With a friend, develop a skit. Perform it at a Scout meeting, family meeting, or school event.
- 7. Learn the alphabet in sign language. Learn how to sign 10 words.
- 8. With an adult, use the Internet to search for information on a topic of interest to you.
- 9. Watch three television commercials and discuss the information in them with your parent or den leader.
- 10. Read the directions for a new game. Explain to a family member or friend how to play it.
- 11. Learn about "reading" materials for people who have poor vision or who are blind.
- 12. While traveling, make a list of road signs, animals, or license plates that you see.

# Computers

# **Belt Loop**

#### **Complete these three requirements:**

- 1. Explain these parts of a personal computer: central processing unit (CPU), monitor, keyboard, mouse, modem, and printer.
- 2. Demonstrate how to start up and shut down a personal computer properly.
- 3. Use your computer to prepare and print a document.



## **Academics Pin**

## Earn the Computers belt loop, and complete five of the following requirements:

- 1. Use a computer to prepare a report on a subject of interest to you. Share it with your den.
- 2. Make a list of 10 devices that can be found in the home that use a computer chip to function.
- 3. Use a computer to maintain a balance sheet of your earnings or allowance for four weeks.
- 4. Use a spreadsheet program to organize some information.
- 5. Use an illustration, drawing, or painting program to create a picture.
- 6. Use a computer to prepare a thank-you letter to someone.
- 7. Log on to the Internet. Visit the Boy Scouts of America homepage (http://www.bsa.scouting.org).
- 8. Discuss personal safety rules you should pay attention to while using the Internet.
- 9. Practice a new computer game for two weeks. Demonstrate an improvement in your scores.
- 10. Correspond with a friend via e-mail. Have at least five e-mail replies from your friend.

Visit a local business or government agency that uses a mainframe computer to handle its business. Explain how computers save the company time and money in carrying out its work.

# Geography

## **Belt Loop**

#### **Complete these three requirements:**

- 1. Draw a map of your neighborhood. Show natural and manmade features. Include a key or legend of map symbols.
- 2. Learn about the physical geography of your community. Identify the major landforms within 100 miles. Discuss with an adult what you learned.
- 3. Use a world globe or map to locate the continents, the oceans, the equator, and the



northern and southern hemispheres. Learn how longitude and latitude lines are used to locate a site.

## **Academics Pin**

#### Earn the Geography belt loop, and complete five of the following requirements:

- 1. Make a three-dimensional model of an imaginary place. Include five different landforms, such as mountains, valleys, lakes, deltas, rivers, buttes, plateaus, basins, and plains.
- 2. List 10 cities around the world. Calculate the time it is in each city when it is noon in your town.
- 3. Find the company's location on the wrapper or label of 10 products used in your home, such as food, clothing, toys, and appliances. Use a world map or atlas to find each location.
- 4. On a map, trace the routes of some famous explorers. Show the map to your den or family.
- 5. On a United States or world map, mark where your family members and ancestors were born.
- 6. Keep a map record of the travels of your favorite professional sports team for one month.
- 7. Read a book (fiction or nonfiction) in which geography plays an important part.
- 8. Take part in a geography bee or fair in your pack, school, or community.
- 9. Choose a country in the world and make a travel poster for it.
- 10. Play a geography-based board game or computer game. Tell an adult some facts you learned about a place that was part of the game.
- 11. Draw or make a map of your state. Include rivers, mountain ranges, state parks, and cities. Include a key or legend of map symbols.

# Heritages

## **Belt Loop**

#### **Complete these three requirements:**

- 1. Talk with members of your family about your family heritage: its history, traditions, and culture.
- 2. Make a poster that shows the origins of your ancestors. Share it with your den or other group.
- 3. Draw a family tree showing members of your family for three generations.

## **Academics Pin**

#### Earn the Heritages belt loop, and complete five of the following requirements:

- 1. Participate in a pack heritage celebration in which Cub Scouts give presentations about their family heritage.
- 2. Attend a family reunion.
- 3. Correspond with a pen pal from another country. Find out how his or her heritage is different from yours.
- 4. Learn 20 words in a language other than your native language.
- 5. Interview a grandparent or other family elder about what it was like when he or she was growing up.
- 6. Work with a parent or adult partner to organize family photographs in a photo album.
- 7. Visit a genealogy library and talk with the librarian about how to trace family records. Variation:- Access a genealogy Web site and learn how to use it to find out information about ancestors.
- 8. Make an article of clothing, a toy, or a tool that your ancestors used. Show it to your den.
- 9. Help your parent or adult partner prepare one of your family's traditional food dishes.
- 10. Learn about the origin of your first, middle, or last name.





# **Mathematics**

## **Belt Loop**

## **Complete these three requirements:**

- 1. Do five activities within your home or school that require the use of mathematics. Explain to your den how you used everyday math.
- 2. Keep track of the money you earn and spend for three weeks.
- 3. Measure five items using both metric and non-metric measures. Find out about the history of the metric system of measurement.

# **Academics Pin**

# Earn the Mathematics belt loop, and complete one from each of the five areas below:

# I. Geometry is related to measurement but also deals with objects and positions in space.

- 1. Many objects can be recognized by their distinctive shapes: a tree, a piece of broccoli, a violin. Collect 12 items that can be recognized, classified, and labeled by their distinctive shape or outline.
- 2. Select a single shape or figure. Observe the world around you for at least a week and keep a record of where you see this shape or figure and how it is used.
- 3. Study geometry in architecture by exploring your neighborhood or community. Look at different types of buildings-houses, churches, businesses, etc.-and create a presentation (a set of photographs, a collage of pictures from newspapers and magazines, a model) that you can share with your den or pack to show what you have seen and learned about shapes in architecture.

# II. Calculating is adding, subtracting, multiplying, and dividing numbers.

- 1. Learn how an abacus or slide rule works and teach it to a friend or to your den or pack.
- 2. Go shopping with an adult and use a calculator to add up how much the items you buy will cost. See whether your total equals the total at check out.
- 3. Visit a bank and have someone there explain to you about how interest works. Use the current interest rate and calculate how much interest different sums of money will earn.

# **III.** Statistics is collecting and organizing numerical information and studying patterns.

- 1. Explain the meaning of these statistical words and tools: data, averaging, tally marks, bar graph, line graph, pie chart, and percentage.
- 2. Conduct an opinion survey through which you collect data to answer a question, and then show your results with a chart or graph. For instance: What is the favorite food of the Cub Scouts in your pack (chart how many like pizza, how many like hamburgers, etc.).
- 3. Study a city newspaper to find as many examples as you can of statistical information.
- 4. Learn to use a computer spreadsheet.

# **IV.** Probability helps us know the chance or likelihood of something happening.

- 1. Explain to your den how a meteorologist or insurance company (or someone else) might use the mathematics of probability to predict what might happen in the future (i.e., the chance that it might rain, or the chance that someone might be in a car accident).
- 2. Conduct and keep a record of a coin toss probability experiment.





3. Guess the probability of your sneaker landing on its bottom, top, or side, and then flip it 100 times to find out which way it lands. Use this probability to predict how a friend's sneaker will land.

# V. Measuring is using a unit to express how long or how big something is, or how much of it there is.

- 1. Interview four adults in different occupations to see how they use measurement in their jobs.
- 2. Measure how tall someone is. Have them measure you.
- 3. Measure how you use your time by keeping a diary or log of what you do for a week. Then make a chart or graph to display how you spend your time.
- 4. Measure, mix, and cook at least two recipes. Share your snacks with family, friends, or your den.

# Music

## **Belt Loop**

#### **Complete these three requirements:**

- 1. Explain why music is an important part of our culture.
- 2. Pick a song with at least two verses and learn it by heart.
- 3. Listen to four different types of music either recorded or live.

## **Academics Pin**

## Earn the Music belt loop, and complete five of the following requirements:

- 1. Make a musical instrument and play it for your family, den, or pack.
- 2. Teach your den a song.
- 3. Play a song by yourself or in a group, in unison or in harmony.
- 4. Create an original melody and/or original words for a song.
- 5. Using a tape recorder, capture natural sounds of the environment or record songs you create, and use your recording as a soundtrack for a short skit or as background for a movement activity.
- 6. Attend a live musical performance or concert.
- 7. Demonstrate conducting patterns for two songs using two different meters (two-, three-, or four- beat meter) while your adult partner or den members sing or play the songs you have selected.
- 8. Take voice or dance lessons or lessons to learn to play an instrument.
- 9. Create movements to a piece of music without words to demonstrate the moods of the music: happy, sad, calm, excited, playful, inspired.
- 10. Learn about a composer of some music that you enjoy.

# Science

# **Belt Loop**

## **Complete these three requirements:**

- 1. Explain the scientific method to your adult partner.
- 2. Use the scientific method in a simple science project Explain the results to an adult.
- 3. Visit a museum, a laboratory, an observatory, a zoo, an aquarium, or other facility that employs scientists. Talk to a scientist about his or her work.







# **Academics Pin**

## Earn the Science belt loop, and complete five of the following requirements:

- 1. Make a simple electric motor that works.
- 2. Find a stream or other area that shows signs of erosion. Try to discover the cause of the erosion.
- 3. Plant seeds. Grow a flower, garden vegetable, or other plant.
- 4. Use these simple machines to accomplish tasks: lever, pulley, wheel-and-axle, wedge, inclined plane, and screw.
- 5. Learn about solids, liquids, and gases using just water. Freeze water until it turns into ice. Then, with an adult, heat the ice until it turns back into a liquid and eventually boils and becomes a gas.
- 6. Build models of two atoms and two molecules, using plastic foam balls or other objects.
- 7. Make a collection of igneous, metamorphic, and sedimentary rocks and label them.
- 8. Learn about a creature that lives in the ocean. Share what you have learned with your den or family.
- 9. Label a drawing or diagram of the bones of the human skeleton.
- 10. Make a model or poster of the solar system. Label the planets and the sun.
- 11. Do a scientific experiment in front of an audience. Explain your results.
- 12. Read a book about a science subject that interests you.

# Weather

# **Belt Loop**

#### **Complete these three requirements:**

- 1. Make a poster that shows and explains the water cycle.
- 2. Set up a simple weather station to record rainfall, temperature, air pressure, or evaporation for one week.
- 3. Watch the weather forecast on a local television station.



# **Academics Pin**

## Earn the Weather belt loop, and complete five of the following requirements:

- 1. Define the following terms: weather, humidity, precipitation, temperature, and wind.
- 2. Explain how clouds are made. Describe the different kinds of clouds stratus, cumulon, cumulonimbus, and cirrus and what kind of weather can be associated with these cloud types.
- 3. Describe the climate in your state. Compare its climate with that in another state.
- 4. Describe a potentially dangerous weather condition in your community. Discuss safety precautions and procedures for dealing with this condition.
- 5. Define what is meant by acid rain. Explain the greenhouse effect.
- 6. Talk to a meteorologist about his or her job. Learn about careers in meteorology.
- 7. Make a weather map of your state or country, using several weather symbols.
- 8. Explain the differences between tornadoes and hurricanes.
- 9. Make a simple weather vane. Make a list of other weather instruments and describe what they do.
- 10. Explain how weather can affect agriculture and the growing of food.
- 11. Make a report to your den or family on a book about weather.
- 12. Explain how rainbows are formed and then draw and color a rainbow.



# Wildlife Conservation

#### **Belt Loop**

#### **Complete these three requirements:**

- 1. Explain what natural resources are and why it's important to protect and conserve them.
- 2. Make a poster that shows and explains the food chain. Describe to your den what happens if the food chain becomes broken or damaged.
- 3. Learn about an endangered species. Make a report to your den that includes a picture, how the species came to be endangered, and what is being done to save it.



## **Academics Pin**

# Earn the Wildlife Conservation belt loop, and complete five of the following requirements:

- 1. Visit a wildlife sanctuary, nature center, or fish hatchery.
- 2. Collect and read five newspaper or magazine articles that discuss conservation of wildlife and report to your family or den what you learn.
- 3. Learn about five animals that use camouflage to protect themselves.
- 4. Make a birdbath and keep a record for one week of the different birds that visit it.
- 5. Make a collage of animals that are in the same class: fish, amphibians, reptiles, birds, or mammals.
- 6. Make a plaster cast of an animal track. Show it to your den.
- 7. Visit with a person who works in wildlife conservation, such as a park ranger, biologist, range manager, geologist, horticulturist, zookeeper, fishery technician, or conservation officer.
- 8. Visit a state park or national park.
- 9. Participate in an environmental service project that helps maintain habitat for wildlife, such as cleaning up an area or planting trees.

# **Cub Scout Sports Program**

Currently, recognition can be earned for the following 21 sports:

Archery, BB Shooting, Badminton, Baseball, Basketball, Bicycling, Bowling, Fishing, Golf, Gymnastics, Marbles, Physical Fitness, Skating (both roller and ice), Skiing, Soccer, Softball, Swimming, Table Tennis, Tennis, Ultimate, and Volleyball.

The Archery and BB Shooting belt loops and pins can only be earned under BSA range trained supervision. The BB shooting loop and pin MUST be earned at a BSA facility range.

Loops and pins can be are earned by Tiger Cubs, Wolf and Bear Cub Scouts and Webelos Scouts.

Tiger Cubs, Cub Scouts, and Webelos Scouts may complete requirements in a family, den, pack, school, or community environment.

Tiger Cubs must work with their parents or adult partners.

Parents and partners do not earn loops or pins.

Complete details on using the sports program are contained in the

Cub Scout Academics and Sports Program Guide (#34299).

#### **Sports Belt Loops**

The Cub Scout Sports Belt Loops are worn on the navy blue Cub Scout belt. They will not fit on the khaki (olive) Boy Scout / Webelos belt. Webelos Scouts may continue to wear the blue belt on their uniforms.

The same belt loop may be earned once within each rank. Belt loops for each sport may be earned once within



each rank. Sports belt loops are earned by the Cub by meeting the requirements listed. Please note there are special requirements for the BB-Shooting and Archery belt loops.

# **Sports Pins**

The Cub Scout Sports Pins are worn on civilian clothes only. The pins are triangular in shape. The designs for the various pins are shown on the belt loops for each subject.

Sports pins are given in each sport for Cub Scouts to recognize physical development. Sports pins are earned by meeting the appropriate requirements. Please note there are special requirements for the BB-Shooting and Archery sports pins.

# Archery

The Archery loop and pin can be awarded only by a certified Cub Scout Archery shooting director.

# **Cub Scout Sports for Camp Only**

Shooting Sports for Cub Scouts, Webelos Scouts, and Parents in Camp, No. 13-550, has been developed for those who will give guidance to Cub Scouts and Webelos Scouts in learning BB-gun and archery shooting-sports skills while in camp.

The Archery belt loop and pin can only be awarded by a BSA range-trained shooting-sports director.

# **BB-Shooting**

The BB shooting loop and pin can be awarded only by a certified Cub Scout BB gun shooting director at a BSA approved camp.

# Cub Scout Sports for Camp Only

Shooting Sports for Cub Scouts, Webelos Scouts, and Parents in Camp, No. 13-550, has been developed for those who will give guidance to Cub Scouts and Webelos Scouts in learning BB-gun and archery shooting-sports skills while in camp.

The BB shooting belt loop and pin can only be awarded with approval of the camp BB-gun shooting-sports director to Cub Scouts and Webelos Scouts who earn them at a BSA facility range.

# Badminton

# **Belt Loop**

# Complete these three requirements:

- 1. Explain the rules of badminton to your leader or adult partner.
- 2. Spend at least 30 minutes practicing badminton skills.
- 3. Participate in a badminton game.

# **Sports Pin**

# Earn the Badminton belt loop, and complete five of the following requirements:

- 1. Compete in a pack or community badminton tournament.
- 2. Demonstrate your knowledge of the use and care of the equipment needed to play badminton: shuttlecock (shuttle or bird), racket, court, net, and comfortable clothes and shoes.









- 3. Demonstrate skill in the following grip techniques: forehand and backhand.
- 4. Spend at least 60 minutes practicing to develop skills for shots and strokes (clear, drive, drop, and smash). Keep track of your time on a chart.
- 5. Demonstrate skill in the following: hit the shuttle using forehand or backhand; hit the shuttle, alternating forehand and backhand; hit the shuttle against the wall with a forehand or backhand; hit the shuttle against the wall, alternating forehand and backhand.
- 6. Accurately lay out a badminton court, including net and lines.
- 7. Play five games of badminton.
- 8. Participate in a badminton skills development clinic.
- Play at least three games during which you make your own foul calls effectively to your leader's satisfaction.
  10.

# Baseball

## **Belt Loop**

#### **Complete these three requirements:**

- 1. Explain the rules of baseball to your leader or adult partner.
- 2. Spend at least 30 minutes practicing baseball skills.
- 3. Participate in a baseball game.

## **Sports Pin**

#### Earn the Baseball belt loop, and complete five of the following requirements:

- 1. Participate in a pack or community baseball tournament.
- 2. Demonstrate skill in two of the following throwing techniques: overhand, sidearm, underhand, and the relay throw.
- 3. Demonstrate skill in two of the following catching techniques: fielding a ground ball, fielding a pop-up, catching a line drive.
- 4. Demonstrate correct pitching techniques.
- 5. Demonstrate correct hitting techniques,
- 6. Explain the rules of base running. Explain base coaching signals.
- 7. Demonstrate skill in the following sliding techniques: the straight-in slide, the hook slide, and the headfirst slide.
- 8. Play five games of baseball using standard baseball rules.
- 9. Draw a baseball field to scale or set one up for play.
- 10. Attend a high school, college, or professional baseball game.
- 11. Read a book about a baseball player and give a report about him or her to your den or family.

# **Basketball**

## **Belt Loop**

#### **Complete these three requirements:**

- 1. Explain the rules of basketball to your leader or adult partner.
- 2. Spend at least 30 minutes practicing basketball skills.
- 3. Participate in a basketball game.



## **Sports Pin**

#### Earn the Basketball belt loop, and complete five of the following requirements:

- 1. Compete in a pack or community basketball tournament.
- 2. Demonstrate effective passing using the chest pass, bounce pass, over-the-head pass, and baseball pass.







- 3. Successfully demonstrate the set shot and jump shot shooting styles.
- 4. Demonstrate skill in the following dribbling techniques: high dribble, low dribble, turnable dribble, change-ofpace dribble, and combination dribble.
- 5. Spend at least 30 minutes on three different occasions developing individual defensive skills.
- 6. Explain and demonstrate 10 official basketball signals.
- 7. Play three -shot-improving games with a member of your den or team.
- 8. Play five games of basketball.
- 9. Participate in a basketball clinic.
- 10. Attend a high school, college, or professional basketball game.

# **Bicycling**

## **Belt Loop**

#### **Complete these three requirements:**

- 1. Explain the rules of safe bicycling to your den leader or adult partner.
- 2. Demonstrate the correct fit of a bicycle helmet.
- 3. Show how to ride a bike safely, using all hand signals and following all safety and traffic rules. Ride for at least half an hour with an adult partner, your family, or your den.

## **Sports Pin**

# Earn the Bicycling belt loop, complete requirement 1 below, and do four additional requirements

- 1. Record on a chart at least 25 hours of bicycling. (Required)
- 2. Participate in a pack, den, or community bike rodeo.
- 3. Demonstrate how to repair a flat tire on a bicycle.
- 4. Make a poster illustrating different types of early bikes and show it to your den.
- 5. Demonstrate to your den or pack the use of proper bicycling safety equipment.
- 6. With the help of a parent or adult partner, register or reregister your bicycle.

**Bowling** 

- 7. Go on a "bicycle hike" with your family or den. Obey traffic rules related to bicycling.
- 8. Repair or restore a nonfunctioning bicycle to a
- 9. Visit a bicycle race or exhibition.
- 10. Help set up a bike rodeo or bike competition for your pack.

# **Belt Loop**

#### **Complete these three requirements:**

- 1. Explain to your leader or adult partner the rules of courtesy and safety for bowling.
- 2. Show how to pick out a ball of proper weight and with finger holes that fit your hand.
- 3. Play a complete game with your family or den.

## **Sports Pin**

#### Earn the Bowling belt loop, and do five of the following requirements

- 1. Give a brief history of the sport of bowling.
- 2. Define the following terms: strike, spare, split, miss, and foul. Show their symbols for scoring.







- 3. Demonstrate proper stance, delivery, balance, and follow-through to your leader or adult partner.
- 4. Try different types of delivery and hand positions and see which work best for you.
- 5. Score a complete game using a score sheet and the proper symbols.
- 6. Play at least four games and chart your progress. Figure out your average score.
- 7. Compete in a Scout, family, school, or community bowling tournament.
- 8. Take bowling lessons.
- 9. Attend a parent, high school, college, or professional bowling competition.
- 10. Visit a bowling alley and learn about the care and maintenance of the bowling lanes, pins, and racks.

# Fishing

## **Belt Loop**

#### **Complete these three requirements:**

- 1. Review your local fishing regulations with your leader or adult partner. Explain why they are important, and commit to following them.
- 2. Demonstrate how to properly bait a hook.
- 3. Try to catch a fish.

# **Sports Pin**

# Earn the Fishing belt loop, and complete five of the following requirements:

- 1. Compete in a pack or community fishing tournament.
- 2. Demonstrate how to clean a fish.
- 3. Prepare a report on three different kinds of fish. Include information on preferred habitats, feeding habits, and recommended fishing techniques, baits, and equipment needed to catch it.
- 4. Draw a picture of three different types of fishing reels. Explain how each works.
- 5. Tie three fishing flies. Use at least one to fish.
- 6. Demonstrate proficiency in casting at a target 30 feet away.
- 7. Select a species of fish and draw a picture of it, correctly labeling each part and its function.
- 8. Replace the line in a fishing reel.
- 9. Make a simple pole and line fishing rig. Use it to catch a fish.
- 10. Catch a fish using artificial bait or lures.

Practice fishing on five occasions, complying with local fishing regulations and the Outdoor Code.

# Golf

## **Belt Loop**

#### **Complete these three requirements:**

- 1. Explain the rules of golf to your leader or adult partner. Explain the need for caution concerning golf clubs and golf balls.
- 2. Spend at least 30 minutes practicing golfing skills.
- 3. Participate in a round of golf (nine holes).

# **Sports Pin**

## Earn the Golf belt loop, and complete five of the following requirements:

- 1. Explain the use of woods and irons. Explain their differences.
- 2. Explain how par is determined for a hole.
- 3. Demonstrate the proper grip of the club to your leader, adult partner, or instructor.
- 4. Spend 30 minutes practicing the swing styles: full swing, approach swing, and putting swing.
- 5. Spend 30 minutes practicing aim, stance, and the address position.







- 6. Draw a diagram of a typical golf hole, from tee to green.
- 7. Demonstrate your knowledge of the use and care of golf equipment: clubs, ball, tee, bag, shoes, and gloves.
- 8. Describe the composition of a regulation golf ball.
- 9. Take golf lessons.
- 10. Spend 30 minutes hitting balls on a driving range.
- 11. Play miniature golf.

# **Gymnastics**

# **Belt Loop**

#### **Complete these three requirements:**

- 1. Explain the six events of men's gymnastics: floor exercise, pommel horse, still rings, vaulting / side horse, parallel bars, and horizontal bar.
- 2. Participate in three of the six events using the proper equipment.
- 3. Explain the safety rules you should follow to learn gymnastics

# **Sports Pin**

## Earn the Gymnastics belt loop, and complete five of the following requirements:

- 1. Write a report on the history of gymnastics.
- 2. Take gymnastics lessons.
- 3. Attend a gymnastics meet.
- 4. Practice and demonstrate five floor exercise skills.
- 5. Practice and demonstrate two skills used on the pommel horse.
- 6. Demonstrate two skills on the still rings.
- 7. Demonstrate two skills using parallel bars.
- 8. Demonstrate two skills using the horizontal learn gymnastics. bar.
- 9. Demonstrate a vault using the side horse.
- 10. Develop a regular routine of physical and mental conditioning.
- 11. Learn about three U.S. gymnasts who have won medals in the Olympics.

# Marbles

## **Belt Loop**

#### **Complete these three requirements:**

- 1. Explain the rules of Ringer or another marble game to your leader or adult partner
- 2. Spend at least 30 minutes practicing skills to play the game of Ringer or another marble game.
- 3. Participate in a game of marbles

# **Sports Pin**

## Earn the Marbles belt loop, and complete five of the following requirements:

- 1. Compete in a den, pack, or community marbles tournament
- 2. Explain to an adult what lagging is.
- 3. Demonstrate how to do it.
- 4. Demonstrate the following shooting techniques: knuckling down, bowling, and lofting (also called plunking).
- 5. Explain the correct way of scoring for a game of marbles.
- 6. Play five complete matches of marbles using standard rules.
- 7. Start a collection of marbles and show it at a den or pack meeting.
- 8. Write a short report on the history of marbles and share it with your den or family.







9. Explain the rules about shooters.

# **Physical Fitness**

## **Belt Loop**

## **Complete these three requirements:**

- 1. Give a short report to your den or family on the dangers of drugs and alcohol.
- 2. Practice finding your pulse and counting your heartbeats per minute. Determine your target heart rate.
- 3. Practice five physical fitness skills regularly. Improve performance in each skill over a month. Skills could include pull-ups, curl-ups, the standing long jump, the 50-yard dash, and the softball throw.



## **Sports Pin**

# Earn the Physical Fitness belt loop, and complete five of the following requirements:

- 1. Make a diagram of the Food Guide Pyramid. List foods you ate in a week and show where they fit in the pyramid.
- 2. Choose a form of exercise, bring your heart rate up to target, and keep it there for 15 minutes. Don't forget to warm up and cool down.
- 3. Set up a four-step exercise program. Chart your progress for five days a week for two weeks.
- 4. Explain the reason for warming up and cooling down before and after each exercise session.
- 5. Visit a local gym and talk to a trainer about exercises and programs for young people.
- 6. Participate in some aerobic exercises at least three times a week for four weeks.
- 7. Build an obstacle course that could include some exercises with jumping, crawling, and hurdles. Time yourself three times to see whether you can improve your time.
- 8. Swim for a total of an hour, charting your time as you go.
- 9. Participate for at least three months in an organized team sport or organized athletic activity.

# Skating

## **Belt Loop**

**Complete these three requirements:** 

Choose either roller skating (traditional or in-line) or ice skating as your interest area.

- 1. Explain ways to protect yourself while skating, and the need for proper safety equipment.
- 2. Spend at least 30 minutes practicing skating skills.
- 3. Go skating with a family member or your den for a total of at least three hours. Chart your time.

# Sports Pin

## Earn the Skating belt loop, and complete five of the following requirements:

- 1. Participate in a pack or community skating event.
- 2. Demonstrate how to care for your skates.
- 3. Explain the proper clothing (including any safety equipment) needed for skating.
- 4. Find out about some stretching exercises to do as a skating warm-up, and spend at least 10 minutes, on two occasions, practicing them.
- 5. Play a game of ice or roller hockey.
- 6. Learn how to do two new skating skills in the area of skating you have chosen (traditional or in-line roller





skating, or ice skating) (e.g., for roller skating, forward scissors and crossover; for ice skating, forward and backward swizzles and glides).

- 7. Participate in a skating skills development clinic.
- 8. Draw a layout for an ice hockey arena.
- 9. Explain skating safety/courtesy rules to your adult partner and always practice them!

# Belt Loop

#### **Complete these three requirements:**

1. Explain the conditioning, clothing, equipment, and planning needed for a ski activity.

Skiing

- 2. Be able to explain safety and courtesy codes for a downhill or cross-country ski trip.
- 3. Go skiing. Demonstrate how to stop and turn.

## **Sports Pin**

#### Earn the Skiing belt loop, and complete five of the following requirements:

- 1. Explain the different kinds of ski lifts and how they work. Use one.
- 2. Describe the four universal symbols used to indicate ski trail difficulty.
- 3. Demonstrate how to snowplow (wedge position), hold your position, and get up from a fall.
- 4. Demonstrate how to do a basic christie.
- 5. Demonstrate five cross-country skills, such as a kick turn, the diagonal stride, double poling, sidestepping, the step turn, the herringbone, straight downhill running, the snowplow, sideslipping, dragging the pole, the diagonal stride uphill, and a traverse.
- 6. Participate in at least three games using skis, such as relays, races, treasure hunts, and skiing around poles or flags.
- 7. Explain what to do if you see a skiing accident.
- 8. Take skiing lessons.
- 9. Watch a film on skiing.
- 10. Talk with a member of a ski patrol and learn about the job he or she does at the ski slope.

# Soccer

#### **Belt Loop**

#### **Complete these three requirements:**

- 1. Explain the rules of soccer to your leader or adult partner.
- 2. Spend at least 30 minutes practicing soccer skills.
- 3. Play a game of soccer.

## Sports Pin

#### Earn the Soccer belt loop, and complete five of the following requirements:

- 1. Participate in a pack, school, or community soccer tournament.
- 2. Demonstrate the skills of passing, collecting, shooting, heading, dribbling, and tackling.
- 3. Demonstrate skill in goal keeping.
- 4. Accurately lay out a soccer field for a game.
- 5. Demonstrate five types of fouls and explain why players should avoid them.
- 6. Demonstrate how to juggle the soccer ball and keep it from touching the ground for 30 seconds.







- 7. Play at least two games of Soccer Tennis.
- 8. Spend at least a total of six hours playing soccer. Keep track of your time on a chart.
- 9. Join a soccer team in your community or school.
- 10. Attend a high school, college, or professional soccer game.
- 11. Learn about a U.S. Olympic soccer team and report your information to your den.
- 12. Explain the history of soccer.

# Softball

## **Belt Loop**

#### **Complete these three requirements:**

- 1. Explain the rules of softball to your leader or adult partner.
- 2. Spend at least 30 minutes practicing softball skills.
- 3. Participate in a softball game.

# **Sports Pin**

#### Earn the Softball belt loop, and complete five of the following requirements:

- 1. Compete in a pack or community softball tournament.
- 2. Demonstrate skill in the following throwing techniques: overhand, sidearm, underhand, softball game. and the relay throw.
- 3. Demonstrate skill in the following catching techniques: fielding a ground ball, fielding a pop-up, catching a line drive.
- 4. Demonstrate correct pitching techniques and practice for three half-hour sessions.
- 5. Demonstrate correct hitting techniques, including bunting. Practice for three half-hour sessions.
- 6. Explain the rules of base running and demonstrate skill in the following sliding techniques: the straight-in slide, the hook slide, and the headfirst slide.
- 7. Learn and demonstrate base coaching signals.
- 8. Learn about one defensive position (shortstop, catcher, etc.) and practice at that position for three half-hour sessions.
- 9. Attend a high school, college, or community softball game.

# Swimming

## **Belt Loop**

#### **Complete these three requirements:**

- 1. Explain basic rules of safety for swimming. Emphasize the buddy system.
- 2. Pass the "beginner" swim level test.
- 3. Demonstrate the ability to float on your back.

## **Sports Pin**

#### Earn the Swimming belt loop, and complete five of the following requirements:

- 1. Learn two of the following strokes: crawl, backstroke, elementary backstroke, sidestroke, or breaststroke.
- 2. Learn two of the following floating skills: jellyfish float, turtle float, canoe (prone) float.
- 3. Using a kickboard, demonstrate three kinds of kicks.
- 4. Play a water game with your den or family.
- 5. Visit with a lifeguard and talk about swimming safety in various situations (pool, lake, river, ocean). Learn about the training a lifeguard needs for his or her job.
- 6. Explain the three rescue techniques of Reach, Throw, and Go.
- 7. Take swimming lessons.









- 8. Attend a swim meet at a school or community pool.
- 9. Tread water for 30 seconds.
- 10. Learn about a U.S. swimmer who has earned a medal in the Olympics.

# **Table Tennis**

## **Belt Loop**

#### **Complete these three requirements:**

- 1. Explain the rules of table tennis to your leader or adult partner.
- 2. Spend at least 30 minutes practicing table tennis skills.
- 3. Participate in a table tennis game.

## **Sports Pin**

## Earn the Table Tennis belt loop, and complete five of the following requirements:

- 1. Compete in a pack or community table tennis tournament.
- 2. Demonstrate your knowledge, use, and care of the equipment needed to play table tennis (racket or paddle, table and net, ball, tennis or basketball shoes, and comfortable clothing).
- 3. Practice 30 minutes developing serving skills.
- 4. Practice 30 minutes developing your forehand and backhand strokes.
- 5. Explain to your leader or adult partner how spin affects the bounce of the ball.
- 6. Accurately set up a table tennis table and net according to USA Table Tennis rules.
- 7. 7.Play five games of table tennis.
- 8. Participate in a table tennis skills development clinic.
- 9. Explain to your leader or adult partner how to score a table tennis game.
- 10. Participate in a game of doubles table tennis (four people playing in one game, two people per side).

# Tennis

# **Belt Loop**

#### **Complete these three requirements:**

- 1. Explain the rules of tennis to your leader or adult partner.
- 2. Spend at least 30 minutes practicing tennis skills.
- 3. Participate in a tennis game.

# **Sports Pin**

#### Earn the Tennis belt loop, and complete five of the following requirements:

- 1. Compete in a pack or community tennis tournament.
- 2. Demonstrate your knowledge of the use and care of the equipment needed to play tennis (rackets, balls, shoes, clothing, and court).
- 3. Practice for 30 minutes developing forehand techniques through forehand bump-ups with a bounce, partner bump-ups with a target, forehand alley rally, forehand alley rally over a "net," drop-hit forehand bumps, drop-hit catch in pairs, and toss-hit catch in pairs.
- 4. Practice developing serving skills for 30 minutes.
- 5. Explain to your leader or adult partner how to score in tennis.
- 6. Accurately draw, label, and explain a tennis court layout.
- 7. Play five games of tennis using U.S. Tennis Association rules.
- 8. Participate in a tennis skills development clinic.
- 9. Attend a high school, college, or professional tennis meet.
- 10. Present to your den or family a report on the history of tennis.







# Ultimate

# **Belt Loop**

## **Complete these three requirements:**

- 1. Explain the rules of ultimate to your leader or adult partner.
- 2. Spend at least 30 minutes practicing ultimate skills.
- 3. Participate in an ultimate game.

# **Sports Pin**

## Earn the Ultimate belt loop, and complete five of the following requirements:

- 1. Compete in a pack or community ultimate tournament.
- 2. Demonstrate effective pivoting while throwing. Use the following throwing styles: backhand pass, sidearm pass, and upside-down pass.
- 3. Demonstrate skill in the following catching techniques:one-handed, clapping, and sandwich.
- 4. Spend a total of 90 minutes in practice developing individual defensive skills for the positions of marker and defender. Keep track of your time on a chart.
- 5. Explain the flight dynamics of the ultimate disk. Draw a diagram if needed.
- 6. Accurately lay out an ultimate playing field, including end zones.
- 7. Play five games of ultimate.
- 8. Participate in an ultimate skills development clinic.
- 9. Explain the history of ultimate and how it became a sport.

# Volleyball

# **Belt Loop**

#### **Complete these three requirements:**

- 1. Explain the rules of volleyball to your leader or adult partner.
- 2. Spend at least 30 minutes practicing skills to play the sport of volleyball.
- 3. Participate in a volleyball game.

# **Sports Pin**

## Earn the Volleyball belt loop, and complete five of the following requirements:

- 1. Compete in a pack, school, or community volleyball tournament.
- 2. Demonstrate skill in two volleyball passing techniques: forearm pass and overhead pass (setting).
- 3. Demonstrate skill in two volleyball serving techniques: underhand and overhand.
- 4. Spend at least 90 minutes in practice to develop individual skills for volleyball. Make a chart to record your practice efforts.
- 5. Explain how volleyball matches are scored, including the terms side-out and rally scoring.
- 6. Accurately lay out a volleyball court.
- 7. Play five games of volleyball.
- 8. Officiate at least three games of volleyball.
- 9. Explain the importance of good sportsmanship.
- 10. Attend a high school, college, or professional volleyball game.







