

**Ore-Ida Cub Scout Day Camp Advancement : These are possible achievements earned at Day Camp. It is up to the den leaders to determine if these were actually completed by each boy at these stations. Activities varied at each camp session slightly, but here are some of the achievements that could be earned**

Wolf	Let's Go Camping	Elec 23f	Attend a day camp.
Bear	Let's Go Camping	Elec 25f	Attend a day camp.

**Archery**

All	Archery	Belt Loop	
Wolf	Sports	Elec 20c	Earn Archery belt loop.
Bear	Sports	Elec 20a	Know the safety rules and how to shoot correctly. Put 6 arrows into a 4-ft target from a distance of 15 feet. Partial, (you must also make an arrow holder.)

**BBgun**

All	BBgun	Belt Loop	
Wolf	Sports	20n	Earn BB gun Belt Loop.

**Music**

All	Music	Belt Loop 1,2,3	
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**Astronomy**

All	Astronomy	Belt Loop 1,2,3	
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**Building wooden space shuttle**

Tiger	Make a Model	Elec 17	Make a model.
Wolf	Tools for Fixing & Bldg	5d	Show how to use a hammer.
Bear	Build a Model	21a	Build a model from a kit.

**Ultimate**

All	Ultimate	Belt Loop	30 minutes practice, game. <b>(finished on 2 day camps)</b>
Tiger	Fun Outdoors	Elec 35	Play a game outdoors with your den.
Wolf	Play a Game	Elec 4f	Play a wide-area game with your den.
	Sports	Elec 20o	Participate in 4 outdoor physical fitness-related activities (partial).
Bear	Games, Games!	Ach 15b	Play 2 organized games with your den (partial).
	Sports, Sports!	Ach 23a	Learn the rules of, how to play 3 team sports (partial).
		Ach 23c	Take part in 1 team and 1 individual sport (partial).
Webelos	Sportsman	Req 4	Earn 2 team sport belt loops (partial).

**Knot Tying in Outdoorsman badge**

Wolf	Tie It Right	Elec 17a	Tie an overhand knot and a square knot.
		17e	Tie two cords together with an overhand knot.
Bear	Tying It All Up	Ach 22b	Tie <u>square knot</u> , bowline, sheet bend, <u>2 half hitches</u> , slip knot. Tell how each is used. (partial)
Webelos	Outdoorsman	Req 11	Demonstrate setting up a dining fly using 2 half hitches and a taut-line hitch. Show how to tie a square knot and how it is used.

**Kaleidoscopes**

Bear	Art	Elec 9a	Do an original art project, show it at pack meeting.
Webelos	Artist	Req 9	Make an art construction.
	Craftsman	Req 4	Make 4 useful items not with wood. (partial)

**Astronaut Games**

Wolf	Feats of Skill	Ach 1b	Walk a line back and forth. Go sideways. Walk on board six steps each way. Walking leaders will need to tell Wolfs to walk on balance beam.
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**Lunar Lander**

Bear	Art	Elec 9a	Do an original art project, show it at pack meeting.
	Space	Elec 1d	Build a model of a rocket or space satellite.
Webelos	Artist	Req 9	Make an art construction.

**Stomp Rockets**

Bear	Build a Model	Ach 21f	Make a model of a rocket...use whatever you want to make it.
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**Science/Oobleck/Glurch**

All	Science	Belt Loop	<b>(completed only if you used the Scientific method during the station)</b>
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**Leatherwork**

Wolf	Let's Have Party	Elec 9b	Make a gift and <u>give it</u> to someone.
Bear	Art	Elec 9a	Do an original art project, show it at pack meeting.
Webelos	Craftsman	Req 4	Make 4 useful items not with wood. (partial) FIG

**Styrofoam airplanes**

Bear	Build a Model	Ach 21f	Build a model of a...plane; use whatever you want to make it.
Webelos	Scientist	Req 1	Read Bernoulli's principle. Show how it works.