

BLAKE

Awards

Wolf Rank	C
Electives Completed	50
Arrow Points Earned	5
Progress Beads Earned	4

Achievements Summary

1. Feats of Skill	C
2. Your Flag	C
3. Keep Your Body Healthy	C
4. Know Your Home & Community	C
5. Tools for Fixing & Building	C
6. Start a Collection	C
7. Your Living World	C
8. Cooking and Eating	C
9. Be Safe at Home & on the Street	C
10. Family Fun	C
11. Duty to God	C
12. Making Choices	C
Elective points from Achievements	16

Electives Summary

1. It's a Secret	2
2. Be an Actor	3
3. Make it Yourself	
4. Play a Game	3
5. Spare Time Fun	1
6. Books, Books, Books	
7. Foot Power	
8. Machine Power	
9. Let's Have a Party	1
10. American Indian Lore	
11. Sing-Along	5
12. Be an Artist	1
13. Birds	2
14. Pets	
15. Grow Something	2
16. Family Alert	
17. Tie It Right	
18. Outdoor Adventure	1
19. Fishing	
20. Sports	5
21. Computers	
22. Say It Right	3
23. Let's Go Camping	5

Belt Loops Earned

Archery (9-06)
 Baseball (5-06)
 BB Gun Shooting (9-06)
 Bowling (1-06)
 Flag Football (10-05)
 Geography (1-06)
 Golf (1-06)
 Music (4-06)
 Soccer (10-05)
 Swimming (1-05)
 Table Tennis (5-06)
 Weather (10-05)
 Astronomy (10-06)
 Wildlife Conservation (1-07)
 Basketball (5-07)

Pins Earned

Academic & Sports Letter (9-06)
 Flag Football (9-06)

Additional Awards Earned

Leave No Trace Award (5-06)
 Outdoor Activity Award (4-07)
 Perfect Attendance - 1yr (5-07)

Last Updated:

May 26, 2007

Achievements

1. Feats of Skill

a. Play catch	A
b. Walk a line	A
c. Front roll	A
d. Back roll	A
e. Falling forward roll	A
f. Jump high	A
g. Elephant walk, etc.	E
h. Swim 25 feet	E
i. Tread water	E
j. Basketball passes	E
k. Frog stand	E
l. Run or Jog 5 min	E

2. Your Flag

a. Pledge of allegiance	A
b. Lead flag ceremony	A
c. Respect and care for flag	A
d. State Flag	A
e. Raise flag	A
f. Outdoor flag ceremony	A
g. Fold US Flag	A

3. Keep Your Body Healthy

a. Track health habits	A
b. Stop spread of colds	A
c. Cut on your finger	A

4. Know Your Home and Community

a. Emergency Numbers	A
b. Stranger at door	A
c. Phone etiquette	A
d. Leaving home rules	A
e. Household jobs and resp.	A
f. Visit important place	A

5. Tools for Fixing and Building

a. Name seven tools	A
b. Use pliers	A
c. Screws and screwdrivers	A
d. Use a hammer	A
e. Make something useful	A

6. Start a Collection

a. CC Positive Attitude - Know	A
CC Positive Attitude - Commit	A
CC Positive Attitude - Practice	A
b. Collect ten things	A
c. Show and explain collection	A

7. Your Living World

a. CC Respect - Know	A
CC Respect - Commit	A
CC Respect - Practice	A
b. Find out about pollution	A
c. Find out about recycling	A
d. Pick up litter	A
e. Three stories about ecology	A
f. Three ways to save energy	A

8. Cooking and Eating

a. Food guide pyramid	A
b. Plan family meals	A
c. Fix a meal for your family	A
d. Fix your own breakfast	A
e. Plan and fix outdoor meal	A

9. Be Safe at home and On the Street

a. CC Responsibility - Know	A
CC Responsibility - Commit	A
CC Responsibility - Practice	A
b. Check for home hazards	A
c. Check for home fire dangers	A
d. Street and road safety	A
e. Know rules of bike safety	A

10. Family Fun

a. CC Cooperation - Know	A
CC Cooperation - Commit	A
CC Cooperation - Practice	A
b. Make a game	A
c. Plan a walk	A
d. Read a book	E
e. Watch TV or listen to radio	E
f. Concert, play, or live program	E
g. Board game night	E

11. Duty to God

a. CC Faith - Know	A
CC Faith - Commit	A
CC Faith - Practice	A
b. Duty to god	A
c. Two ideas - religious blfs.	A
d. Help you place of worship	A

12. Making Choices

a. CC Courage - Know	A
CC Courage - Commit	A
CC Courage - Practice	A
b. Older boy with drugs	A
c. Home alone phone call	A
d. Kid with braces on legs	A
e. Stranger in car	A
f. Bully demands money	E
g. Meter reader	E
h. Burglar at neighbor's	E
i. Guide dog	E
j. Steal from a store	E
k. Elderly woman	E

Electives

1. It's a Secret

a. Use a secret code	E
b. Write in invisible ink	E
c. Sign your name in ASL	E
d. Use 12 American Indian signs	

2. Be an Actor

a. Put on skit w/costumes	E
b. Make scenery for a skit	E
c. Make sound effects for a skit	
d. Be the announcer for a skit	E
e. Make paper sack mask for skit	

3. Make it Yourself

a. Make something useful	
b. Stretch your hand	
c. Make a bench fork	
d. Make a door stop	
e. Make something else	

4. Play a Game

a. Play pie-tin washer toss	
b. Play marble sharpshooter	
c. Play ring toss	E
d. Play beanbag toss	E
e. Play a game of marbles	
f. Play large group game	E

5. Spare Time Fun

a. Kite flying safety rules	
b. Make & fly a paper bag kite	
c. Make & fly a two-stick kite	
d. Make & fly a three-stick kite	
e. Make and use a kite reel	
f. Make rubber-band boat	
g. Make boat, plane, train, etc.	E
h. Make boat, plane, train, etc.	
i. Make boat, plane, train, etc.	

6. Books, Books, Books

a. Visit library. Get library card	
b. Choose a book and read it	
c. Make a book cover for a book	

7. Foot Power

a. Learn to walk on stilts	
b. Make puddle jumpers & walk	
c. Make foot racers and use	

8. Machine Power

a. Name 10 kinds of trucks	
b. Job using wheel & axle	
c. Show how to use a pulley	
d. Make and use a windlass	

9. Let's Have a Party

a. Help with a home or den party	E
b. Make a gift or toy and give it	
c. Make a gift or toy and give it	

10. American Indian Lore

a. Read about American Indians	
b. Make traditional instrument	
c. Make traditional clothing	
d. Make traditional item	
e. Make a trad house model	
f. Learn 12 Am. Ind. pict. words	

11. Sing-Along

a. Learn & sing America	E
b. Learn & sing national anthem	E
c. Learn & sing three cub songs	E
d. Learn & sing thee hymns	E
e. Learn & sing grace	
f. Sing a song with your den	E

12. Be an Artist

a. Freehand sketch	
b. Three step cartoon	
c. Mix primary colors	
d. Draw, paint, or color scenery	
e. Make a stencil pattern	
f. Make a Cub Scout proj. poster	E

13. Birds

a. List all birds you see for a week	
b. Put out nesting materials	
c. Read a book about birds	
d. Point out 10 diff't birds	
e. Feed wild birds	E
f. Put out a birdhouse	E

Electives

14. Pets

a. Take care of a pet	
b. Meet a strange dog	
c. Read and report on a pet book	
d. Define rabid and tell what to do	

15. Grow Something

a. Plant and raise box garden	E
b. Plant and raise flower bed	
c. Grow a plant indoors	
d. Plant & raise vegetables	
e. Visit botanical garden in area	E

16. Family Alert

a. Family talk about emergencies	
b. Safe water - purify water	
c. First aid supplies & kit	

17. Tie It Right

a. Overhand knot & square knot	
b. Tie shoelaces	
c. Wrap and tie a package	
d. Tie a stack of newspapers	
e. Tie two cords with overhand	
f. Tie a necktie	
g. Wrap ends of a rope with tape	

18. Outdoor Adventure

a. Plan & hold family or den picnic	E
b. Plan & run family or den outing	
c. Play & lay a treasure hunt	
d. Plan & lay out obstacle race	
e. Plan & lay out adventure trail	
f. Two summertime pack events	
g. Point out poisonous plants	

19. Fishing

a. Identify 5 fish	
b. Rig a pole with line and hook	
c. Bait your hook & fish	
d. Know rules of safe fishing	
e. Tell about fishing laws in area	
f. Show how to use a rod & reel	

20. Sports

a. Play tennis, tab.tennis, or bdm.	
b. Know boating safety rules	E
c. Earn Archery belt loop	E
d. Safety and courtesy for skiing	
e. Go ice skating	
f. Go roller skating	
g. Go bowling	
h. Track sprinter's start	
i. Standing long jump	
j. Play in a flag football game	E
k. Play in a soccer game	
l. Play in a baseball or softball	
m. Play in a basketball	
n. BB-gun belt loop	E
o. 4 outdoor physical fitness act.	E

21. Computers

a. Business w/computers	
b. Explain a computer program	
c. Describe mouse and CD-ROM	

22. Say It Right

a. Say "hello" in other language	E
b. Count to 10 in other language	E
c. Tell a short story to den or adult	
d. Directions to fire or police statn.	E
e. Invite a boy to join Cubs	

23. Let's Go Camping

a. Participate in overnight campout	
b. Take care of yourself in outdoors	E
c. Tell what to do if you get lost	E
d. Explain the buddy system	E
e. Attend day camp in your area	E
f. Attend resident camp	
g. Participate w/den at campfire	E
h. Participate in outdoor worship	