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Cub Scout Badges of Rank Requirements

Each rank is earned by completing six requirements + two elective Adventures.

The six required Adventures are focused on the aims and focus areas of the BSA.

The Bobcat Adventure (Scouts Oath, Law, Motto, etc.) is designed to be the first required Adventure a New scout should complete.

 LION Kindergarten	 TIGER 1 st Grade	 WOLF 2 ND Grade	 BEAR 3 RD Grade	 WEBELOS 4 TH Grade	 ARROW OF LIGHT 5 TH Grade
 BOBCAT Character/Leadership  MOUNTAIN LION Outdoors  FUN ON THE RUN Personal Fitness  KING OF THE JUNGLE Citizenship  LION ROAR Personal Safety  LION'S PRIDE Family/Reverence	 BOBCAT Character/Leadership  TIGERS IN THE WILD Outdoors  TIGER BITES Personal Fitness  TEAM TIGER Citizenship  TIGER ROAR Personal Safety  TIGER CIRCLES Family/Reverence	 BOBCAT Character/Leadership  PAWS ON THE PATH Outdoors  RUNNING WITH THE PACK Personal Fitness  COUNCIL FIRE Citizenship  SAFETY IN NUMBERS Personal Safety  FOOTSTEPS Family/Reverence	 BOBCAT Character/Leadership  BEAR HABITAT Outdoors  BEAR STRONG Personal Fitness  PAWS FOR ACTION Citizenship  STANDING TALL Personal Safety  FELLOWSHIP Family/Reverence	 BOBCAT Character/Leadership  WEBELOS WALKABOUT Outdoors  STRONGER, FASTER, HIGHER Personal Fitness  MY COMMUNITY Citizenship  MY SAFETY Safety/First Aid  MY FAMILY Family/Reverence	 BOBCAT Character/Leadership  OUTDOOR ADVENTURER Outdoors  PERSONAL FITNESS Personal Fitness  CITIZENSHIP Citizenship  FIRST AID Safety/First Aid  DUTY TO GOD Family/Reverence
  2 Elective Adventures	  2 Elective Adventures	  2 Elective Adventures	  2 Elective Adventures	  2 Elective Adventures	  2 Elective Adventures

CUB SCOUT ELECTIVE ADVENTURES (2 required)



Kindergarten
16 Electives



1st Grade
20 Electives



2nd Grade
20 Electives



3rd Grade
20 Electives



4th Grade
20 Electives



5th Grade
16 Electives

Build It Up, Knock It Down	Curiosity, etc.	Adventures in Coins	A Bear Goes Fishing	Aquanaut	Engineer
Gizmos and Gadgets	Floats and Boats	Air of the Wolf	Baloo the Builder	Art Explosion	Into the Wild
I'll Do It Myself	Good Knights	Code of the Wolf	Critter Care	Aware and Care	Into the Woods
On Your Mark	Rolling Tigers	Cubs Who Care	Forensics	Build It	Cycling
Pick My Path	Safe and Smart	Digging in the Past	Marble Madness	Earth Rocks!	Estimations
Ready, Set, Grow	Sky Is the Limit	Finding Your Way	Roaring Laughter	Catch the Big One	Fishing
Count On Me	Stories in Shapes	Germes Alive!	Salmon Run	Let's Camp	High Tech Outdoors
Everyday Tech	Tiger Tag	Paws of Skill	Super Science	Math on the Trail	Knife Safety
Go Fish	Tiger-iffic!	Spirit of the Water	Bears Afloat	Modular Design	Paddle Craft
Let's Camp	Designed by Tiger	A Wolf Goes Fishing	Bears on Bikes	Paddle Onward	Race Time
On a Roll	Fish On	Computing Wolves	Balancing Bears	Pedal Away	Summertime Fun
Race Time	Let's Camp	Let's Camp	Let's Camp	Race Time	Swimming
Time to Swim	Race Time	Paws for Water	Race Time	Chef's Knife	Champions for Nature
Champions for Nature	Summertime Fun	Pedal with the Pack	Summertime Fun	Summertime Fun	Archery
Archery	Tech All Around	Race Time	Top Chef Tech	Tech on the Trail	BB
Slingshot	Tigers in the Water	Summertime Fun	Whittling	Champions for Nature	Slingshot
	Champions for Nature	Champions for Nature	Champions for Nature	Yoyo	
	Archery	Archery	Archery	Archery	
	BB	BB	BB	BB	
	Slingshot	Slingshot	Slingshot	Slingshot	

Cub Scout Elective Adventures - Group Electives

Adventures Available for All Ranks

BOLD indicates new adventure
Italics indicate existing adventure



Kindergarten



1st Grade



2nd Grade



3rd Grade



4th Grade



5th Grade

Activity	Kindergarten	1 st Grade	2 nd Grade	3 rd Grade	4 th Grade	5 th Grade
Pinewood Derby	Race Time - Lion	Race Time - Tiger	Race Time - Wolf	Race Time - Bear	Race Time - Webelos	Race Time – Arrow of Light
Fishing	Go Fish	Fish On	A Wolf Goes Fishing	<i>A Bear Goes Fishing</i>	Catch the Big One	Fishing
Cycling	On a Roll	<i>Rolling Tigers</i>	Pedal with the Pack	Bears on Bikes	Pedal Away	Cycling
Swimming	Time to Swim	Tigers in the Water	<i>Spirit of the Water</i>	<i>Salmon Run</i>	<i>Aquanaut</i>	Swimming
Camping	Let's Camp - Lion	Let's Camp – Tiger	Let's Camp – Wolf	Let's Camp – Bear	Let's Camp – Webelos	Outdoor Adventurer*
Conservation	Champions for Nature – Lion	Champions for Nature – Tiger	Champions for Nature – Wolf	Champions for Nature – Bear	Champions for Nature - Webelos	Champions for Nature - AOL

STEM Adventures

BOLD indicates
new adventure
Italics indicate
existing adventure



Kindergarten



1st Grade



2nd Grade



3rd Grade



4th Grade



5th Grade

STEM						
Science	<i>Ready Set Grow</i>	<i>Sky Is the Limit</i>	<i>Digging in the Past</i>	<i>Forensics</i>	<i>Earth Rocks!</i>	<i>Into the Woods</i>
Technology	Everyday Tech	Tech All Around	Computing Wolves	Top Chef Tech	Tech on the Trail	High Tech Outdoors
Engineering	<i>Gizmos and Gadgets</i>	Designed by Tiger	<i>Air of the Wolf</i>	Baloo the Builder	Modular Design	<i>Engineer</i>
Math	Count on Me	Stories in Shapes	<i>Code of the Wolf</i>	Balancing Bears	Math on the Trail	Estimations

Knife Safety



3rd Grade



4th Grade



5th Grade

Whittling	Chef's Knife	Knife Safety
		

Whittlin' Chip is retired

To use a knife a Cub Scout must complete the Adventure for their rank even if they completed a knife safety Adventure previously

The Adventure pocket card can be used as proof of completing the Adventure.

PLAN NOW for Summer Time Fun



1st Grade



2nd Grade



3rd Grade



4th Grade



5th Grade

Summertime Fun

Summertime Fun

Summertime Fun

Summertime Fun

Summertime Fun



One Requirement

1. Anytime during May through August participate in a total of three Cub Scout activities.

Earning Adventure is not dependent on other's participation.

AO

Patches that are replaced by belt loops & pins:

- Cyber Chip/Protect Yourself
- Shooting Sports
- Stem Nova
- Summertime Pack Award
- Whittling Chip
- World Conservation

New Patches available for pack outings & service projects:

- Blue & Gold Ceremony
- Flag Ceremony
- Fire & Police Station visits
- Scouts on Parade
- Scouting for Food
- Scouting Service Projects