2017 Harford District Day Camp

Wolf Achievements

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| --- | --- |
| Scout: | Pack # |
| Day Camp Den Leader: |

*If the scout was at camp every day and went to all the scheduled stations, they would have completed everything on this tracker. The achievements, requirements and electives listed correspond to the Wolf handbook.*

Attendance

 Monday, Tuesday, Wednesday

**BB** **Archery**

Level 1 & 2 Level 1 & 2

**Knots**

Call of the Wild Requirement #5 – show how to tie an overhand and square knot

**Ma & Pa Trail Scavenger Hunt**

Paws on the Path Requirement #2 – Buddy system

Paws on the Path Requirement #3- Appropriate clothing for hike

Paws on the Path Requirement #5 – 1 mile hike

Paws on the Path Requirement #6 – Name two birds, bugs and animals that live in your area

**Soccer**

Running with the Pack Requirement #4 – Play a sport with den and show good sportsmanship

Paws of Skill Elective #4 – play team game

**Orienteering**

Finding Your Way Elective #2- Compass Rose & North, South, East, West

Finding Your Way Elective #3 – Scavenger hunt using a compass

Finding Your Way Elective #4 – Go on hike with compass

**Obstacle Course**

Paws of Skill Elective #5 – run obstacle 2 twice

Thursday Friday

**Slingshots**

Level 1 & 2

**Don’t Be A Litter Bug**

Call of the Wild Requirement #3A – Outdoor Code

Call of the Wild Requirement #3B – LNT

Paws of the Path Requirement #1 - six essentials

Paws on the Path Requirement #4 – LNT/Outdoor Code

**Citizenship**

Council Fire Requirement #1 – Fold flag & flag ceremony

**GermNation**

Germs Alive Elective #1 – germ song

Germs Alive Elective #2 – Germ activity

Germs Alive Elective #5 – Mold Culture

**Outdoor Activity Award**

Attend Cub Scout Day Camp

Participate in a nature hike in your local area

Participate in an outdoor sporting event

Participate in an outdoor activity

**Call of the Wild Requirement #1** – attend day camp

**Paws on the Path Fully Completed**

**Den Time (written by den leader)**