

Adventure Option Requirements

Rank	Adventure	Req / Elect	REQ ¹
Wolf	Call of the Wild	R	
Complete 1-4 and 5 or 6	Outing	R	1
	Weather Changes	R	2
	Outdoor Code	R	3a
	Leave No Trace	R	3b
Pre-requisite	Careful with fire, other dangers	R	3c
	Natural disaster	R	4a
	Germs	R	4b
Do 5 or 6	Overhand knot	R	5
Do 5 or 6	Identify four animals	R	6
Wolf	Howling at the Moon	R	
Complete 1-4	Communicat 2 ways	R	1
	Create skit	R	2
	Campfire Program	R	3
	Perform	R	4
Wolf	Paws of Skill	E	
Complete 1-4	Physically fit discussion	E	1
	Warm up	E	2
Pre-requisite	Practice two skills for two weeks	E	3
	What's a team / Team Game	E	4
Optional	Obstacle course	E	5
Optional	Sportsmanship	E	6
Optional	Attend sporting event	E	7
Wolf	Code of the Wolf	E	
Complete two of 1a-e	Game requiring math	E	1a
	Play Go Fish	E	1b
	5 Activities with math	E	1c
	Make a rekenrek	E	1d
	Make and use measuring device	E	1e
Complete one of 2 a-c	Shapes in nature	E	2a
	Shapes in bridges	E	2b
	Look for a shape (2 weeks)	E	2c
Complete one of 3a-c	Count and analyze	E	3a
	Measure height and compare steps	E	3b
	Shoot baskets and analyze	E	3c
Complete one of 4a-c	Send message with number code	E	4a
	Send message with special shapes	E	4b
	Use a code stick	E	4c
Wolf	Paws on the Path	R	
Complete 1-5	Put together 6 essentials	R	1
	Buddy System / Separation	R	2
	Choose Clothing	R	3
	Outdoor code/LNT/Wildlife	R	4
	1-mile hike / 2 interesting things	R	5

Optional	Optional -- 2 birds, insects, animals	R	6
Optional	Optional -- Map of community	R	7
Bear	Fur, Feathers and Ferns	R	
Complete 1 and three others	1-mile hike, animal signs	R	1
Pre-requisite (Optional)	Go to the zoo	R	2
	Extinct and endangered animals	R	3
	Observe wildlife	R	4
	Examine plants with magnification	R	5
	Composting	R	6
	Plant garden	R	7
Bear	Bear Claws	R	
Complete 1, 2 and 3a or 3b	3 types of pocket knives	R	1
	Earn your whittling Chip	R	2
	Carve 2 items	R	3a
	Safely use a knife to do five tasks	R	3b
Bear	Beat of the Drum	E	
Complete 1 and two others from 2-4	History / Culture Native Americans	E	1
	Create a legend	E	2
Requirement 3 is one of a-c	Make dream catcher	E	3a
Requirement 3 is one of a-c	Make American Indian craft	E	3b
Requirement 3 is one of a-c	Make and use drum	E	3c
Requirement 4 is one of a-d	Visit OA dance ceremony	E	4a
Requirement 4 is one of a-d	Visit American Indian Event	E	4b
Requirement 4 is one of a-d	Learn and do dance steps	E	4c
Requirement 4 is one of a-d	Create a ceremonial dance	E	4d.
Bear	Super Science	E	
Complete at least four of 1-5	Make Static Electricity	E	1
	Static Electricity Investigation 1	E	2
	Sink or Float	E	3
	Color Morphing	E	4
	Color Layering	E	5
Bear	Baloo the Bulder	R	
Complete 1-4	Discover best tools, safety, practice	R	1
	Plan materials	R	2
	Build two projects	R	3
	Apply finish to one project	R	4
Bear	Bear Necessities	R	
Complete 1-4. 5 and 6 are optional	Day Camp	R	1
Pre-requisite	Make a list of items you should take	R	2
Pre-requisite	List of pack equipment	R	3
Pre-requisite	Pick spot and set up tent	R	4
Pre-requisite (Optional)	Two half hitches	R	5
Pre-requisite (Optional)	Use a barometer & thermometer 7 days	R	6

¹ This guide is provided to help leaders plan their annual program and prepare for camp. As many requirements will be covered as time, weather and participant cooperation permit. Attendance and participation do not guarantee that youth will pass all requirements. It is the duty of the unit leader to determine if the requirement has been met and to follow up with youth that need additional help. Highlighted rows indicate requirements that need to be completed outside of camp.