

## Adventure Option Requirements for Tigers

Rank	Adventure	Req / Elect	REQ <sup>1</sup>
<b>Tiger</b>	<b>Games Tigers Play</b>	<b>R</b>	
Complete 1, plus to others	Play two games	R	1a
	Listen to and follow rules	R	1b
	What did you learn? How did you help?	R	1c
Pre-requisite	Talk about good nutrition	R	2
Pre-requisite	Make up a game with den and play it	R	3
Pre-requisite	Make up new game and play it	R	4
Pre-requisite	Attend a sports event	R	5a
Pre-requisite	Talk with coach / Learn more about the sport	R	5b
<b>Tiger</b>	<b>Tigers in the Wild</b>	<b>R</b>	
Complete 1-3 plus one from 4-7	Collect Six Essentials	R	1
	Take a short hike	R	2
	Listen and talk Outdoor Code	R	3a
	Listen and talk LNT	R	3b
	Demonstrate Outdoor Code and LNT	R	3c
	Find 3 plants, animals or signs	R	4
	Outdoor Pack meeting or campfire	R	5
	Find two different trees and write names	R	6
Pre-requisite	Visit the Zoo	R	7
<b>Tiger</b>	<b>My Tiger Jungle</b>	<b>R</b>	
Do 1 plus two from 2-5	Take walk and pick out to sights and sounds of nature	R	1
	1-foot hike, list of living things	R	2
	Point out 2 different birds / learn more.	R	3
	Plant a plant, shrub or bush. Learn more	R	4
Pre-requisite	Build and hang a bird house	R	5
<b>Tiger</b>	<b>Curiosity, Intrigue &amp; Magic</b>	<b>E</b>	
Do 1 and 2 plus on other	Learn a magic trick		1a
Pre-requisite	Create magic show invitation		1b
Pre-requisite	Put on magic show		1c
Pre-requisite	Spell name using sign language or brail		2
	Create a secret code		3
	Crack a code		4
	Science Demonstration as magic		5

<sup>1</sup>This guide is provided as a courtesy for leaders that may be bringing Tigers to camp. Our camps are geared toward Wolf and Bear age boys, so there are few Tiger adventure requirements covered. 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 after camp. This has special application for Tigers. Highlighted rows indicate requirements that need to be completed outside of camp.