

# BEAR

CUB SCOUT HANDBOOK



BOY SCOUTS OF AMERICA

# BEAR

## Boys and Girls in 3rd Grade or 9 Years Old

Welcome to the Boy Scouts of America! Bear Cub Scouts is the beginning of what we hope will become a lasting relationship between your Scout and the Boy Scouts of America.

The Bear Cub Scout program is designed to involve your Scout in a group of boys and girls their own age where they can earn status and recognition. There, your Scout will also gain a sense of personal achievement from the new skills they learn.

This form is designed to give you a closer glimpse into the Bear Cub Scout program and handbook. For more information, visit [www.cubscouts.org](http://www.cubscouts.org).

### Your Scout is a Member of a Bear Den...

- The Bear den is made up of no more than eight boys or girls who are in the third grade or nine years old.
- The den meets two to three times a month. One of the den meetings each month should be a fun and educational field trip.
- A parent or guardian of the Bear Cub Scouts is encouraged to attend meetings and assist the den leader.
- The Bear den has a den leader and an assistant den leader.



### Your Scout is a Member of a Cub Scout Pack...

- A pack consists of several dens with boys and girls from the different age groups. The dens meet together once a month for a pack meeting.
- The Cubmaster leads the monthly pack meeting, but each den will have a part in the pack meeting.
- Some months, the pack meeting will have special themes such as Pinewood Derby, Blue & Gold Banquet or guest speakers. Other months may be devoted to recognizing the Scouts for the projects they have completed by the presentation of belt loops and activity pins or rank advancements.

### Bear Cub Scout Uniform

- Blue Cub Scout Uniform
- Blue Bear neckerchief
- Uniforms can be purchased at any council Scout Shop. Visit [www.crossroadsbsa.org/shop](http://www.crossroadsbsa.org/shop) for locations and store hours.



For more information, visit [www.CubScouts.org](http://www.CubScouts.org)



# BEAR ADVANCEMENT

In Scouting, advancement is the process by which a member meets certain requirements and earns recognition. Boys and girls in Cub Scouting work on advancement with their families. To advance, Bear Cub Scouts work on adventures at their own pace. As these are completed, they are awarded recognition items to mark their progress.

## Cub Scouts Must Complete the Bobcat Badge...

The first step of Cub Scout advancement is for a Scout to earn the Bobcat badge before they complete any requirements for adventures.

1. Learn and say the Scout Oath, with help if needed.
2. Learn and say the Scout Law, with help if needed.
3. Show the Cub Scout sign. Tell what it means.
5. Show the Cub Scout handshake. Tell what it means.
6. Say the Cub Scout motto.
7. With a parent or guardian, complete the exercises in the pamphlet *How to Protect Your Child from Child Abuse: A Parent's Guide - Bobcat Requirements*.



## Bear Cub Scouts Complete Adventures...

Once a Scout has completed the Bobcat badge, they will work on completing seven adventures.

- Bear Claws
- Bear Necessities
- Fellowship and Duty to God
- Fur, Feathers, and Ferns
- Grin and Bear It
- Paws for Action
- One other adventures of your choice (from the list of electives)

Once your Scout completes the requirements for the seven adventures, they will be eligible to receive the Bear badge, signifying that they have earned the Bear rank and can move on to completing more elective adventures.

## Bear Cub Scouts Complete Elective Adventures...

After your Scout has earned the Bear badge, they can earn more belt loops by completing elective adventures outlined in the handbook. The wide variety of electives help broaden a Scout's horizons and reinforce the aims of Scouting. Electives provide advancement opportunities and recognition for your Scout until they are eligible to begin working on the Webelos rank (boys and girls in fourth or fifth grade or 10 years old).

- Baloo the Builder
- A Bear Goes Fishing
- Bear Picnic Basket
- Beat of the Drum
- Critter Care
- Forensics
- Make It Move
- Marble Madness
- Roaring Laughter
- Robotics
- Salmon Run
- Super Science
- A World of Sound