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BOBCAT TRAIL (Page 16)

(If the Cub Scout has not previously earned the Bobcat Badge, it must be earned first).

1. Learn and say the Cub Scout Promise and
 - a. Complete the [Character Connection](#) for Honesty. **(Page 18)**
 1. **Know-** Discuss these questions with your family: What is a promise? What does it mean to “keep your word?” What does *honesty* mean? What does it mean to “do your best?”
 2. **Commit-** Discuss these questions with your family. Why is a promise important? Why is it important for people to trust you when you give your word? When might it be difficult to keep your word? List examples.
 3. **Practice-** Discuss with family members why it is important to be trustworthy and honest and how you can do your best to be honest when you are doing the activities in Cub Scouting.
2. Say the Law of the Pack. Tell what it means.
3. Tell what Webelos means.
4. 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. A motto is a guiding principle.
7. Give the Cub Scout salute. Tell what it means.
8. With your parent or guardian, complete the exercises Your Children from Child Abuse.

WOLF TRAIL

To earn the Wolf rank a Cub Scout **must complete 59 tasks** out of a possible **84 tasks** that are offered in the book. Note that these activities are primarily done at home and signed off by the parent after the boy has completed each task. The book is then shown to the Den Leader who records the progress and also signs the boy's book.

The Purposes of Cub Scouting and Character Connections.

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|------------------------------|----------------|
| 1. Character Development | 1. Citizenship |
| 2. Spiritual Growth | 2. Compassion |
| 3. Good Citizenship | 3. Cooperation |
| 4. Sportsmanship and fitness | 4. Courage |

- | | |
|--------------------------------|-----------------------|
| 5. Family Understanding | 5. Faith |
| 6. Respectful Relationships | 6. Health and Fitness |
| 7. Personal Achievement | 7. Honesty |
| 8. Friendly Service | 8. Perseverance |
| 9. Fun and Adventure | 9. Positive Attitude |
| 10. Preparation for Boy Scouts | 10. Resourcefulness |
| | 11. Respect |
| | 12. Responsibility |

Character development is an important part of the Scouting program and it involves three major areas: Thinking (the head), feeling (the heart), and behavior (the hand). Cub Scouting emphasizes the relationships of the head, the heart and the hand to 12 core values and calls them **CHARACTER CONNECTIONS**.

These 12 core values are important throughout Wolf Cubs and during the Wolf Cub year six values will be worked on:

Positive Attitude (Page 70)

Respect (Page 74)

Responsibility (Page 82)

Cooperation (Page 88)

Faith (Page 94)

Courage (Page 100)

As you work on achievements, ask your Wolf Cub to consider the following:



What do I think or know? (What do I know about the core value, about the experience, about the context?)



How do I feel? (How do I feel about this value? What makes this difficult to do? How did this experience make me feel?)



What can I do? (How can I practice this value at school, at home, or with my friends?)

WOLF ACHIEVEMENTS 12 total achievement groups/49 achievements = 4 Yellow Beads for Progress Toward Ranks emblem.

1. FEATS OF SKILL (Page 38) (Do **ALL** of **A-E ACHIEVEMENTS** and **one** from **F-K**, follow requirements in the sections)

- a. Play catch with someone 10 steps away. Play until you can throw and catch.
- b. Walk a line back and forth. Do it sideways too. Then walk the edge of a board six steps each way.
- c. Do a front roll.
- d. Do a back roll.

e. Do a falling forward roll.

Do one of the following in (f, g, h, i, j, or k):

f. See how high you can jump.

g. Do the elephant walk, frog leap, and crab walk.

h. Using a basic swim stroke, swim 25 feet.

i. Tread water for 15 seconds or as long as you can. Do your best.

j. Use a basketball or playground ball, do a - Baseball pass, Chest pass, and a Bounce pass.

k. Do a frog stand.

l. Run or jog for 10 minutes OR jog in place for 5 minutes.

2. YOUR FLAG (Page 46), follow requirements in this section

a. Give the Pledge of Allegiance to the flag of the United States of America. Tell what it means.

b. Lead a flag ceremony in your den. Here are some ideas.

c. Tell how to respect and take care of the flag. Show 3 ways to display flag

d. Learn about the flag of your state or territory and how to display it.

e. Learn how to raise a U.S. flag properly for an outdoor ceremony.

f. Participate in an outdoor flag ceremony.

g. With the help of another person, fold the flag.

3. KEEP YOUR BODY HEALTHY (Page 56), follow requirements in this section

a. Make a chart and keep track of your health habits for two weeks.

b. Tell four ways to stop the spread of colds.

c. Show what to do for a small cut on your finger.

4. KNOW YOUR HOME AND COMMUNITY (Page 60), follow requirements in this section

a. Make a list of phone numbers you need to in case of an emergency. Put a copy of this list by your phone or in a central place in your home. Update it often.

b. Tell what to do if someone comes to the door and wants to come in.

c. Tell what to do if someone calls on the phone.

d. When you and your family leave home, remember to (List is given in Book.)

e. Talk with your family members. Agree on the household jobs you will be responsible for. Make a list of your jobs and mark off when you have finished them. Do this for one month.

f. Visit an important place in your community, such as a historic or government location. Explain why it is important.

5. TOOLS FOR FIXING AND BUILDING (Page 64), follow requirements in this section

a. Point out and name seven tools. Do this at home, or go to a hardware store with an adult. Tell what each tool does.

b. Show how to use pliers.

c. Identify a Phillips head and a standard screw. Then use the right tool to drive and then remove one from a board.

d. Show how to use a hammer.

e. Make a birdhouse, a set of bookends, or something else useful.

6. START A COLLECTION (Page 70), follow requirements in this section

a. Complete the [Character Connection](#) for Positive Attitude.

1. **Know-** Discuss with your family how a cheerful and positive attitude will help you to do your best at school and in other areas of your life.
 2. **Commit-** Discuss with your family how gathering items for a collection may be difficult. How does a hopeful and cheerful attitude helpful to keep looking for more items? Why is a positive attitude important?
 3. **Practice-** Practice having a positive attitude while doing the requirements for “Start a Collection.”
- b. Make a collection of anything you like. Start with 10 things. Put them together in a neat way.
 - c. Show and explain your collection to another person.

7. YOUR LIVING WORLD (Page 74), follow requirements in this section

This achievement is also part of the World Conservation Award (see page 226)

- a. Complete the [Character Connection](#) for Respect.
 1. **Know-** Discuss these questions with your family: What things have people do to show a lack of respect to our world? Why is it important to respect your environment and natural resources? How can you show respect for your environment?
 2. **Commit-** Discuss with your family how you feel when you see places in your neighborhood that have lots of litter. Name one thing you can do to help the environment.
 3. **Practice-** Practice being respectful while doing the requirements for “Your Living World.”
- b. Land, air and water can get dirty. Discuss with your family ways this can happen.
- c. It takes a lot of energy to make glass, cans, and paper products. You can help save energy by collecting those items for use again. Find out how recycling is done where you live. Find out what items you can recycle.
- d. With an adult, pick up litter in your neighborhood. Wear gloves to protect your hands against germs and cuts from sharp objects.
- e. With an adult, find three stories that tell how people are protecting our world. Read and discuss them together.
- f. Besides recycling, there are other ways to save energy. List 3 ways you can save energy, and do them.

8. COOKING AND EATING (Page 78), follow requirements in this section

- a. Study the Food Guide Pyramid. Name some foods from each of the food groups shown in the pyramid.
- b. Plan the meals you and your family should have for one day. List things your family should have from the food groups shown in the Food Group Pyramid. At each meal, you should have foods from at least three food groups.
- c. Help fix at least one meal for your family. Help set the table, cook the food, and wash the dishes.
- d. Fix your own breakfast. Wash and put away the dishes.
- e. With an adult, help to plan, prepare, and cook an outdoor meal.

9. BE SAFE AT HOME AND ON THE STREET (Page 82), follow requirements in this section

- a. Complete the [Character Connection](#) for Responsibility.
 1. **Know-** Discuss these questions with your family: How does being responsible help us be safe? Within the past week, how did you show responsibility?

2. **Commit-** Discuss these questions with your family: What happens when people are not responsible? What things can make you forget to be responsible? What things will help you be more responsible?
3. **Practice-** Practice being responsible while doing the requirements for “Be Safe at home and on the Street.”
- b. WITH AN ADULT, check your home for hazards and know how to make your home safe.
- c. WITH AN ADULT, check your home for danger from fire.
- d. Practice good rules of street and road safety.
- e. Know the rules of bike safety.

10. FAMILY FUN (Page 88) Do Requirement A and 2 of requirements 10b to 10g.

- a. Complete the [Character Connection](#) for Cooperation.
 1. **Know-** What is “cooperation”? Why do people need to cooperate when they are doing things together? Name some ways that you can be helpful and cooperate with others.
 2. **Commit-** Discuss with your family what makes it hard to cooperate. How do listening, sharing, and persuading help us cooperate?
 3. **Practice-** Practice being cooperative while doing the requirements for “Family Fun.”
- b. Make a game like one of these. Play it with your family. (Eagle Golf, Beanbag Archery.)
- c. Plan a walk. Go to a park or a wooded area, or visit a zoo or museum with your family.
- d. Read a book or Boys' Life magazine with your family. Take turns reading aloud.
- e. Decide with Akela, what you will watch on television or listen to on the radio.
- f. Attend a concert, a play, or other live program with your family.
- g. Have a Family Board Game Night at home with members of your family.

11. DUTY TO GOD (Page 94),

- a. Complete the [Character Connection](#) for Faith.
 1. **Know-** What is “Faith”? With your family, discuss some people who have shown their faith—who have shown an inner strength based on their thrust in a higher power of cause. Discuss the good qualities of these people.
 2. **Commit-** Discuss these questions with your family: What problems did these faithful people overcome to follow or practice their beliefs? What challenges might you face in doing your duty to God? Who can help you with these challenges?
 3. **Practice-** Practice your faith while doing the requirements for “Duty to God.”
- b. Talk with your family about what they believe is their duty to God.
- c. Give 2 ideas on how you can practice or demonstrate your religious beliefs.
- d. Find out how you can help your church, synagogue, mosque, temple or religious fellowship.

12. MAKING CHOICES (Page 100) Do requirement A and 4 of requirements 12b to 12k.

- a. Complete the [Character Connection](#) for Courage.
 1. **Know-** Discuss with your family what “courage” is? Review the requirements and discuss how you might need courage in each one to do what is right.
 2. **Commit-** Give some examples of when it is hard to do the right thing. Discuss with you family times that it might take courage to be honest and kind. Tell

about a time in your life when you needed to be brave or courageous to do the right thing.

3. **Practice-** Practice learning about courage while doing the requirements for "Making Choices." With family members, act out the choices you would make for some of the requirements.
- b. There is an older boy who hangs around Jason's school. He tries to give drugs to the children. What would you do if you were Jason?
- c. Lee is home alone. The phone rings. When Lee answers, a stranger asks if Lee's mother is home. She is not. Lee is alone. What would you do if you were Lee?
- d. Justin is new to your school. He has braces on his legs and walks with a limp. Some of the kids at school tease him. They want you to tease him, too. What would you do?
- e. Juan is on a walk with his little sister. A car stops and a man asks them to come over to the car. What would you do if you were Juan?
- f. Matthew's grandmother gives him money to buy an ice-cream cone. On the way to the store, a bigger boy asks for money and threatens to hit Matthew if he does not give him some money. If you were Matthew what would you do?
- g. Chris and his little brother are home alone in the afternoon. A woman knocks on the door and says she wants to read the meter. She is not wearing a uniform. What would you do if you were Chris?
- h. Sam is home alone. He looks out the window and sees a man trying to break into a neighbor's back door. What would you do if you were Sam?
- i. Mr. Palmer is blind. He has a guide dog. One day as he is crossing the street, some kids whistle and call to the dog. They want you and your friends to call the dog, too. What would you do?
- j. Some kids who go to Bob's school want him to steal candy and gum from a store, which they can share later. Bob knows this is wrong, but he wants to be popular with these kids. What would you do if you were Bob?
- k. Paul and his little sister are playing outdoors. A very friendly, elderly woman stops and watches the children for a while. Paul doesn't know the woman. She starts to talk with them and offers to take Paul's little sister on a walk around the block. What would you do?

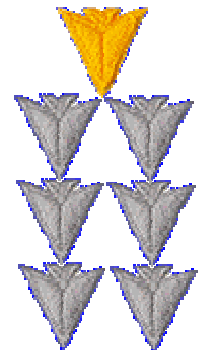
Wolf Arrow Points He may work on his "Arrow Point Trail" at any time; however he **cannot receive Arrow Points until AFTER he has earned the Wolf Badge.**

GOLD ARROW POINT: For the FIRST 10 arrow points completed in his book, the Wolf Cub earns his GOLD ARROW POINT.

The Wolf Cub earns a **SILVER ARROW POINT** for EACH 10 arrow points completed (AFTER HE EARNS THE GOLD ARROW POINT).

Uniform:

Only **ONE Gold Arrow Point** can be earned but the Scout can earn extra **Silver Arrow Points** for each 10 electives he finishes



1. IT'S A SECRET (Page 110)

- a. Use a secret code.
- b. Write to a friend in invisible "ink".
- c. "Write" your name using American Sign Language. People who are deaf use this language.

d. Use 12 Native American signs to tell a story.

2. BE AN ACTOR (Page 118)

- a. Help to plan and put on a skit with costumes.
- b. Make some scenery for a skit.
- c. Make sound effects for a skit.
- d. Be the announcer for a skit.
- e. Make a paper sack mask for a skit.

3. MAKE IT YOURSELF (Page 124)

- a. Make something useful for home or school. Start with recipe cardholder.
- b. Make a ruler and measure to see how far you can stretch your hand.
- c. Make and use a bench fork.
- d. Make a door stop.
- e. Or make something else.

4. PLAY A GAME (Page 128)

- a. Play Pie-tin Washer Toss.
- b. Play Marble Sharpshooter.
- c. Play Ring Toss.
- d. Play Beanbag Toss.
- e. Play a game of Marbles.
- f. Play a wide-area or large group game with your den or pack.

5. SPARE TIME FUN (Page 132)

- a. Explain safety rules for kite flying.
- b. Make and fly a paper bag kite.
- c. Make and fly a two-stick kite.
- d. Make and fly a three-stick kite.
- e. Make and use a reel for kite string.
- f. Make a model boat with a rubber-band propeller.
- g., h, or i. Make or put together some kind of model boat, airplane, train, or car.
(This **can be done** 3 times with 3 different projects.)

6. BOOKS, BOOKS, BOOKS (Page 142)

- a. Visit a bookstore or go to a public library with an adult. Find out how to get your own library card. Name 4 kinds of books that interest you (for example, history, science fiction, how-to-books).
- b. Choose a book on a subject you like and read it. With an adult, discuss what you read and what you think about it.
- c. Books are important. Show that you know how to take care of them. Open a new book the right way. Make a paper or plastic cover for it or another book.

7. FOOT POWER (Page 146)

- a. Learn to walk on a pair of stilts.
- b. Make a pair of "puddle jumpers" and walk with them.
- c. Make a pair of "foot racers" and use them with a friend.

8. MACHINE POWER (Page 148)

- a. Name 10 kinds of trucks, construction machinery, or farm machinery and tell what each is used for.

- b. Help an adult do a job using a wheel and axle.
- c. Show how to use a pulley.
- d. Make and use a windlass.

9. LET'S HAVE A PARTY (Page 152)

- a. Help with a home or den party.
- b. & c. Make a gift or toy like one of these (see book) and give it to someone.
(This is two parts)

10. AMERICAN INDIAN LORE (Page 154)

- a. Read a book or tell a story about Native Americans, past or present.
- b. Make a musical instrument used by Native Americans.
- c. Make traditional American Indian clothing.
- d. Make a traditional item or instrument that American Indians used to make their lives easier.
- e. Make a model of a traditional American Indian house.
- f. Learn 12 American Indian word pictures and write a story with them.

11. SING-A-LONG (Page 162)

- a. Learn and sing the first and last verses of "America."
- b. Learn and sing the first verse of our National Anthem.
- c. Learn the words and sing three Cub Scout songs.
- d. Learn the words and sing the first verse of three other songs, hymns, or prayers.
Write the verse of one of the songs you learned in the space below.
- e. Learn & sing a song that would be sung as a grace before meals. Write the words in the space below.
- f. Sing a song with your den at a pack meeting.

12. BE AN ARTIST (Page 168)

- a. Make a freehand sketch of a person, place or thing.
- b. Tell a story in three steps by drawing three cartoons.
- c. Mix yellow and blue paints, mix yellow and red, and mix red and blue. Tell what color you get from each mixture.
- d. Help draw, paint, or crayon some scenery for a skit, play, or puppet show.
- e. Make a stencil pattern.
- f. Make a poster for a Cub Scout project or a pack meeting.

13. BIRDS (Page 174) This elective is also part of the World Conservation Award (see page 226).

- a. Make a list of all the birds you saw in a week and tell where you saw them (field, forest, marsh, yard, or park).
- b. Put out nesting material (short pieces of yarn and string) for birds and tell which birds might use it.
- c. Read a book about birds.
- d. Point out 10 different kinds of birds (5 may be from pictures).
- e. Feed wild birds and tell which birds you fed.
- f. Put out a birdhouse and tell which birds use it.

14. PETS (Page 178)

- a. Take care of a pet.
- b. Know what to do when you meet a strange dog.

- c. Read a book about a pet and tell about it at a den meeting.
- d. Tell what is meant by rabid. Name some animals that can have rabies. Tell what you should do if you see a dog or wild animal that is behaving strangely & what you should do if you find a dead animal.

15. GROW SOMETHING (Page 184) This elective is part of the World Conservation Award (see page 226).

- a. Plant and raise a box garden.
- b. Plant and raise a flower bed.
- c. Grow a plant indoors.
- d. Plant and raise vegetables.
- e. Visit a botanical garden or other agricultural exhibition in your area.

16. FAMILY ALERT (Page 188)

- a. Talk with your family about what you will do in an emergency.
- b. In case of a bad storm or flood, know where you can get safe food and water in your home. Tell how to purify water. Show one way. Know where and how to shut off water, electricity, gas, or oil.
- c. Make a list of your first aid supplies, or make a first aid kit. Know where the first aid things are kept.

17. TIE IT RIGHT (Page 190)

- a. Learn to tie an overhand knot and a square knot.
- b. Tie your shoelaces with a square bow knot.
- c. Wrap and tie a package so that it is neat and tight.
- d. Tie a stack of newspapers the right way.
- e. Tie two cords together with an overhand knot.
- f. Learn to tie a necktie.
- g. Wrap the end of a rope with tape to keep it from unwinding.

18. OUT DOOR ADVENTURE (Page 196)

- a. Help plan and hold a picnic with your family or den.
- b. With a parent, help plan and run a family or den outing.
- c. Help plan and lay out a treasure hunt something like this (see book)
- d. Help plan and lay out an obstacle race. Use this idea or make up your own.
- e. Help plan and lay out an adventure trail.
- f. Take part in two summertime pack events with your den.
- g. Point out poisonous plants. Tell what to do if you accidentally touch one of them.

19. FISHING (Page 200) This is part of the World Conservation Award (see page 226)

- a. Identify 5 different kinds of fish.
- b. Rig a pole with the right kind of line and hook. Attach a bobber and sinker, if you need them. Then go fishing.
- c. Fish with your family or an adult. Bait your hook and do your best to catch a fish.
- d. Know the rules of safe fishing.
- e. Tell about some of the fishing laws where you live.
- f. Show how to use a rod and reel.

20. SPORTS (Page 204)

- a. Play a game of tennis, table tennis, or badminton.
- b. Know boating safety rules.

- c. Earn the Cub Scouting shooting sports Archery belt loop. **(This can be done only at a district or council day camp, resident camp or BSA family camp. See #34299A Printed 2007 Cub Scout Academics and Sports Program Guide Page 22)**
- d. Understand the safety and courtesy code for skiing. Show walking and the kick turn. Do climbing with a side stop or herringbone. Show the snowplow or stem turn, and how to get up from a fall.
- e. Know the safety rules for ice skating. Skate, without falling, as far as you can walk in 50 steps. Come to a stop. Turn from forward to backward.
- f. In roller skating, know the safety rules. From a standing start, skate forward as far as you can walk in 50 steps. Come to a stop within 10 walking steps. Skate around a corner one way without coasting. Then do the same coming back. Turn from forward to backward.
- g. Go bowling.
- h. Show how to do a sprint start in track. See how far you can run in 10 seconds.
- i. Do a standing long jump. Jump as far as you can.
- j. Play a game flag football.
- k. Show how to dribble and kick a soccer ball. Take part in a game.
- l. Play a game of baseball or softball.
- m. Show how to shoot, pass, and dribble a basketball. Take part in a game.
- n. Earn the Cub Scouting shooting sports BB-gun shooting belt loop. **(This can be done only at a district or council day camp, resident camp or BSA family camp. See #34299A Printed 2007 Cub Scout Academics and Sports Program Guide Page 22)**
- o. With your den, participate in 4 out-door physical fitness-related activities.

21. COMPUTERS (Page 216)

- a. Visit a place where computers are used. Find out what the computers do.
- b. Explain what a computer program does. Use a program to write a report for school, to write a letter, or for something else.
- c. Tell what a computer mouse is. Describe how a CD-ROM is used.

22. SAY IT RIGHT (Page 218)

- a. Say "Hello" in a language other than English. (See examples given in book.)
- b. Count to 10 in a language other than English.
- c. Tell a short story to your den, your den leader, or an adult.
- d. Tell how to get to a nearby fire station or police station from your home, your den meeting, and school. Use directions and street names.
- e. Invite a boy to join Cub Scouting or help a new Cub through the Bobcat trail.

23. Let's Go Camping (Page 222)

- a. Participate with your pack on an overnight campout.
- b. Explain the basics of how to take care of yourself in the outdoors.
- c. Tell what to do if you get lost.
- d. Explain the buddy system.
- e. Attend day camp in your area.
- f. Attend resident camp in your area.
- g. Participate with your den at a campfire in front of your pack.
- h. With your den or pack or family, participate in a worship service outdoors.

Cub Scout World Conservation Award (Page 226)

Cub Scouting's Leave No Trace Awareness Award (Page 227)

Cub Scout Academics and Sports (Page 228)