



PACK 77 CUB SCOUTS

WHAT DEN WILL MY CHILD JOIN?



LION

Age: Kindergarten-aged
Adult partner: Required
Awards: Adventure loops
Pack camping: Yes
Den camping: No
Uniform: T-shirt & blue belt
Optional: Hat, socks, neckerchief, slide
Handbook: Available and includes adventure stickers
Sample Adventures:

- Lion's Honor
- Fun on the Run
- Animal Kingdom
- Mountain Lion
- King of the Jungle
- I'll Do It Myself
- Gizmos & Gadgets
- Build It Up, Knock It Down
- Ready, Set, Grow

TIGER

Age: Completed Kindergarten or 7 years old
Adult partner: Required
Awards: Adventure loops
Pack camping: Yes
Den camping: No
Uniform: Shirt, pants, belt
Optional: Hat, socks, neckerchief, slide
Handbook: Available
Sample Adventures:

- My Tiger Jungle
- Games Tigers Play
- Team Tiger
- Tiger Bites
- Tigers in the Wild
- Magical Mysteries
- Floats & Boats
- Sky Is the Limit
- Tiger Theater
- Good Knights

WOLF

Age: Completed 1st grade or 8 years old
Adult partner: Optional
Awards: Adventure loops
Pack camping: Yes
Den camping: No
Uniform: Shirt, pants, belt
Optional: Hat, socks, neckerchief, slide
Handbook: Available
Sample Adventures:

- Call of the Wild
- Howling at the Moon
- Paws on the Path
- Running with the Pack
- Adventures in Coins
- Collections & Hobbies
- Finding Your Way
- Germs Alive
- Grow Something
- Hometown Heroes
- Digging in the Past

BEAR

Age: Completed 2nd grade or 9 years old
Adult partner: Optional
Awards: Adventure loops
Pack camping: Yes
Den camping: Yes
Uniform: Shirt, pants, belt
Optional: Hat, socks, neckerchief, slide
Handbook: Available
Sample Adventures:

- Baloo the Builder
- Bear Claws
- Fur, Feathers & Ferns
- Paws for Action
- A Bear Goes Fishing
- Marble Madness
- Robotics
- Roaring Laughter
- Super Science
- A World of Sound
- Forensics

WEBELOS

Age: Completed 3rd or 4th grade or 9 years old
Adult partner: Optional
Awards: Adventure pins
Pack camping: Yes
Den camping: Yes
Uniform: Shirt, pants, belt
Optional: Hat, socks, neckerchief, slide, Webeles colors
Handbook: Available
Sample Adventures:

- Cast Iron Chef
- First Responder
- Stronger, Faster, Higher
- Aquanaut
- Engineer
- Fix It
- Game Design
- Into the Wild
- Moviemaking
- Sports



WELCOME TO THE GREAT OUTDOORS

Cub Scout Pack 77

Cub Scouting is fun for the whole family. In Scouting, boys start with their best right-now selves and grow into their very best future selves. It's fun, hands-on learning and achievement that puts kids in the middle of the action and prepares them for today – and for life.

ADVANCEMENT

On the advancement trail, a Cub Scout progresses towards a badge of rank based on their grade. Cub Scout activities are centered around earning badges that are specific to each school grade level. This badge represents a rank. Advancement refers to the progress a Cub Scout makes toward their badge of rank. All the activities for each rank are in the Cub Scout handbooks.



CONTACT THE CUBMASTER DIRECTLY

 Toddblack1246@gmail.com

MESSAGE FROM THE CUBMASTER:

I am very happy to welcome Orchard families to the originally Willard based Pack.

Interest in joining is high. This year, we have open Scout slots in our 3rd and 5th Grade Dens.

You can join any time during the year but now is the beginning of the new season and spots will fill quickly.

Let's Scout!



Kindergarten through third grade; Lions, Tigers, Wolves, and Bears earn metal adventure loops (shown above). These are designed to slide onto a Cub Scout's belt.

Fourth and fifth grade, Webelos, earn metal adventure pins. These pins are placed on the Webelos Colors (shown at right) or on a Webelos hat.



ADVENTURES

Based on different topics such as hiking, nature, science, citizenship, first aid, sports, and more, adventures are earned as a Cub Scout advances toward their badge of rank. Once an adventure is completed, a Cub Scout receives recognition in the form of an adventure loop or adventure pin. A number of adventures must be completed to earn the badge of rank for each grade level. Adventures may be earned in any order. Completion of adventures is how the aims of character, citizenship, leadership, and personal fitness are developed.

UNIFORMS

The uniform is one of the methods of delivering the Scouting program. In addition to creating a sense of belonging, the uniform gives a Scout the ability to display their personal achievements.

DEN MEETINGS & PACK MEETINGS

In den meetings and pack meetings, Cub Scouts make new friends, play purposeful games, and learn new things. Dens usually meet two to three times a month. All the dens in the pack come together once a month for a pack meeting.

CAMPING & OUTDOOR ADVENTURES

Cub Scout families have opportunities to go camping and to participate in outdoor adventures. Lessons learned in the out-of-doors help to develop a life-long respect for the environment. Scouts may attend day camp and families may participate in overnight camping.

SPECIAL PACK EVENTS

Packs can put together special events and activities such as banquets, races, and community service projects.

