



2015–2016

Cub Scout

Program

Transition Information



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Cub Scout Program Transition Information

Boys who join the Cub Scout program on June 1, 2015, or later must complete the Bobcat requirements listed below before earning the rank badge for their school or birth year.

Bobcat Requirements

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.
4. Show the Cub Scout handshake. Tell what it means.
5. Say the Cub Scout motto. Tell what it means.
6. Show the Cub Scout salute. Tell what it means.
7. With your parent or guardian, complete the Bobcat requirements in the pamphlet *How to Protect Your Children From Child Abuse: A Parent's Guide* and earn the *Cyber Chip Award* for your age.*

*If your family does not have Internet access at home AND you do not have ready Internet access at school or another public place or via a mobile device, the *Cyber Chip* portion of this requirement may be waived by your parent or guardian.

Cub Scout Program Transition Information

Cub Scout Adventure Program Transition for **Traditional Units**

Tiger rank earned as of June 1, 2015,
and moving to Wolf rank



Begin using the new *Wolf Handbook*
and the *Wolf Den Leader Guide* for
the Wolf adventures.

Wolf rank earned as of June 1, 2015,
and moving to Bear rank



Begin using the new *Bear Handbook*
and the *Bear Den Leader Guide* for
the Bear adventures

Bear rank earned as of June 1, 2015,
and moving to Webelos rank



Begin using the new *Webelos
Handbook* and the *Webelos Den
Leader Guide* for the Webelos
adventures

Webelos rank earned as of June 1,
2015, and moving to Arrow of Light
rank.



OPTION 1.

May continue to work out of the
current handbook and complete the
Arrow of Light requirements as
stated.

OPTION 2.

Begin using the new *Webelos
Handbook* and the *Webelos Den
Leader Guide* for the Webelos
adventures.

- ▶ Must complete the four defined
required adventures
- ▶ To satisfy the requirement for
three electives may utilize EITHER
the new adventure electives OR
activity badges earned under the
current program but NOT USED
TO FULFILL WEBELOS RANK
REQUIREMENTS

Cub Scout Program Transition Information

Option 2. Webelos Rank Earned - earning Arrow of Light using new program model - Effective June 1, 2015

Arrow of Light Requirements

1. Be active in your Webelos den for at least six months since completing the fourth grade (or for at least six months since becoming 10 years old. Being active means having good attendance, paying your den dues, and working on den projects.)

2. Complete each of the following Arrow of Light core adventures with your den or family:

- a. Building a Better World
- b. Camper
- c. Faith in Action (2)
- d. Scouting Adventure

3. Complete **three** Webelos elective adventures (or previously earned activity badges) of your den or family's choosing.

*Boys who have achieved the Webelos rank by June 1, 2015, may complete this requirement (three adventure electives) by using Webelos activity badges/pins earned before June 1, 2015. **These three activity badges must be in addition to those required for earning the Webelos Award.***

7. With your parent or guardian, complete the exercises in the pamphlet *How to Protect Your Children From Child Abuse: A Parent's Guide* and earn the Cyber Chip for your age.*

*If your family does not have Internet access at home AND you do not have ready Internet access at school or another public place or via a mobile device, the Cyber Chip portion of this requirement may be waived by your parent or guardian.

Arrow of Light Core Adventure Snapshots

Building a Better World

This adventure is all about being a good citizen. You'll learn about the U. S. flag and about your rights and duties as an American. You'll meet with a city leader and discuss a problem facing your community. You'll learn that citizenship starts at home as you work to conserve energy and natural resources. Finally, you'll find out about Scouting in another country and what it means to be a citizen of the world.

Camper

Camping is more than just sleeping outside! In this adventure, you will get the chance to plan and go on a campout that includes a campfire program and fun activities like geocaching and star study. You'll also learn what Leave No Trace means when you're camping.

Faith in Action (2)

In this adventure, you will have the opportunity to further explore your faith and your duty to God in your own way. You can call on the past (your ancestors) and the present (you!) to get ideas about how to make faith an important part of your life.

Scouting Adventure

Scouting Adventure is all about what happens when you leave your Webelos den and become a Boy Scout. In this adventure, you'll learn about things like the Scout Oath and the patrol method. You'll find out about merit badges and ranks, and then you'll visit a Boy Scout troop meeting. Best of all, you'll go along with a Boy Scout troop on one of their outdoor activities. By the time you finish this adventure, you'll be ready for the new adventures that await you in Boy Scouting!

Cub Scout Program Transition Information

The Church of Jesus Christ of Latter-day Saints Transition

Recommended Direction

Encourage Wolf, Bear, and Webelos den leaders to plan for the needs of the Cub Scouts in their units.

Vision for Transition

Allow maximum flexibility to den leaders and Cub Scouts, while offering recommendations for comparable achievements and Cub Scout adventures.

Recommendations Vetted

By experienced LDS Cub Scout leaders, both at the ward and the national level.



Proposed Statement for LDS Leaders

Prepare to begin the new Cub Scout program with your den on June 1, 2015. Where possible, encourage each boy to complete his current program rank advancement by the end of May 2015. Transition between the old and new program on an individual basis using the official BSA suggestions attached.

Cub Scout Program Transition Information

The Church of Jesus Christ of Latter-day Saints New Adventure Program Transition

Cub Scouts who were in the Wolf program as of June 1, 2015, should use the following for completing the Wolf rank. Once the requirements are completed and the boy is in a new birth year, he moves to the Bear adventures.

WOLF TRAIL—ACHIEVEMENTS	WOLF ADVENTURES [NEW]
12 ACHIEVEMENTS EQUALS 	6 CORE ADVENTURES + ONE ELECTIVE ADVENTURE EQUALS 
ACHIEVEMENTS	ADVENTURES (CORE)
Feats of Skill	Running With the Pack (partial)
Your Flag	
Keep Your Body Healthy	Running With the Pack (partial)
Know Your Home and Community	Council Fire (partial); Call of the Wild (partial)
Tools for Fixing and Building	
Start a Collection	
Your Living World	Council Fire (partial)
Cooking and Eating	
Be Safe at Home and on the Street	Call of the Wild (partial)
Family Fun	Running With the Pack (partial)
Duty to God	Footsteps of Faith
Making Choices	Paws on the Path
<i>Gray box = no comparable adventure to pair with achievements</i>	



Comment: The absence of some former achievements or activity badges in the new advancement system is based on several considerations:

- The “alignment” is not an exact, one-to-one correspondence.
- The program aligns with a consistent set of desired outcomes across the entire program (character, citizenship, fitness, leadership, and adventure).
- Development of a new set of elective adventures was based on interests of today’s youth.
- More rigor and adventure is built into all elements of the new program.

Cub Scout Program Transition Information

The Church of Jesus Christ of Latter-day Saints New Adventure Program Transition

Cub Scouts who were in the Bear program as of June 1, 2015, should use the following for completing the Bear rank. Once the requirements are completed and the boy is in a new birth year, he moves to the Webelos and Arrow of Light adventures.

BEAR TRAIL—ACHIEVEMENTS	BEAR ADVENTURES [NEW]
<p>12 ACHIEVEMENTS EQUALS</p> 	<p>6 CORE ADVENTURES + ONE ELECTIVE ADVENTURE EQUALS</p> 
GOD (do one)	
Ways We Worship	Fellowship of Faith
Emblems of Faith	Fellowship of Faith
COUNTRY (do three)	
What Makes America Special?	Paws for Action
Tall Tales	
Sharing Your World With Wildlife	Fur, Feathers, Ferns
Take Care of Your Planet	Paws for Action
Law Enforcement Is a Big Job	Paws for Action
FAMILY (do four)	
The Past Is Exciting and Important	Paws for Action (community and history component)
What's Cooking?	Bear Necessities
Family Fun	Fur, Feathers, Ferns (family outing component)
Be Ready	Paws for Action
Family Outdoor Adventures	Bear Necessities
Saving Well, Spending Well	
SELF (do four)	
Ride Right	
Games, Games, Games!	Grin and Bear It (partial)
Building Muscles	
Information, Please	
Jot It Down	
Shavings and Chips	Bear Claws
Sawdust and Nails	
Build a Model	
Tying It All Up	
Sports, Sports, Sports!	
Be a Leader	All required adventures provide an opportunity for leadership.

Cub Scout Program Transition Information

The Church of Jesus Christ of Latter-day Saints New Adventure Program Transition

Cub Scouts who were in the Webelos or Arrow of Light program as of June 1, 2015, should use the following for completing work on the Webelos rank or Arrow of Light Award.

WEBELOS ACTIVITY BADGES	WEBELOS ADVENTURES [NEW]
	
If Webelos Scouts earned this activity badge prior to June 1, 2015 apply for credit toward the adventure pin for advancement achieved after June 1, 2015.
Fitness	Stronger, Faster, Higher
Citizen	Building a Better World (partial)
Readyman	First Responder (partial)
[Scout or den's choice activity badge]	Webelos Walkabout
	Faith in Action (1) [family based]
	[Scout or den's choice elective adventure]
	[Scout or den's choice elective adventure]
ARROW OF LIGHT - ACTIVITY BADGES	ARROW OF LIGHT ADVENTURES [NEW]
	
If Webelos Scouts earned this activity badge prior to June 1, 2015 apply for credit toward this adventure pin for advancement achieved after June 1, 2015.
Outdoorsman	Camper (partial)
[Scout or den's choice activity badge]	Scouting Adventure
[Practicing SOAL, Visiting Troop]	Faith in Action (2) [family-based]
Mental Group	[Scout or den's choice elective adventure]
Technology Group	[Scout or den's choice elective adventure]
	[Scout or den's choice elective adventure]