

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