

# Twilight Camp Bear Program 2006 "Bayshore Jungle Safari"

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Name of Cub Scout

The following advancements were earned during twilight camp.

**Monday**

- ◇ Astronomy Belt Loop
- ◇ Astronomy Pin
- ◇ Art Belt Loop
- ◇ Archery Belt Loop
- ◇ Rank #3i – Participate in an outdoor flag ceremony
- ◇ Elective #1a – Identify two constellations and the North Star
- ◇ Elective #1b - Make a pinhole planetarium and show three constellations.
- ◇ Elective #20a – In archery, know the safety rules and how to shoot correctly

**Tuesday**

- ◇ Geology Belt Loop
- ◇ BB Belt Loop
- ◇ Rank #20c – Use at least two tools listed in requirement (a) to fix something

**Wednesday**

- ◇ Science Belt Loop
- ◇ Archery Belt Loop
- ◇ Rank #15b – Play two organized games with your den
- ◇ Rank #23c – Take part in one team and one individual sport
- ◇ Rank #21f – Make a model of a boat, car or plane.

**Thursday**

- ◇ Music Belt Loop
- ◇ Music Academics Pin
- ◇ Elective #8b – Learn to play two familiar tunes on any musical instrument
- ◇ Elective #8a – Make and play a homemade musical instrument
- ◇ Elective #8c – Play in a den band using homemade or regular musical instruments.
- ◇ BB Belt Loop
- ◇ Collecting Belt Loop #1 – Bring a collection of at least 10 items that all have something in common.
- ◇ Elective #22a – Start a stamp collection.

**Other**

- ◇ Rank #22b – Tie a square knot, bowline, sheet bend, two half hitches, and slip knot. Tell how each knot is used.
- ◇ Elective #25f – Attend day camp in your area
- ◇ Outdoor Award – Requirements for Attend Day Camp
- ◇ Ultimate Beltloop

Drive-bys – Record which ones you did (Ex: Tiger Rank 5f – Watch the Weather, or Map & Compass Beltloop #1 – Orient a Map)

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