

Wolf Rank Requirements



Bobcat ` Tiger ` Wolf ` Bear ` Webelos ` Arrow of Light

To earn the Wolf rank a Cub Scout must complete 58 tasks out of a possible 74 tasks that are offered in the book. If the Cub Scout has not previously earned the Bobcat Badge, it must be earned first. 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.

Achievement 1 – Feats of Skill

NOTE for Akela: If a physician certifies that a Cub Scout's physical condition for an indeterminable time won't permit him to do three of these requirements, the Cubmaster and pack committee may authorize substitution of any three Arrow Point electives.

- 1a. Play catch with someone 10 steps away. Play until you can throw and catch.
- 1b. Walk a line back and forth. Do it sideways too. Then walk the edge of a board six steps each way.
- 1c. Do a front roll.
- 1d. Do a back roll.
- 1e. Do a falling forward roll.

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

- 1f. See how high you can jump.
- 1g. Do the elephant walk, frog leap, and crab walk.
- 1h. Using a basic swim stroke, swim 25 feet.
- 1i. Tread water for 15 seconds or as long as you can. Do your best.
- 1j. Using a basketball or playground ball, do a –
 - Chest pass
 - Bounce pass
 - Overhand Pass
- 1k. Do a frog stand.
- 1l. Run or jog in place for 5 minutes.

Achievement 2 – Your Flag

- 3a. Give the Pledge of Allegiance to the flag of the United States of America. Tell what it means.
- 3b. Lead a flag ceremony in your den. (*Ideas shown in book*)
- 3c. Tell how to respect and take care of the U.S. flag. Show three ways to display the flag.
- 3d. Learn about the flag of your state or territory and how to display it.
- 3e. Learn how to raise a U.S. flag properly for an outdoor ceremony.
- 3f. Participate in an outdoor flag ceremony.
- 3g. With the help of another person, fold the U.S. flag.

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Achievement 3 – Keep Your Body Healthy

- 3a. Make a chart and keep track of your health habits for two weeks.
- 3b. Tell four ways to stop the spread of colds.
- 3c. Show what to do for a small cut on your finger.

Achievement 4 – Know Your Home and Community

- 4a. Make a list of phone numbers you need in case of an emergency. Put a copy of this list by each phone or in a central place in your home. Update it often. *(List shown in book)*
- 4b. Tell what to do if someone comes to the door and wants to come in.
- 4c. Tell what to do if someone calls on the phone.
- 4d. When you and your family leave home, remember to ... *(List shown in book)*
- 4e. 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.
- 4f. Visit an important place in your community, such as a historic or government location. Explain why it is important.

Achievement 5 – Tools for Fixing and Building

- 5a. Point out and name seven tools. Do this at home, or go to a hardware store with an adult. Tell what each tool does.
- 5b. Show how to use pliers.
- 5c. Identify a Philips head and a standard screw. Then use the right tool to drive and then remove one from a board.
- 5d. Show how to use a hammer.
- 5e. Make a birdhouse, a set of bookends, or something else useful.

Achievement 6 – Start a Collection

- 6a. Complete the **Character Connection for Positive Attitude**
 - **Know.** Discuss with your family how a cheerful and positive attitude will help you do your best at school and in other areas of your life.
 - **Commit.** Discuss with your family how gathering items for a collection may be difficult. How does a hopeful and cheerful attitude help you to keep looking for more items. Why is a positive attitude important?
 - **Practice.** Practice having a positive attitude while doing the requirements for "Start a Collection."
- 6b. Make a collection of anything you like. Start with 10 things. Put them together in a neat way.

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Achievement 7 – Your Living World

This achievement is also part of the [Cub Scout World Conservation Award](#) and [Cub Scouting's Leave No Trace Award](#).

- 7a. Complete the **Character Connection for Respect**.
- **Know.** Discuss these questions with your family: What things have people done to show a lack of respect to our world? Why is it important to respect our environment and natural resources? How can you show respect for your environment?
 - **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.
 - **Practice.** Practice being respectful while doing the requirements for "Your Living World."
- 7b. Land, air and water can get dirty. Discuss with your family ways this can happen.
- 7c. It takes a lot of energy to make glass, cans, and paper products. You can help save energy by collecting these items for use again. Find out how recycling is done where you live. Find out what items you can recycle.
- 7d. With an adult, pick up litter in your neighborhood. Wear gloves to protect your hands against germs and cuts from sharp objects.
- 7e. With an adult, find three stories that tell how people are protecting our world. Read and discuss them together.
- 7f. Besides recycling, there are other ways to save energy. List three ways you can save energy, and do them.

Achievement 8 – Cooking and Eating

- 8a. Study the Food Guide Pyramid. Name some foods from each of the food groups shown in the pyramid.
- 8b. 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.
- 8c. Help fix at least one meal for your family. Help set the table, cook the food, and wash the dishes.
- 8d. Fix your own breakfast. Wash and put away the dishes.
- 8e. With an adult, help to plan, prepare, and cook an outdoor meal.

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Achievement 9 – Be Safe at Home and on the Street

- 9a. Complete the **Character Connection for Responsibility**.
- **Know.** Discuss these questions with your family: How does being responsible help us be safe? Within the past week, how did you show responsibility?
 - **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?
 - **Practice.** Practice being responsible while doing the requirements for "Be Safe at Home and on the Street."
- 9b. WITH AN ADULT, check your home for hazards and know how to make your home safe.
- 9c. WITH AN ADULT, check your home for danger from fire.
- 9d. Practice good rules of street and road safety.
- 9e. Know the rules of bike safety.

Achievement 10 – Family Fun

Do requirement a and do TWO of requirements 10b through 10g:

- 10a. Complete the **Character Connection for Cooperation**.
- **Know.** Discuss these questions with your family: 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.
 - **Commit.** Discuss with your family what makes it hard to cooperate. How do listening, sharing, and persuading help us cooperate?
 - **Practice.** Practice being cooperative while doing the requirements for "Family Fun."
- 10b. Make a game like one of these. Play it with your family.
- Eagle Golf
 - Beanbag Archery
- 10c. Plan a walk. Go to a park or a wooded area, or visit a zoo or museum with your family.
- 10d. Read a book or *Boys' Life* magazine with your family. Take turns reading aloud.
- 10e. Decide with Akela. what you will watch on television or listen to on the radio.
- 10f. Attend a concert, a play, or other live program with your family.
- 10g. Have a family Board Game night at home with members of your family.

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Achievement 11 – Duty to God

- 11a. Complete the **Character Connection for Faith**
- **Know.** What is "faith"? With your family, discuss some people who have shown their faith - who have shown an inner strength based on their trust in a higher power or cause. Discuss the good qualities of these people.
 - **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?
 - **Practice.** Practice your faith while doing the requirements for "Duty to God."
- 11b. Talk with your family about what they believe is their duty to God.
- 11c. Give two ideas on how you can practice or demonstrate your religious beliefs. Choose one and do it.
- 11d. Find out how you can help your church, synagogue, mosque, temple, or religious fellowship.

Achievement 12 – Making Choices

Do requirement A and do FOUR of requirements 12b through 12k:

- 12a. Complete the **Character Connection for Courage.**
- **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.
 - **Commit.** Give some examples of when it is hard to do the right thing. Discuss with your 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 and courageous to do the right thing.
 - **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.
- 12b. 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?
- 12c. 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?
- 12d. 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?
- 12e. 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?
- 12f. 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?

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- 12g. 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?
- 12h. 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?
- 12i. 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?
- 12j. 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?
- 12k. 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 to them and offers to take Paul's little sister on a walk around the block. What would you do?

Wolf Electives requirements

1. It's a Secret

- 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 American Indian signs to tell a story.

2. Be an Actor

- 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

- a. Make something useful for your home or school. Start with a recipe card holder.
- b. Use the ruler on this page 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

- 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

- 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., i. Make or put together some kind of model boat, airplane, train, or car.

6. Books, Books, Books

- a. Visit a bookstore or go to a public library with an adult. Find out how to get your own library card.
Name four 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

- 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

- 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

- a. Help with a home or den party.
- b., c. Make a gift or toy like one of these and give it to someone.

10. American Indian Lore

- a. Read a book or tell a story about American Indians, past or present.
- b. Make a musical instrument American Indians used. [Music Pin #1](#)
- 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-Along

- 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 Scouting [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 and 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

- 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 color 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

This elective is also part of the [Cub Scout World Conservation Award](#).

- 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 (five 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

- 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. Tell what you should do if you find a dead animal.

15. Grow Something

This elective is also part of the [Cub Scout World Conservation Award](#).

- 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

- 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

- 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. Outdoor Adventure

- a. Help plan and hold a picnic with your family or den.
- b. With an adult, help plan and run a family or den outing.
- c. Help plan and lay out a treasure hunt something like this.
- 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

This elective is also part of the [Cub Scout World Conservation Award](#).

- a. Identify five 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 members of 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

- 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](#).
- d. Understand the safety and courtesy code for skiing. Show walking and the kick turn. Do climbing with a side step 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 make 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 of 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](#).
- o. With your den, participate in four outdoor physical fitness-related activities.

21. Computers

- a. Visit a business 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.
- c. Tell what a computer mouse is. Describe how a CD-ROM is used.

22. Say It Right

- a. Say "hello" in a language other than English.
- 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](#) place, and school.
Use directions and street names.
- e. Invite a boy to join Cub Scouting or help a new Cub Scout through the [Bobcat](#) trail.

23. Let's Go Camping

- 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 [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.