FUN
Fun for Cub Scouts, leaders, and parents.

EASY
Easy to deliver the program as designed.

SIMPLE
Simple to understand, to explain, and to support.

2024
June 1, 2024.
Four Areas of Improvements

**BOBCAT**
- One set of requirements is ineffective
- What to do with returning Cub Scouts
- Rank or not a rank?

**ADVENTURES**
- Disjointed required adventure topics
- Inconsistent number of adventures for each rank
- Volunteers want more elective adventures

**WEBELOS (4TH/5TH GRADE)**
- Length of Webelos program
- Does not follow the pattern of other ranks
- Purpose of the program

**AWARDS**
- Awards are not in the direct line of sight of Den Leaders
- Average attachment rate of 1.5%
- Awards do not drive behavior
The Bobcat Adventure is designed to be the first required Adventure. Each badge of rank is earned by completing six required and two elective Adventures. The six required Adventures are focused on the aims and focus areas of the BSA.
**Bobcat Required Adventure Requirements**

Earned each year, not just once when you first join.

<table>
<thead>
<tr>
<th>LION – KINDERGARTEN</th>
<th>BEAR – 3RD GRADE</th>
<th>ARROW OF LIGHT – 5TH GRADE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Get to know members of your den.</td>
<td>1. Get to know members of your den.</td>
<td>1. Learn about the patrol method and discuss the benefits.</td>
</tr>
<tr>
<td>2. Have your adult partner or den leader read the Scout Law to you.</td>
<td>2. Recite the Scout Oath and Scout Law with your den and den leader.</td>
<td>2. Choose a Patrol name and elect a patrol leader.</td>
</tr>
<tr>
<td>Demonstrate your understanding of being friendly.</td>
<td>3. Learn about the Scout Oath. Identify the three points of the Scout Oath.</td>
<td>3. Make a patrol flag that includes everyone’s name.</td>
</tr>
<tr>
<td>3. Share with your adult partner, during a den meeting or at home, a time when you</td>
<td>4. With your den Create a Den Code of Conduct.</td>
<td>4. Recite the Scout Oath and Scout Law with your patrol.</td>
</tr>
<tr>
<td>have demonstrated the Cub Scout motto “Do Your Best.”</td>
<td>5. Learn about the denner position and responsibilities.</td>
<td>5. With your patrol develop a Code of Conduct.</td>
</tr>
<tr>
<td>4. At home, with your parent or legal guardian do the activities in the booklet</td>
<td>6. Demonstrate the Cub Scout sign, Cub Scout salute and Cub Scout handshake. Show</td>
<td>6. Demonstrate the Scouts BSA sign, salute, and handshake. Show how each is used.</td>
</tr>
<tr>
<td>“How to Protect Your Children from Child Abuse: A Parent’s Guide.”</td>
<td>how each are used.</td>
<td>7. With your patrol or with your parent/legal guardian visit a Scouts BSA Troop.</td>
</tr>
<tr>
<td></td>
<td>7. Share with your den, or family, a time when you demonstrated the Cub Scout</td>
<td>7. With your patrol or with your parent/legal guardian visit a Scouts BSA Troop.</td>
</tr>
<tr>
<td></td>
<td>motto “Do Your Best.” Explain why it is important to do your best.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>8. At home, with your parent or legal guardian do the activities in the booklet</td>
<td>8. At home, with your parent or legal guardian do the activities in the booklet</td>
</tr>
</tbody>
</table>
**2024-2025**

**Cub Scout Badges of Rank**

The Bobcat Adventure is designed to be the first required Adventure. Each badge of rank is earned by completing six required and two elective Adventures. The six required Adventures are focused on the aims and focus areas of the BSA.

<table>
<thead>
<tr>
<th>LION</th>
<th>TIGER</th>
<th>WOLF</th>
<th>BEAR</th>
<th>WEBELOS</th>
<th>ARROW OF LIGHT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kindergarten</td>
<td>1st Grade</td>
<td>2nd Grade</td>
<td>3rd Grade</td>
<td>4th Grade</td>
<td>5th Grade</td>
</tr>
<tr>
<td><strong>BOBCAT</strong></td>
<td>Character/Leadership</td>
<td><strong>BOBCAT</strong></td>
<td>Character/Leadership</td>
<td><strong>BOBCAT</strong></td>
<td>Character/Leadership</td>
</tr>
<tr>
<td><strong>MOUNTAIN LION</strong></td>
<td>Outdoors</td>
<td><strong>TIGERS IN THE WILD</strong></td>
<td>Outdoors</td>
<td><strong>BEAR HABITAT</strong></td>
<td>Outdoors</td>
</tr>
<tr>
<td><strong>FUN ON THE RUN</strong></td>
<td>Personal Fitness</td>
<td><strong>PAWS ON THE PATH</strong></td>
<td>Personal Fitness</td>
<td><strong>BEAR STRONG</strong></td>
<td>Personal Fitness</td>
</tr>
<tr>
<td><strong>KING OF THE JUNGLE</strong></td>
<td>Citizenship</td>
<td><strong>TEAM TIGER</strong></td>
<td>Citizenship</td>
<td><strong>PAWS FOR ACTION</strong></td>
<td>Citizenship</td>
</tr>
<tr>
<td><strong>LION ROAR</strong></td>
<td>Personal Safety</td>
<td><strong>TIGER ROAR</strong></td>
<td>Personal Safety</td>
<td><strong>COUNCIL FIRE</strong></td>
<td>Personal Safety</td>
</tr>
<tr>
<td><strong>LION’S PRIDE</strong></td>
<td>Family/Reverence</td>
<td><strong>TIGER CIRCLES</strong></td>
<td>Family/Reverence</td>
<td><strong>FOOTSTEPS</strong></td>
<td>Family/Reverence</td>
</tr>
<tr>
<td>2 Elective Adventures</td>
<td>2 Elective Adventures</td>
<td>2 Elective Adventures</td>
<td>2 Elective Adventures</td>
<td>2 Elective Adventures</td>
<td>2 Elective Adventures</td>
</tr>
<tr>
<td>Requirement</td>
<td>Activity</td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>-------------</td>
<td>----------</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Requirement 2</td>
<td>Take a walk outside spending at least 20 minutes exploring the outdoors with your Cub Scout Six Essentials.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Requirement 3</td>
<td>Take a walk outside spending at least 20 minutes exploring the outdoors with your Cub Scout Six Essentials.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Requirement 5</td>
<td>Take a walk outside for at least 30 minutes to explore nature in your surroundings. Describe four different animals that you could see on your walk.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Requirement 5</td>
<td>Go on a 1 mile walk. Identify six signs of any mammals, birds, insects, reptiles, or plants. Discuss the Leave No Trace principals.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Requirement 5</td>
<td>Using the buddy system, walk your planned 2 miles. Discuss what a helpful buddy does in an outdoor environment and what to do if separated from the group.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
1. Create a secret code. Send a message to a member of your den or family. Have that person send a message back to you using the same secret code.

2. Build and play a game that requires the use of codes or patterns.

3. Select a single shape. Observe the environment around you. Write down where you see that shape and how it is being used.

4. Using a package that contains a number of different colored items, discover the most common color.
Reimagine Youth Awards into Adventures

Required Adventures have an attachment rate of about 70% (Between 62% and 72%)

Elective Adventures have an attachment rate between 15% - 25%

Awards have an attachment rate of about 1.5% (Between 0% and 3%)
## Adventures Available for All Ranks

<table>
<thead>
<tr>
<th>Activity</th>
<th>Kindergarten</th>
<th>1st Grade</th>
<th>2nd Grade</th>
<th>3rd Grade</th>
<th>4th Grade</th>
<th>5th Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pinewood Derby</td>
<td>Race Time - Lion</td>
<td>Race Time - Tiger</td>
<td>Race Time - Wolf</td>
<td>Race Time - Bear</td>
<td>Race Time - Webelos</td>
<td>Race Time – Arrow of Light</td>
</tr>
<tr>
<td>Fishing</td>
<td>Go Fish</td>
<td>Fish On</td>
<td>A Wolf Goes Fishing</td>
<td>A Bear Goes Fishing</td>
<td>Catch the Big One</td>
<td>Fishing</td>
</tr>
<tr>
<td>Cycling</td>
<td>On a Roll</td>
<td>Rolling Tigers</td>
<td>Pedal with the Pack</td>
<td>Bears on Bikes</td>
<td>Pedal Away</td>
<td>Cycling</td>
</tr>
<tr>
<td>Swimming</td>
<td>Time to Swim</td>
<td>Tigers in the Water</td>
<td>Spirit of the Water</td>
<td>Salmon Run</td>
<td>Aquanaut</td>
<td>Swimming</td>
</tr>
<tr>
<td>Camping</td>
<td>Let’s Camp - Lion</td>
<td>Let’s Camp – Tiger</td>
<td>Let’s Camp – Wolf</td>
<td>Let’s Camp – Bear</td>
<td>Let’s Camp – Webelos</td>
<td>Outdoor Adventurer*</td>
</tr>
</tbody>
</table>

**BOLD** indicates new adventure
**Italics** indicate existing adventure
<table>
<thead>
<tr>
<th>Kindergarten</th>
<th>1st Grade</th>
<th>2nd Grade</th>
<th>3rd Grade</th>
<th>4th Grade</th>
<th>5th Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>52 Electives</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Build It Up, Knock It Down</td>
<td>Adventures in Coins</td>
<td>A Bear Goes Fishing</td>
<td>Aquanaut</td>
<td>Engineer</td>
<td></td>
</tr>
<tr>
<td>Gizmos and Gadgets</td>
<td>Curiosity, etc.</td>
<td>Air of the Wolf</td>
<td>Art Explosion</td>
<td>Into the Wild</td>
<td></td>
</tr>
<tr>
<td>I'll Do It Myself</td>
<td>Floats and Boats</td>
<td>Code of the Wolf</td>
<td>Aware and Care</td>
<td>Into the Woods</td>
<td></td>
</tr>
<tr>
<td>On Your Mark</td>
<td>Good Knights</td>
<td>Cubs Who Care</td>
<td>Build It</td>
<td>Cycling</td>
<td></td>
</tr>
<tr>
<td>Pick My Path</td>
<td>Rolling Tigers</td>
<td>Digging in the Past</td>
<td>Earth Rocks!</td>
<td>Estimations</td>
<td></td>
</tr>
<tr>
<td>Ready, Set, Grow</td>
<td>Safe and Smart</td>
<td>Finding Your Way</td>
<td>Catch the Big One</td>
<td>Fishing</td>
<td></td>
</tr>
<tr>
<td>Count On Me</td>
<td>Sky Is the Limit</td>
<td>Germs Alive!</td>
<td>Salmon Run</td>
<td>High Tech Outdoors</td>
<td></td>
</tr>
<tr>
<td>Everyday Tech</td>
<td>Stories in Shapes</td>
<td>Paws of Skill</td>
<td>Super Science</td>
<td>Knife Safety</td>
<td></td>
</tr>
<tr>
<td>Go Fish</td>
<td>Tiger Tag</td>
<td>Spirit of the Water</td>
<td>Bears Afloat</td>
<td>Paddle Craft</td>
<td></td>
</tr>
<tr>
<td>Let's Camp</td>
<td>Tiger-iffic!</td>
<td>A Wolf Goes Fishing</td>
<td>Bears on Bikes</td>
<td>Race Time</td>
<td></td>
</tr>
<tr>
<td>On a Roll</td>
<td>Designed by Tiger</td>
<td>Computing Wolves</td>
<td>Balancing Bears</td>
<td>Summertime Fun</td>
<td></td>
</tr>
<tr>
<td>Race Time</td>
<td>Fish On</td>
<td>Let's Camp</td>
<td>Let's Camp</td>
<td>Swimming</td>
<td></td>
</tr>
<tr>
<td>Summertime Fun</td>
<td>Let's Camp</td>
<td>Race Time</td>
<td>Race Time</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tech All Around</td>
<td>Race Time</td>
<td>Summertime Fun</td>
<td>Chef's Knife</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tigers in the Water</td>
<td>Pedal with the Pack</td>
<td>Top Chef Tech</td>
<td>Summertime Fun</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Champions for Nature</td>
<td></td>
<td>Whittling</td>
<td>Tech on the Trail</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Archery</td>
<td></td>
<td>Champions for Nature</td>
<td>Champions for Nature</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Slingshot</td>
<td></td>
<td>Archery</td>
<td>Archery</td>
<td></td>
<td></td>
</tr>
<tr>
<td>16 Electives</td>
<td>20 Electives</td>
<td>20 Electives</td>
<td>20 Electives</td>
<td>20 Electives</td>
<td>16 Electives</td>
</tr>
</tbody>
</table>
PLAN NOW for Summer Time Fun

One Requirement
1. Anytime during May through August participate in a total of three Cub Scout activities.
Earning Adventure is not dependent on other’s participation.
### Knife Safety

**Whittling**
- 3rd Grade

**Chef’s Knife**
- 4th Grade

**Knife Safety**
- 5th Grade

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**Whittlin’ Chip is retried**
To use a knife a Cub Scout must complete the Adventure for their rank even if they completed a knife safety Adventure previously.

The Adventure pocket card can be used as proof of completing the Adventure.
2024-2025
Cub Scout Badges of Rank
Requirements

The Bobcat Adventure is designed to be the first required Adventure. Each badge of rank is earned by completing six required and two elective Adventures. The six required Adventures are focused on the aims and focus areas of the BSA.
ATTENTION! Current 4th grade Webelos

Current 4th grade Webelos should NOT begin work on Arrow of Light.

Current 4th grade Webelos should work on elective Adventures which will not be available next year as an Arrow of Light elective.

Aquanaut  Art Explosion  Aware and Care  Build It!  Earth Rocks!  Modular Design  Preview Adventure
Webelos and Arrow of Light

4th Grade Webelos
- Blue Cub Scout Uniform
- Webelos Hat
- Webelos Neckerchief

5th Grade Arrow of Light
- Scouts BSA Uniform
  - Tan Shirt
  - Green Bottoms
- There will not be an Arrow of Light Hat or Neckerchief.
Webelos and Arrow of Light Uniform

Transitioning into a Scouts BSA Tan uniform is ultimately a decision made by the family.

- Transition as a 4th-grade Webelos after earning the Webelos Badge of Rank
  OR
- Transition after completing the 4th grade
  OR
- When the family has decided that they cross over into Scouts BSA and the blue Cub Scout uniform no longer fits.
Badges of Rank and Adventures

Current Cub Scouts do not need to change their uniform. Webelos and Arrow of Light use Adventure Colors for Adventure pins

- Required Webelos Adventures are colored
- Elective Webelos Adventures are single color
- All Webelos Adventure Pins are diamond
- Required Arrow of Light Adventures are colored
- Elective Arrow of Light Adventures are single color
- All Arrow of Light Adventure Pins are arrowheads
Webelos and Arrow of Light

Arrow of Light Handbook

Arrow of Light Required and Elective Adventures

Content from Scouts BSA Handbook on the Scout Badge of Rank requirements.

Requirements for Scout Badge of Rank May Not Be Worked On Until the Cub Scout Is In A Scouts BSA Troop.
**BEFORE JUNE 1, 2024**

**Webelos – Cub Scout program for 4th and 5th grade**

- Included the Webelos and Arrow of Light badges of rank

**Purpose** – Prepare Cub Scouts to join Scouts BSA

**Advancement**

- Webelos Badge of Rank
- Be Active for 3 Months
- 5 Required Adventures
- 1 elective Adventure
- Pamphlet Activities
- Protect Yourself Rules

**Bobcat** – If not already earned, must be earned first.

- Arrow of Light Badge of Rank
- Be Active for 6 Months
- 4 Required Adventures
- 1 elective Adventure
- Pamphlet Activities
- Protect Yourself Rules

**11 Shared Elective Adventures**

**Crossover** – January – March of 5th grade

**Uniform** – Option of blue Cub Scout or tan Scouts BSA Webelos hat, neckerchief, neckerchief slide, Webelos Colors


**Camping** – Webelos Den Camping with BALOO Trained Leader

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**AFTER JUNE 1, 2024**

**Webelos – Cub Scout program for 4th grade only**

**Purpose** – Fulfill the Mission and Aims of the BSA

**Advancement**

- Webelos Badge of Rank
- 6 Required Adventures
- 2 Elective Adventures
- 20 Webelos Elective Adventures

**Uniform** – Blue Cub Scout Uniform with Webelos hat, neckerchief, neckerchief slide, Adventure Colors

**Handbook** – Webelos Handbook

**Camping** – Pack or Den Camping with BALOO Trained Leader

**Begin Arrow of Light**

Completion of 4th grade

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**AFTER JUNE 1, 2024**

**Arrow of Light – Cub Scout program for 5th grade only**

**Purpose** – Prepare Cub Scouts to join Scouts BSA

**Advancement**

- Arrow of Light Badge of Rank
- 6 Required Adventures
- 2 Elective Adventures
- 16 Arrow of Light Elective Adventures

**Visit A Scouts BSA Troop**

Earlier visit it is required for Bobcat

**Crossover Into Scouts BSA**

January/March of 5th grade

**Uniform** – Scouts BSA Uniform with blue shoulder loops, Adventure Colors

**Handbook** – Arrow of Light Handbook with content on Scouts BSA

**Camping** – Pack or Den Camping with BALOO Trained Leader

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The program updates do not impact the Guide to Safe Scouting, Youth Protection Policies, or the National Camp Accreditation Program.
Lion and Tiger handbooks come with Adult Partner Guides
PEDAL WITH THE PACK

SNAPSHOT OF ADVENTURE

Get together with your den, pack, or family to go on a bike ride. You will learn about what to take and how to make sure your bike is ready, and then you will go for a ride! Grab your helmet, check your tires, and a buddy to head out on another Cub Scout Adventure.

REQUIREMENTS

1. Show how to properly wear a bicycle helmet. Show you can take it off and put it on without help.
2. Decide what you should wear when riding a bike.
3. Learn about different types of bikes and when/where you might ride these different bikes.
4. Demonstrate you can start and stop your bicycle without help.
5. Demonstrate proper hand signals.
6. With your den, pack, or family, following the buddy system, take a bike ride.
The back cover will have colored tabs that help navigate to each adventure in the handbook.
LION ADVENTURES

Bobcat Adventure
The first required Adventure.

Start with this required Adventure first, then move to the following.
The Bobcat Adventure is to get to know your team, lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas scelerisque, arcu eu vestibulum, tortor magna blandi

Required Adventures
After earning the Bobcat Adventure, begin working on one of the other Adventures. To earn the Lion badge of rank, complete all six (6) of the required Adventures.

Elective Adventures
There is no limit to the number of elective Adventures that can be earned. Two (2) elective Adventures are required to earn the Lion badge of rank, but more may be earned with the den, family, or pack.

Elective 1
Text goes here

Elective 2
Text goes here

Elective 3
Text goes here

Elective 4
Text goes here

Elective 5
Text goes here

Elective 6
Text goes here

Elective 7
Text goes here

Elective 8
Text goes here

Elective 9
Text goes here

Elective 10
Text goes here

Elective 11
Text goes here

Elective 12
Text goes here

Elective 13
Text goes here

Elective 14
Text goes here

Elective 15
Text goes here

Elective 16
Text goes here

Elective 17
Text goes here

Elective 18
Text goes here

Elective 19
Text goes here

Elective 20
Text goes here
Safety Moment is part of every Adventure

Includes direct links to:
- Guide to Safe Scouting
- Safety Moments
- Tips and Tricks Videos
- Other Resources to Help Deliver a Safe Program
Requirement 2

Have your adult partner or den leader read the scout law to you. demonstrate your understanding of being friendly

Choose one of the following:

**The Commitment Game**

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas euismod, arcu eu vulputate...

See Details

**Lion Mask**

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas euuismod, arcu eu vulputate...

See Details

**The Wigalow Song**

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas euismod, arcu eu vulputate...

See Details
Activity Cards for Requirements

**Location**
- Indoor
- Outdoor
- Travel

**Energy Level**
1. Very low energy - listening
2. Low energy — crafts
3. Moderate energy — skilled crafts
4. High energy — active movements
5. Very high energy — running

**Requirement 1**
Get to know the members of your den

Choose one of the following:

**Supplies**
1. None — no supplies are needed
2. Very little — common household items
3. Average - low-cost craft supplies
4. Above average — common craft supplies
5. Custom — custom or uncommon

**Prep Time**
1. No prep time needed
2. One to three days ahead of time
3. Three to five days ahead of time
4. A week ahead of time
5. More than a week ahead of time
Requirement 1

Den Doodle Wolf

Snapshot of Activity

A den doodle is a way to record advancement progress and other accomplishments of the Cub Scouts as well as a colorful decoration for the den meeting place.

Materials Needed

- Wooden display stand
- Craft foam sheets (some that are self-adhesive and some that are not)
- Rulers
- Pencils
- Permanent markers
- Scissors
- Heavy-duty tape such as duct tape
- Long piece of leather or plastic lacing for each Cub Scout
- Pony beads

Directions

Before the meeting:
1. Create a "name tag" for yourself to share with Cub Scouts in the appropriate size as an example.
2. Measure your name tag so that you will have the dimensions to share with Cub Scouts.
3. Tie a piece of string for each Cub Scout across the top of the display stand.
4. Write your den number at the top of the display stand.

During the meeting:
1. Tell Cub Scouts that they will be making a den doodle starting with creating "name tags" for themselves. Show the example you made and share the approximate dimensions.
2. Put the craft foam, scissors, and permanent markers on a table, and ask Cub Scouts to collect the supplies they would like to use to create their own name tag.
3. Ask Cub Scouts to cut shapes out of the non-adhesive craft foam to make their name tag. Cub Scouts can cut smaller shapes (such as stars or hearts) for the self-adhesive craft foam to adhere to their badge.
## CUB SCOUT PROGRAM UPDATES ROLLOUT

<table>
<thead>
<tr>
<th>Nov</th>
<th>Dec</th>
<th>Jan</th>
<th>Feb</th>
<th>Mar</th>
<th>Apr</th>
<th>May</th>
<th>Jun</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Cub Chat Live! 11-10-23</strong></td>
<td><strong>Cub Chat Live! 12-1-23</strong></td>
<td><strong>Cub Chat Live! 1-12-24</strong></td>
<td><strong>Cub Chat Live! 2-2-24</strong></td>
<td><strong>Cub Chat Live! 3-1-24</strong></td>
<td><strong>Cub Chat Live! 4-5-24</strong></td>
<td><strong>Cub Chat Live! 5-10-24</strong></td>
<td><strong>Cub Chat Live! 6-7-24</strong></td>
</tr>
<tr>
<td>General Announcement</td>
<td>Rank Advancements and Bobcat</td>
<td>New and Improved Adventures</td>
<td>Webelos and Arrow of Light</td>
<td>Handbooks and Leader Resources</td>
<td>Den and Pack Meetings</td>
<td>Top 10 Most Common Questions</td>
<td>Safety Integration</td>
</tr>
</tbody>
</table>

### Council Programs
- **Resources for councils and districts to plan for programs for the summer of 2024**

### Presenters Trained
- December 18
- Team of experts trained and available to present to local councils and districts.

### Prime Time Episodes of Cub Chat Live!
- **January 16th @ 7 p.m. Central**
- **January 23rd @ 7 p.m. Central**
- **January 30th @ 7 p.m. Central**

### Scouts BSA Resources for Scouts BSA Leaders
- **Spring of 2024**
- New Cub Scout Handbooks
- New Cub Scout Adventures Loops and Pins

### Scout Shops
- **Position Specific Training Updated**
- Updated Cub Scout Roundtable Videos

### On-line Tools
- **Scoutbook Updated**
- **Online Reports Updated**

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**June 1**
New Program Takes Effect
SHARE YOUR WAY
Multiple ways to keep your Scouters informed

FUN, SIMPLE, EASY
Latest official updates, No app to install, Works on all devices