



# CUB SCOUT ACADEMICS AND SPORTS PROGRAM

## Academics

Art

Astronomy

Chess

Citizenship

Collecting

Communicating

Computers

Language and  
Culture

Geography

Geology

Heritages

Map and  
Compass

Mathematics

Music

Science

Weather

Wildlife  
Conservation

The Cub Scout Academics and Sports program is a separate program that complements the existing Cub Scout program. Emphasis is placed on introducing the scout to a sport or academic subject, allowing him to participate in it and encouraging him to do his best. The Academics and Sports program focuses on learning and skill development, not winning.

Each activity has two levels of involvement: the Belt Loop and the Pin. After completing the three specific requirements to earn a Belt Loop, you may want to continue with the activity and complete additional requirements to earn the Pin.

A book called the *Cub Scout Academics and Sports Program Guide* is available at Scout shops, which describes the requirements for each activity. You may also go to <http://usscouts.org/usscouts/advance/cubscout> and highlight "Academic and Sports Program" to see all the requirements online.

### How to earn a Belt Loop

- Select an activity from the Academic or Sports program and work toward completing the requirements. Sometimes you may have done an activity in the past, but in order to earn the Belt Loop or Pin, you will need to demonstrate your current skills to your parent or den leader to show them you have accomplished the requirement.
- Adult participation by a parent or guardian is strongly recommended for Cub Scouts and Webelos Scouts and is required for Tiger Cubs.
- Belt Loops and Pins are primarily earned individually, however participation may also take place at a den meeting, a pack/district or council event, or through a community program.
- You do not have to complete the requirements for your rank before earning Belt Loops and Pins.
- Once you have completed all the requirements for the Belt Loop or Pin, notify your den leader, who will place an advancement order with the Pack committee.
- Belt Loops and Pins are awarded during our monthly Pack Meetings.
- Some Belt Loops are required for Webelos Activity Badges. The Science Belt Loop is required for the Scientist Webelos Activity Badge, and the Citizenship Belt Loop is required for the Citizen Webelos Activity Badge (both required for the Webelos Badge). Other Belt Loops are optional requirements for Webelos Activity Badges. These Belt Loops must be earned while a Webelos Scout, even if they have already been earned by the Cub Scout as a Tiger Cub, Wolf, or Bear.

### Pack 199 Policies

- A Belt Loop or Pin can be earned more than once, however you will receive only a recognition card after the first time.
- Lost Belt Loops and Pins can be ordered through your den leader, but you are responsible for the cost of the replacement.

Please note that the archery and BB-Gun Belt Loops and Pins must be earned under BSA range-trained supervision. The BB-gun Belt Loop and Pin must be earned at a BSA facility range. (Cub Scout Camp)

## Sports

Archery \*

BB-gun \*

Badminton

Baseball

Basketball

Bicycling

Bowling

Fishing

Flag Football

Golf

Gymnastics

Ice Skating

Marbles

Physical  
Fitness

Roller Skating

Snow Ski and  
Board Sports

Soccer

Softball

Swimming

Table Tennis

Tennis

Ultimate

Volleyball