

The advancement items listed below were covered during Gateway's 2011 Twilight Camp. Please use your own judgment in awarding them, based on attendance and participation from each of your scouts.

Tiger

Part of achievements: 2D, 3D, 3G (need to attend sporting event), 4D

Achievements 5D,F-G

Electives 6, 15, 22, 35, 40, 47

Belt loops: Art, Baseball, Language & Culture, Swimming, Archery, BB Guns

*Leave No Trace 1, 3, 5-6 (plus #2 or #4)(#6 - posters may have been individual or done in groups – all were displayed on Friday)

**Swimming sports pin: #2, 4, 6-7, 11

Wolf

Achievements 1a-d,f-g, i; 2c; 6a; 7a-c,e-f; 9a; 10a; 11a; 12a

Electives 4a,c-d,f; 11f; 12a,c; 18a,d; 20c,k-l,n,o; 22a-b; 23d-e

Belt loops: Art, Baseball, Language & Culture, Swimming, Archery, BB Guns

*Leave No Trace 1, 5-6 (plus #2 or #4; if you choose #2, you also get Achievement 7d)(#6 - posters may have been individual or done in groups – all were displayed on Friday)

**Swimming sports pin: #2, 4, 6-7, 11

Bear

Achievements 3h-i; 12c-d; 15b; 16a-c; 23a(1 of 3) and 23c(1 of 2)

Electives 9a; 19a,d; 20a; 25a,c,f; 18c

Belt loops: Art, Basketball, Language & Culture, Swimming, Archery, BB Guns

*Leave No Trace 1, 5-6 (plus #2 or #4; #3 needs to be done at home)(#6 - posters may have been individual or done in groups – all were displayed on Friday)

**Swimming sports pin: #4-7, 11

*Leave No Trace (all ranks): Please note that you can count #2 (three separate days practicing LNT guidelines → daily trash pick-up at camp) or #4 (LNT service project → keeping camp clean entire week) **but not both**.

**Although all of the swimming items above were covered at camp, safe swimming skills should be always be considered. Please review the skill level of your scouts (or consult with scouts and parents) and use your best judgment in awarding swim-related advancements, especially the swimming pin and the Aquanaut badge.

Webelos

**Aquanaut 1-5, 7-8

Artist 1-4, 6, 11

Athlete 1-3

Citizen 3-4, 7

Craftsman 1, 4(2 of 4)

Forester 9

Naturalist 1b-c, 2(scouts may need to collect additional bugs & share info with den), 12

Outdoorsman 5

Readyman 8

Showman 9

Sportsman 1-2, 4(1 team belt loop)

Webelos badge 7c

*Leave No Trace 1, 5-6 (plus #2 or #4; #3 needs to be done with den)

**Swimming pin: #4-7, 10

Belt loops:

Swimming 1-3
Music 2-3
Basketball 1-3
Language & Culture 1-3
Art 1-3
Citizenship 2
Communicating 3
BB Guns 1-3
Wildlife Conservation 1-3
Archery 1-3

*Leave No Trace (all ranks): Please note that you can count #2 (three separate days practicing LNT guidelines → daily trash pick-up at camp) or #4 (LNT service project → keeping camp clean entire week) **but not both**.

**Although all of the swimming items above were covered at camp, safe swimming skills should be always be considered. Please review the skill level of your scouts (or consult with scouts and parents) and use your best judgment in awarding swim-related advancements, especially the swimming pin and the Aquanaut badge.