



RANK WORKSHEET

Arrow of Light

Cub Scouts

Name

Started

Completed

Arrow of Light is the highest rank in Cub Scouts and your bridge to Scouts BSA. You'll camp with a patrol, learn real first aid, serve your community, and practice skills older Scouts use every day. Finishing it is something to be proud of.

Requirements

Every official requirement, in plain language. Check the official wording when you sign off (scouting.org/programs/cub-scouts/adventures/arrow-of-light/). Tips and examples are ideas, not extra requirements.

☐ 1 Bobcat

Tip: Bobcat sets up your patrol. Pick a patrol name, choose a leader, and visit a Scouts BSA troop.

Example: Bobcat turns the den into a patrol. Your Scout helps pick a name, votes for a patrol leader, and visits a troop meeting. Many families use that first visit to start comparing troops.

☐ 2 Outdoor Adventurer

Tip: Outdoor Adventurer is a campout with your patrol or a troop. Help plan the gear and set up camp.

Example: Outdoor Adventurer is a real overnight with the patrol or a troop. Your Scout packs the Scout Basic Essentials, helps lay out the kitchen and tents, and sees how older Scouts run a campsite.

☐ 3 Personal Fitness

Tip: Personal Fitness has you track your activity for two weeks. A simple chart on the fridge works great.

☐ **4** Citizenship

Tip: Citizenship means doing at least two hours of service. Pick a project your patrol cares about.

Example: For Citizenship, the patrol might spend two hours stocking shelves at a food pantry or clearing litter from a creek trail, after planning it together with the SAFE Checklist.

☐ **5** First Aid

Tip: First Aid teaches you how to help in an emergency. Build your own small first-aid kit to keep.

☐ **6** Duty to God

Tip: Duty to God is about your family's faith and values. Talk with a parent about what it means to you.

☐ **7** Complete any 2 elective adventures

Tip: Choose two electives that match your interests, like Cycling, Fishing, or Engineer.

Example: Electives can preview troop life. Knife Safety, Fishing, and Paddle Craft all build skills Scouts use in their first year, while Engineer or Into the Woods suit kids who love to figure things out.