

# **ARTHUR ELDRED**

## **AWARD**

**T**he first edition of the Boy Scout Handbook described an Eagle Scout as “the all-around perfect scout.” Arthur Eldred was BSA’s first Eagle Scout and this award in his honor commemorates a scout who has made the most of his camping experience here, provided exceptional service to their unit and the camp as a whole. They exemplify the ideals set forth in the scout oath and law. The Scoutmaster submits this form with their selection of the single scout from the troop that best exemplifies the aforementioned qualities. One scout per session will be recognized.

Scout’s Name: \_\_\_\_\_ Troop: \_\_\_\_\_

Briefly describe why the scout deserves this recognition:

**SBSA**

The completed form is due to the Camp Office by Friday 10AM.

# **ASTRONOMY AWARDS**

## **JR. ASTRONOMER AWARD**

### **REQUIREMENTS:**

- \_\_\_\_\_ Earn or have earned either Astronomy or Space Exploration Merit Badge
- \_\_\_\_\_ Attend either the stargazing session or the astronomy dome
- \_\_\_\_\_ Take the walking tour of the solar system with a guide
- \_\_\_\_\_ See the sun through the telescope with the solar filter in place

## **ASTRONOMER AWARD**

### **REQUIREMENTS:**

- \_\_\_\_\_ Earn or have earned both Astronomy & Space Exploration Merit Badge
- \_\_\_\_\_ Assist the Astronomy MB counselor as observation assistant at the stargazing session
- \_\_\_\_\_ Show a group the sun through the telescope and explain to them what a solar filter is and how it protects our eyes
- \_\_\_\_\_ Use the Sky Scout, a chart or book to help you find 3 deep sky objects or double stars with the telescope

Name: \_\_\_\_\_ Unit: \_\_\_\_\_ Site: \_\_\_\_\_

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# **CRIMSON ARROW AWARD**

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**T**his award was started in the 1920s at Camp Scouthaven and honors individual scouts and their love of summer camp. By earning this award, a scout experiences a well-balanced overview of the entire camp and demonstrates their commitment to personal development, growth, and the scouting movement. To earn this award a scout must complete all requirements listed below. Scouts will be recognized at the closing campfire. After completion of a requirement, the scout must receive the initials of a staff member from that program area or event.

## **REQUIREMENTS:**

\_\_\_\_\_ Earn merit badges from at least two (2) different program areas.  
A scout may also use participation in YBOA as a substitute for one of the program areas.

\_\_\_\_\_ Participate in one (1) of the following Waterfront events: Water Carnival, Intro to SCUBA, Polar Bear Swim, or any other Waterfront event.

\_\_\_\_\_ Participate in one (1) of the following Ecology events: Star Gazing, Nature Trail Hike, LNT Awareness Course, Nature Scavenger Hunt, Independent Study Merit Badge, or any other Ecology event.

\_\_\_\_\_ Participate in one (1) of the following Outdoor Skills events: Geocaching, Order of the Knot / Flame, Dutch Oven Cooking, or any other Scoutcraft event.

\_\_\_\_\_ Participate in one (1) of the following events:

Craft Lodge: Screen Printing, Tie Dye, Sculpture, any other Craft Lodge event **OR**

STEM events: 3d Pens, NOVA Award, Engineering Challenge, or any other STEM event.

\_\_\_\_\_ Participate in or visit at least one (1) of these events: OA Day, Friendship Fire, Camp Thunder Rock Overnighter, Life to Eagle Training, Leave No Trace Training, or any other campwide event.

Name: \_\_\_\_\_ Unit: \_\_\_\_\_ Site: \_\_\_\_\_

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# HONOR LEADER AWARD

Upon successful completion of these requirements, you will receive the Official Honor Leader Award. Completed requirements should be signed or initialed. This award is meant to help you have fun and get involved in all the areas of Camp! We know you are busy and may not be able to do everything. **“Do your best,” and if you cannot complete all the requirements, turn in this application anyways. Good luck!!!**

## REQUIREMENTS:

1. Introduce yourself and tell a joke or random fact to the following Directors,

- \_\_\_\_\_ Activities
- \_\_\_\_\_ Aquatics
- \_\_\_\_\_ Craft Lodge
- \_\_\_\_\_ Ecology
- \_\_\_\_\_ Health Officer
- \_\_\_\_\_ Outdoor Skills
- \_\_\_\_\_ Shooting Sports
- \_\_\_\_\_ STEM Center
- \_\_\_\_\_ Trading Post
- \_\_\_\_\_ Program Director
- \_\_\_\_\_ Camp Director

4. Attend 2 of the 5 leader meetings after breakfast

- \_\_\_\_\_ Sunday (after Lunch)
- \_\_\_\_\_ Monday
- \_\_\_\_\_ Tuesday
- \_\_\_\_\_ Wednesday (management initials)
- \_\_\_\_\_ Thursday
- \_\_\_\_\_ Friday

5. \_\_\_\_\_ Turn in a Camp Evaluation (Office Staff)

2. Volunteer at a Program Area for a Period

- \_\_\_\_\_ Area Director

3. Do all of the following, if you feel like it:

- \_\_\_\_\_ Take a nap (SPL)
- \_\_\_\_\_ Have a cup of coffee from Digger
- \_\_\_\_\_ Visit the Camp Office (Office Staff)
- \_\_\_\_\_ Have seconds at a meal (Waiter)
- \_\_\_\_\_ Sing a song at a meal (Waiter)
- \_\_\_\_\_ Spend money at the trading post (Trading Post Staff)
- \_\_\_\_\_ Attend a Management Boat Cruise (Management)

Name: \_\_\_\_\_ Unit: \_\_\_\_\_ Site: \_\_\_\_\_

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# **HONOR PATROL AWARD**

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**T**he W.D. Boyce Honor Patrol Award is designed to celebrate patrols that fully commit to the patrol method and aims of scouting during their time at Camp Scouthaven.

## **REQUIREMENTS:**

1. Participate in a Flag Ceremony as a Patrol (Sign Up at SPL Meeting)

Program Director Signature: \_\_\_\_\_

2. Participate as a whole patrol in at least 3 activities in camp.

Activity: \_\_\_\_\_ Staff Signature: \_\_\_\_\_

Activity: \_\_\_\_\_ Staff Signature: \_\_\_\_\_

Activity: \_\_\_\_\_ Staff Signature: \_\_\_\_\_

3. Participate in one of the following.

Activity: Gaga Tournament Staff Signature: \_\_\_\_\_

Activity: Dutch Oven Cooking Competition Staff Signature: \_\_\_\_\_

4. Sign up for a skit, song, or cheer for the Closing Campfire.

Program Director Signature: \_\_\_\_\_

Patrol: \_\_\_\_\_ Unit: \_\_\_\_\_ Site: \_\_\_\_\_

**SBSA**

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# **HONOR UNIT AWARD**

**T**his award is given to troops that live by the Scout Oath and Law and exemplify the aims of Scouting during their time at Camp Scouthaven.

## **REQUIREMENTS:**

1. Participate in the Camp Wide Games

Program Director Signature: \_\_\_\_\_

2. Have at least 1 patrol complete the W.D. Boyce Honor Patrol Award

Program Director Signature: \_\_\_\_\_

3. Participate in the Water Carnival

Aquatics Director Signature: \_\_\_\_\_

4. Invite another troop or be invited to a Fellowship Fire

Camp Commissioner Signature: \_\_\_\_\_

5. Score an 85% or better every day for campsite inspections.

Camp Commissioner Signature: \_\_\_\_\_

6. Have your SPL or other representative attend the daily SPL Meeting following lunch with a buddy

Staff Initial    S: \_\_\_\_\_    M: \_\_\_\_\_    T: \_\_\_\_\_    W: \_\_\_\_\_    T: \_\_\_\_\_

7. Complete a camp service project under the supervision of the Commissioner Staff

Camp Commissioner Signature: \_\_\_\_\_

8. Have your Scoutmaster earn the Honor Leader Award

Program Director Signature: \_\_\_\_\_

Unit: \_\_\_\_\_ Site: \_\_\_\_\_

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# SCOUTCRAFT AWARDS

These awards are here to help us all to remember the basics of scouting.

As with anything in life, if you don't continually use a skill you forget it!

## ORDER OF THE FLAME

### REQUIREMENTS:

\_\_\_\_\_ Show proof of Firem'n Chit

\_\_\_\_\_ Make a fire starter

Know the following fires, their uses and build them correctly without hesitation;

\_\_\_\_\_ Lean-To

\_\_\_\_\_ Teepee

\_\_\_\_\_ Log Cabin

\_\_\_\_\_ Hunters

\_\_\_\_\_ Correctly and without hesitation explain four fire-starting techniques without the use of a match or a lighter

\_\_\_\_\_ Start one of the four fires built in #4 with one of the techniques in #5 correctly and without hesitation.

## PAUL BUNYAN AWARD

### REQUIREMENTS:

\_\_\_\_\_ Explain Hazards you may encounter

\_\_\_\_\_ Show first aid for injuries that could occur

\_\_\_\_\_ Earn the Totin' Chip

\_\_\_\_\_ Help a scout or patrol earn the Totin' Chip

Be familiar with the proper, safe usage of the following tools

\_\_\_\_\_ Loppers

\_\_\_\_\_ McLeod

\_\_\_\_\_ Pulaski

\_\_\_\_\_ Saw

\_\_\_\_\_ Shovel

\_\_\_\_\_ Axe

\_\_\_\_\_ Hatchet

\_\_\_\_\_ Pick Axe

\_\_\_\_\_ PryBar

\_\_\_\_\_ Demonstrate proper usage of four of the tools above

\_\_\_\_\_ Complete a Conservation Project

Name: \_\_\_\_\_ Unit: \_\_\_\_\_ Site: \_\_\_\_\_

**SBSA**

## ORDER OF THE KNOT

### REQUIREMENTS:

Know the following knots, their uses and tie them correctly without hesitation;

\_\_\_\_\_ Square

\_\_\_\_\_ Sheet

\_\_\_\_\_ Clove Hitch

\_\_\_\_\_ Taunt Line

\_\_\_\_\_ Bowline

\_\_\_\_\_ Timber Hitch

\_\_\_\_\_ Double Half Hitch

Other than those in requirement #1, correctly and without hesitation, tie four (4) known knots – no improvisation. Know the purpose of each knot.

\_\_\_\_\_ #1

\_\_\_\_\_ #2

\_\_\_\_\_ #3

\_\_\_\_\_ #4

\_\_\_\_\_ Correctly and without hesitation, whip the end of a rope.

\_\_\_\_\_ Correctly and without hesitation, tie one of the following lashings: Diagonal, Square, or Sheer.

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