

ADVENTURER AWARD

The Adventurer Award is for those scouts who have attended camp for at least three years. Once the scout has completed all the requirements and obtained the proper signatures, the unit leader should present this form to the troop commissioner for verification.

REQUIREMENTS:

1. Earn at least two of the following during camp this summer:

- | | |
|---------------------|---------------------------------|
| a. Archery Award | e. Trail Award |
| b. Rifle Award | f. Paul Bunyan Award |
| c. Mile Swim | g. Achievement Award |
| d. B.S.A. Lifeguard | h. World Conservation Award |
| | i. Action Archery Participation |

2. Earn at camp, or show proof of having previously earned, at least two of the following merit badges. In addition, earn one more of the following badges this year at camp (a total of three badges for this requirement):

- | | |
|--------------------------------|-----------------|
| a. Environmental Science | h. Lifesaving |
| b. Soil and Water Conservation | i. Camping |
| c. Wilderness Survival | j. Cooking |
| d. Rifle Shooting | k. Canoeing |
| e. Leatherwork | l. Nature |
| f. Small Boat Sailing | m. Archery |
| g. Shot Gun Shooting | n. Horsemanship |
| o. Climbing | |

3. Teach Camping, Cooking or Hiking Skills to at least two scouts in your troop.

Skills taught: _____

Scoutmaster's Signature _____

4. Demonstrate leadership qualities while serving in one of the following positions during your stay in camp: Senior Patrol Leader, Patrol Leader, Junior Assistant Scoutmaster, Assistant Senior Patrol Leader or Troop Guide. (If these positions are filled prior to arrival at camp, the Scoutmaster may assign another position which may qualify as a leadership role.)

Scoutmaster's Signature _____

5. Take part in the planning and organization of a campwide or Troop event (i.e., campfire, callout, campwide game, lake regatta).

6. Spend one night with one or more buddies sleeping on a ground bed and shelter which you have made, or show proof of having earned Wilderness Survival Merit Badge.

Scout's Name _____ Troop _____

Commissioner _____ Date _____

ACHIEVEMENT AWARD

Each scout will have the opportunity to earn an annual Achievement Award during his stay in camp. The award will be a pocket emblem with numbers indicating years of attendance at Camp NoBeBoSco. To be eligible for the one-year award, the scout must complete 4 out of the 12 requirements; for the second-year award, the scout must complete 5 out of 12; for the third year award, the scout must complete 6 out of 12; for the fourth year award, the scout must complete 7 out of 12; and for the Veteran Camper award, the scout must complete 8 out of 12.

Scout's Name: _____ Troop _____

Commissioner _____ Award (Year) _____

REQUIREMENTS:

- ____ 1. Earn one merit badge .
- ____ 2. Complete a camp improvement or conservation project involving at least 3 service hours (this requirement may be done in conjunction with the Honor Patrol or Honor Troop Awards).
- ____ 3. Complete 5 new skill requirements (if you are not First Class), or one additional merit badge (other than the merit badges for requirement 1).
- ____ 4. Participate as a member of your troop in a campwide event.
- ____ 5. Complete a five-mile hike while in Camp.
- ____ 6. Participate with your troop , patrol, or the staff in one overnight trip at an outpost site during camp.
- ____ 7. Participate with your troop or patrol in a campsite improvement project.
- ____ 8. Get a statement from your Scoutmaster that you have followed the Scout Oath and Law while in Camp.
- ____ 9. Attend a religious service of your choice while in Camp.
- ____ 10. Earn one of the following while in Camp:
 - 1. Archery Award
 - 2. Rifle Range Award
 - 3. Trail Award
 - 4. Mile Swim
 - 5. Knife and Axe (Totin' Chip)
 - 6. Paul Bunyan
 - 7. Adventurer Award
 - 8. Become a swimmer if you are a beginner/non-swimmer
 - 9. Fishing Award
 - 10. Carving Award
- ____ 11. Attend a campwide demonstration being run by the staff (such as a reptile demonstration, knot tying, action archery, etc.)
- ____ 12. Spend 2 hours teaching skills to scouts in your troop working on Tenderfoot through First Class requirements.

TRAIL AWARD

Rules:

1. All hikes must be under the direction of an adult leader.
2. All hikes must be done during your stay in camp this year.
3. Hikes may be taken as a part of the Hiking Skill Requirements or Merit Badge, or in conjunction with a troop overnighiter or day trip.
4. Every hiker must have a buddy--no solo hikes are allowed.

Requirements:

_____ 1. Tell your Scoutmaster the directions to the following locations around Camp:

- | | |
|----------------------|----------------------------|
| a. Millbrook Village | e. Old Stagecoach Depot |
| b. Van Campens Glen | f. Lost Cabin |
| c. Fairview Lake | g. Catfish Pond Fire Tower |
| d. Sunfish Pond | h. B-17 Plane Crash Site |

_____ 2. Take hikes to any three of the locations listed above.

Hike 1: location _____ Scoutmaster's initials _____
 Hike 2: location _____ Scoutmaster's initials _____
 Hike 3: location _____ Scoutmaster's initials _____

_____ 3. Help maintain a local trail on one of your hikes (Post trail signs, clean brush, check erosion, etc.).
Verifying initials (adult leader or staff) _____

_____ 4. Present yourself to your unit leader for inspection prior to your first hike. Have proper gear and attire suitable for the type of hike.
Scoutmaster's initials _____

_____ 5. Earn at Camp, or show proof that you previously earned, the Totin' Chip Award.

_____ 6. Tell your Scoutmaster the eight basic points of a compass and their degree readings. Also, using a compass, indicate to your Scoutmaster the actual direction of magnetic north.

CERTIFICATION OF COMPLETION:

Applicant's Name _____ Troop _____
 Scoutmaster's signature _____ Date _____
 Commissioner's signature _____ Date _____

HONOR PATROL

The Honor Patrol Award will be given to those patrols which earn at least 350 points from a total of 400 possible points. All points are awarded by the unit leader and verified by the troop's commissioner. No stipulation is made as to the size of the patrol. Points are awarded for patrol activities; therefore, a patrol is not handicapped by having more or less than the recommended eight scouts per patrol.

When a patrol has earned the requisite number of points, the patrol leader should sign this form and present it to his unit leader. The unit leader will review the form and sign it upon approval. The signed form should then be presented to the troop's commissioner .

NOTE: The Camp reserves the right to not give this award due to any unscout-like behavior

REQUIREMENTS

- ___ **1. Name (50 points)** A patrol name decided upon and used by the patrol members
- ___ **2. Yell (25 points)** An original yell relating to the patrol name
- ___ **3. Call (25 points)** A few words or sounds that can be used by patrol for recognition
- ___ **4. Flag (25 points)** A flag made by patrol and flown in patrol site
- ___ **5. Leadership (25 points)** An elected patrol in camp
- ___ **6. Spirit (50 points)** Demonstration of spirit by use of name, yell, call and flag
- ___ **7. Co-operation (50 points)** Patrol cooperates with patrol leader, unit leader and staff
- ___ **8. Advancement (50 points)** Each member of patrol advances one rank or earns one merit badge or passes 5 skill activities.
- ___ **9. Participation (50 points)** Patrol enters into troop and camp activities
- ___ **10. Project (50 points)** Patrol participated in campsite or campwide improvement project

PATROL NAME _____ **TROOP** _____ **CAMPSITE** _____

PATROL LEADER'S SIGNATURE _____

SCOUTMASTER'S SIGNATURE _____

COMMISSIONER'S SIGNATURE _____