



Many Point Camp Honors Award Requirements

The purpose of the Many Point Camp Honors program is to:

- Encourage Scouts to participate with the troop year-round
- Encourage summer camp attendance
- Encourage participation in all aspects of program that Many Point has to offer
- Encourage Scout advancement
- Encourage boy leadership
- Prepare Scouts for future leadership opportunities such as serving on camp staff

Procedural notes:

- These awards are for youth only.
- Requirements may be signed off by adult leaders or camp staff members.
- The requirements may be completed in any order; however the awards must be earned in sequence.
- Up to two awards may be earned per summer. (This may differ for the first few years of program startup, allowing older Scouts to advance through the program more quickly, but this procedure has not yet been set – ideas and suggestions are welcome)
- Scouts completing awards will be recognized at closing campfire.
- Award recognition items are available for purchase in the Many Point Trading Posts.

Year one

Rank one: Camper

1. Tie a square knot.
2. Attend beach orientation and take a swim test.
3. Attend camp tours.
4. Visit the following program areas at least once:
 - Beach
 - Tower
 - Outdoor Skills
 - Nature
 - Handicrafts
 - Shooting Sports
5. Set up your own tent.
6. Participate in a flag ceremony.
7. Attend afternoon activities with your troop.
8. Explain and use the procedures for safe hiking at camp. (Found in Scout Handbook)
9. Use the buddy system.
10. Show first aid and prevention for sunburn and insect bites and stings.
11. Show how to take and follow a bearing with a compass.
12. Identify and explain what to do if you have come in contact with the following:
 - Poison ivy
 - Wood ticks
 - Deer ticks
13. Identify wild strawberry and point out the differences between it and poison ivy.

Rank two: Bronze Camper

1. Take a swim test for beginner or above.
2. Earn your Totin' Chip.
3. Tie two half hitches and a taut-line hitch.
4. Complete two advancement opportunities (Merit Badges or First Class Adventure).

5. Fulfill your responsibilities on your duty roster.
6. Do one activity as a patrol (campfire skit, etc.).
7. Light a fire using no more than two matches.
8. Share a highlight of the week during a troop reflection.
9. Do the following at each program area at Many Point:
 - Beach
Try three different activities.
 - Tower
Attempt two routes (two climbing or one climbing and one bouldering).
 - Outdoor Skills
Participate in construction of a camp pioneering project.
-OR-
Participate in the cooking demo.
-OR-
Explore pioneering structures.
 - Nature
Attend night skies.
-OR-
Point out the Big Dipper and the North Star.
 - Handicrafts
Complete a handicrafts project (leatherwork, basket, wood carving, dream catcher, monkey's fist, Turk's head or tie dye).
 - Shooting Sports
Shoot five arrows.
-OR-
Shoot five rifle rounds.

Year two

Rank three: Silver Camper

1. Earn an amount of money agreed upon by your parent or guardian to pay some or all of your way to camp.
2. Pass the BSA Beginner's swim test or greater.
3. Participate in the Ironman competition as an individual or as part of a team.
4. Demonstrate the use of a map and compass and complete an orienteering course.
5. Demonstrate first aid and prevention for dehydration, heat exhaustion and heat stroke.
6. Identify 10 kinds of wild animals at Many Point.
7. Show the precautions you and your patrol are taking to prevent attracting wild animals to your campsite.
8. Participate in a troop campfire.
9. Do the following at Many Point:
 - Astronomy
Identify the Milky Way and the Little Dipper.
 - Beach
Demonstrate how to properly size and care for a canoe paddle.
Demonstrate how to launch and land a watercraft.
 - Outdoor Skills
Tie a bowline, clove hitch and timber hitch.
Make a useful camp gadget using lashings.

Rank four: Gold Camper

1. Since joining Boy Scouts, participate in 10 activities (campouts, service projects, troop or district events, etc.), including at least 3 campouts.
2. Earn at least the rank of Second Class.
3. Participate in a service project at camp or home.

4. Take the BSA Swimmer's test.
5. Demonstrate how to find directions during the day and at night without a compass.
6. Demonstrate first aid for strains, sprains and fish hook puncture wounds.
7. Practice reaching water rescue methods.
8. Prepare a camp meal or snack for your patrol or troop.
9. Since completing rank two, earn at least two merit badges.
10. Do the following:
 - Tower
Tie a figure eight knot.
Demonstrate proper belaying technique.
Climb to the top of the tower and rappel.
 - Shooting Sports (Complete option 1 or 2.)
Option 1 Archery: Using 5 arrows, shoot a score of 30 out of 50, including at least one arrow in the yellow rings.
Option 2 Rifle: Using 5 shots, shoot a score of 20 out of 50, including at least one in the black.
 - Nature
Show another Scout the Big Dipper and the North Star.
Identify 5 plants from the following list:
White pine, red pine, balsam fir, spruce, poplar, paper birch, green ash, white oak, red maple, lady slipper, goldenrod, stinging nettle
Identify and tell how to prepare 3 edible plants from the following list:
Clover, basswood, wild pea, gooseberry, plantain, meadowrue, sarsaparilla, sumac, burdock, beaked hazelnut, raspberry, juneberry, dandelion, wild ginger, wild rose, jewelweed, oak

Year three

Rank five: Water Master

1. Encourage other Scouts from your troop or patrol to attend summer camp.
2. Currently serve or have served for four months in a leadership position within your troop.
3. Complete the camping requirement of Camping Merit Badge.
4. Tell the five most common signs of a heart attack and two ways to reduce the risk of a heart attack.
5. Demonstrate the procedures for CPR.
6. Use the EDGE method to teach another Scout a skill.
7. List and describe all of the Flintlock programs.
8. Identify loons by sight and sound.
9. Demonstrate the following aquatics skills:
 - Tell what precautions must be taken for a safe swim.
 - Tell what precautions must be taken for a safe trip afloat.
 - Pass the BSA Swimmer's test.
 - Demonstrate rescues for reach, throw, row and go.
 - Dive for and retrieve an anchor in 10 feet of water.
 - Demonstrate how to properly clear water from a snorkel while snorkeling.
 - Explain or demonstrate how to right a capsized sailboat.
 - Complete an out and back sail route that includes tacking or jibing.
 - Demonstrate the following canoe strokes: forward stroke, backstroke and J-stroke. Show how to feather a canoe paddle and explain why this technique is used.

Rank six: Craftsman

1. Participate in at least one winter campout with your troop or patrol.
2. Earn First Aid Merit Badge and at least one additional Eagle-required merit badge.
3. Since earning rank four, complete two additional advancement opportunities while at camp.
4. Recruit Scouts to participate with you in Ironman, Polar Bear or Mile Swim.

5. Participate in at least one Flintlock activity and tell the younger Scouts in your troop about it.
6. Participate in a service project while at camp.
7. Explain the significance of the lantern in the history of Many Point.
8. Point out all 6 of the Many Point subcamps on a map and tell the similarities and differences between them.
9. Help plan or participate in your troop's closing campfire skit or song.
10. Demonstrate all of the skills listed in two of the following four areas at Many Point:
 - Tower
 - Complete at least $\frac{3}{4}$ of the bouldering wall.
 - Demonstrate proper verbal signals for climbing, belaying and rappelling.
 - Identify and show how to properly use the following pieces of climbing equipment:
 - Helmet
 - Harness
 - Carabiner
 - Rope
 - Figure 8
 - ATC
 - Properly coil a climbing rope.
 - Complete a climbing route that includes over-vertical features i.e. box, cave or slant.
 - Rappel off the highest point of the tower.
 - Encourage someone who has not rappelled before to rappel.
 - Participate in lead climbing.
 - Shooting Sports
 - Stick three tomahawks in succession.
 - Do this twice: Score all 5 arrows in the red or better, including two arrows in the yellow.
 - Explain the three fundamental rules for safe firearms handling.
 - With a rifle, score a round of 3 shots that can be covered by a quarter.
 - With a rifle, score a round of all 5 shots in the black area of the target.
 - Clean and identify the parts of a .22.
 - Qualify as an NRA Pro-Marksman or higher.
 - With a shotgun, hit 4 out of 9 clays.
 - Nature
 - Identify 5 of the following constellations and tell the legend for one:
 - Ursa Major – “Big Dipper”
 - Ursa Minor – “Little Dipper”
 - Cepheus – “The King”
 - Cassiopea – “The Queen”
 - Draco – “The Dragon”
 - Aquila – “The Eagle”
 - Cygnus – “The Swan”
 - Lyra – “The Lyre”
 - Corona Borealis – “The Northern Crown”
 - Bootes – “The Herdsman”
 - Scorpio – “The Scorpion”
 - Identify 5 different types of rocks.
 - Set up and bait a tracking pit. You may use the Nature Center tracking pit to complete this requirement.
 - Correctly identify the tracks of 3 animals.
 - Identify 3 different types of clouds.
 - Guide another Scout on a nature trail, identifying notable natural features along the trail.

- Outdoor Skills
 - Start a fire without a lighter or matches.
 - Prepare a food item in a Dutch, reflector or solar oven.
 - Demonstrate the back, eye and short splice.
 - Tie a sheet bend.
 - Assist in construction of a large scale pioneering project in the outdoor skills area. Use at least 2 of the following:
 - Square lashing
 - Diagonal lashing
 - Shear lashing
 - Tripod lashing
 - Round lashing
 - Explain the features and use of a topographic map:
 - How a topographic map shows terrain features
 - Point out 5 map symbols
 - Explain the difference between true north and magnetic north
 - Tell what is meant by the term "declination"
 - Explain map scale and measure the distance between two features
 - Complete 2 orienteering courses.
 - List and explain the 7 priorities of wilderness survival.

Year four (While it is possible for a Scout to complete rank 8 during the fourth summer, it is anticipated that most Scouts would only be able to complete rank seven by this time.)

Rank seven: Guide

1. Deliver an informational or promotional presentation about summer camp to a group of younger Scouts.
2. Have served in two different leadership positions in your troop.
3. Participate in another Scout's Eagle Scout service project.
4. Participate in at least one Outfitters Base Trek.
5. Participate in at least three Flintlock activities.
6. Complete one of the remaining two skill categories from rank six.
7. Teach another Scout in your troop three skills included in the camp honors award requirements.
8. Explain the rules for and help lead a reflection.
9. Perform the Super Troop campsite inspection for your troop's campsite.
10. List the 5 different groups in the history of the Many Point area.
11. Have earned at least one merit badge from each of the following categories:
 - Nature:
Astronomy, Environmental Science, Fish & Wildlife Management, Forestry, Geology, Insect Study, Mammal Study, Nature, Reptile & Amphibian Study, Soil & Water Conservation, Weather
 - Aquatics:
Canoeing, Lifesaving, Rowing, Sailing, Swimming, or Snorkeling BSA
 - Outdoor Skills:
Cooking, Fishing, Geocaching, Orienteering, Pioneering, Wilderness Survival
 - Independent Study:
Fingerprinting, Geology, Hiking, Insect Study, Reptile & Amphibian Study.

Year five +

Rank eight: Master Craftsman

Rank nine: Captain

For rank eight, complete 5. For rank nine, complete an additional 4, for a total of 9, including requirements #1 and #2.

1. Deliver a presentation to a group of Webelos Scouts about crossing over into Boy Scouting and attending summer camp.
2. Participate in one Tier 3 Older Scout program.
3. Participate in at least 3 Outfitters Base treks.
4. Participate in all of the Flintlock activities.
5. Participate in the SPL Leadership Team.
6. Complete the BSA Mile Swim at Many Point.
7. Earn a total of at least two independent study merit badges offered at Many Point. (These need not be earned at Many Point.)
8. Assist the staff in facilitating two troop activities for your troop or another troop.
9. Lead a troop reflection.
10. Earn 100% of your own way to camp through a job or fundraising.
11. Assist your troop's Scoutmaster or summer camp coordinator with an agreed-upon task to prepare for the troop's stay at summer camp (suggestions include: selecting troop activities, collecting Scouts' merit badge choices, collecting Scouts' Flintlock program requests, inspection of troop camping equipment, contacting troop members for logistical reminders, making transportation arrangements, completing necessary paperwork, etc.).