

# **CUSTALOGA HONOR PROGRAM**

## **Scout Requirements**

	<b>HUNTER YEAR 1</b>	<b>SCOUTMASTER'S SIGNATURE</b>
<b>1</b>	Remain in camp from Check-in to the conclusion of the Hunter Award Ceremony on Friday.	
<b>2</b>	Earn at least one merit badge or advance one rank while in camp.	
<b>3</b>	Take part in a camp service project for at least one hour.	
<b>4</b>	Attend the opening and closing campfires.	
<b>5</b>	Show Scout Spirit.	
<b>6</b>	Tell your leader about Custaloga and Guyasutha.	
<b>7</b>	Participate in the Guyasutha Braves Program or show evidence of having earned the rank of First Class.	
<b>8</b>	Participate in one camp wide evening activity.	
<b>9</b>	Serve as a waiter during 3 meals this week.	
<b>10</b>	Tell how scouting started in the world.	
<b>11</b>	Gather enough tinder to fill a shoebox. Deliver to the campfire circle.	
	<b>Scout Skills</b>	
	(Complete <b>one</b> requirement from <b>four</b> of the following Program Areas)	
	<b>Pool</b>	
<b>12A</b>	Attend Learn to Swim all week.	
<b>12B</b>	Qualify as a swimmer or advance one swim classification.	
	<b>ECOLOGY</b>	
<b>13A</b>	Identify 8 trees	
<b>13B</b>	Identify 4 Constellations or 5 Birds.	
<b>13C</b>	Participate in a Nature Discovery Hike.	
	<b>SCOUTCRAFT</b>	
<b>14A</b>	Tie 3 knots.	
<b>14B</b>	Earn a Scoutcraft Merit Badge.	
<b>14C</b>	Earn Tot'n and Firem'n Chip	
	<b>SHOOTING SPORTS</b>	
<b>15A</b>	Shoot an arrow and hit the target.	
<b>15B</b>	Earn a shooting sports merit badge.	
	<b>HANDICRAFT</b>	
<b>16A</b>	Earn a handicraft merit badge	
<b>16B</b>	Create a leather work project	
	<b>SCI-TECH</b>	
<b>17</b>	Earn a sci-tech merit badge	

These requirements need to be completed during your stay here at CTSR and must be turned in by 5pm on Friday. See Honor Camper Director with any questions.