

# **CUSTALOGA HONOR PROGRAM**

## **Scout Requirements**

	<b>Trailblazer YEAR 3</b>	<b>SCOUTMASTER'S SIGNATURE</b>
<b>1</b>	Remain in camp from Check-in to the conclusion of the Trailblazer Award Ceremony on Friday.	
<b>2</b>	Earn at least three merit badges and/or advance one rank while in camp.	
<b>3</b>	Take part in a camp conservation project for at least <b>3</b> hours.	
<b>4</b>	Attend the opening and closing campfires.	
<b>5</b>	Show Scout Spirit.	
<b>6</b>	Tell your leader about George Washington's involvement in the French & Indian War.	
<b>7</b>	Participate in two camp wide evening activities.	
<b>8</b>	Teach a scout skill to at least two scouts in your Troop.	
<b>9</b>	Gather enough fuel to fill a garbage can. Deliver to the campfire circle.	
<b>10</b>	Assist in setting up the second year ceremony (see Honor Camper Director).	
	<b>Scout Skills</b>	
	(Complete <b>one</b> requirement from <b>six</b> of the following areas)	
	<b>Pool</b>	
<b>11A</b>	Earn a pool merit badge.	
<b>11B</b>	Swim a half of a mile	
	<b>ECOLOGY</b>	
<b>12</b>	Earn an ECON merit badge.	
	<b>SCOUTCRAFT</b>	
<b>13A</b>	Demonstrate 3 lashings	
<b>13B</b>	Earn a Scoutcraft Merit Badge.	
	<b>SHOOTING SPORTS</b>	
<b>14A</b>	Shoot a shotgun and hit a clay	
<b>14B</b>	Earn a shooting sports merit badge.	
	<b>HANDICRAFT</b>	
<b>15A</b>	Earn an handicraft merit badge.	
<b>15B</b>	Make a pot or basket.	
	<b>BOATHOUSE</b>	
<b>16A</b>	Earn a boathouse merit badge	
<b>16B</b>	Filet and cook a fish.	
	<b>SCI-TECH</b>	
<b>17A</b>	Earn one merit badge	
<b>17B</b>	Build and launch a rocket	
	<b>Climbing</b>	
<b>18a</b>	Demonstrate tying on 2 climbing knots	
<b>18b</b>	Earn the climbing 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.