



# Tribe of Hi-Sierra Advancement Record

NAME: \_\_\_\_\_

UNIT: \_\_\_\_\_

Awarded by: \_\_\_\_\_

<b>Brave:</b>		<b>Requirements</b>		<b>Completed and Approved</b>			
1	Wigwam or Arrowhead	Yellow Rank Advancement	UL				
		White Merit Badge or Trail to 1 <sup>st</sup> Class (per 4 req.)	UL				
1	Spade	White Exemplify 5 <sup>th</sup> pt of Scout Law at all times	UL				
1	Sun	White Exemplify 11 <sup>th</sup> pt of Scout Law	UL				
1	Tent	Green 90% + on Campsite Inspection	UL				
1	Kettle	Brown Steward	UL				
1	Indian Good Luck	Brown 1 hr. Service Project	SM / UL				
1	Moccasin	White Exemplify 1 <sup>st</sup> pt of Scout Law at all times	UL				
3	Elective Beads		See below				

**Tribal Review and Approval:** \_\_\_\_\_ **Date:** \_\_\_\_\_

<b>Warrior:</b>		<b>Requirements</b>		<b>Completed and Approved</b>			
1	Oak Leaf	Green Participation in any Skill of the Day	SM				
1	Pine Tree	Brown Conservation Project	ND				
1	Waterfall	Green Hike, Nature Walk, or Excursions Daily Hike/Bike	SM				
1	Teepee	Red Participation in a Campfire Program	UL				
1	Numeral XII	White Lead Grace or Attend Vespers Service	UL				
1	Owl	Green Be a Returning Camper (One week per rank)	UL				

**Tribal Review and Approval:** \_\_\_\_\_ **Date:** \_\_\_\_\_

<b>Medicine Man:</b>		<b>Requirements</b>		<b>Completed and Approved</b>			
1	Council Fire	Brown Camp/Ceremonial Fire Service Project	FC				
1	Axe	Brown 4 hr. Service Project	CR / CD				
1	Seal	Blue Swim Check (Try = 1, Complete = 3)	WD				
1	Fire	Red Organize/Lead a Campfire	UL / SM				
1	Coup Stick	Brown Camp Maintenance Project	CR / CD				
1	Herb	Brown Thoroughly Clean Camp Building	SM				
1	Elective Bead		See below				

**Tribal Review and Approval:** \_\_\_\_\_ **Date:** \_\_\_\_\_

<b>Chief:</b>		<b>Requirements</b>		<b>Completed and Approved</b>			
1	Campfire	White Good Turn to Camp/Display Scout Spirit	CD / PD / CR				
1	Piton	Green High Adventure Excursion	ED				
1	Elective Bead		See below				

**Tribal Review and Approval:** \_\_\_\_\_ **Date:** \_\_\_\_\_

<b>Elective Beads:</b>		<b>Requirements</b>		<b>Completed and Approved</b>			
	Pup Tent	Green Participate in an Overnighter	SM				
	Crescent Moon	Yellow Win 1 <sup>st</sup> - 3 <sup>rd</sup> in Camp Wide Games	UL				
	Footprint	Yellow Win a Table Award	UL				
	Buffalo Horn	Yellow Furnish Music or Bugle	UL / SM				
	Three Stripes	Brown Exemplary Service as Recognized by Prog. Dir.	PD				
	Life Preserver	Blue Serve as a lifeguard / lookout / buddy board helper	WD				
	Choker	Brown Commissioner or Miscellaneous Skill of the Day	CC				
	Legging	Red Rifle, Shotgun, or Archery Skill of the Day	AD				
	Ram's Horn	White Scoutcraft, Handicraft, or TTE Skill of the Day	AD				
	Rope	Yellow Climbing or Foxfire Skill of the Day	AD				
	Waterfall	Green Hike, Nature Walk, or Excursions Daily Hike/Bike	AD				
	Flower	Green Nature Skill of the Day	ND				
	Shark	Blue Aquatics Skill of the Day	WD				
	Additional Wigwam	Yellow Earn a Rank Advancement	UL				
	Additional Arrowhead	White Merit Badge or Trail to 1 <sup>st</sup> Class (per 4 req.)	UL				
	Additional Spade	White Exemplify the 5 <sup>th</sup> pt of Scout Law	SM				

\*\*Other beads, alternate ways of earning them, and/or further explanation may be found on full tribe description in leader's guide or on site bulletin boards.

Awarded By Codes or Their Designee:  
 UL = Unit Leader      SM = Staff Member      CR = Camp Ranger      CC = Camp Commissioner  
 CD = Camp Director      PD = Program Director      WD = Waterfront Director      ND = Nature Director  
 AD = Area Director      ED = Excursions Director

FC = Fire Coordinator (Meet them Friday morning at the Campfire Bowl, there will be a bulletin for when)