

Ranks and Requirements

Seeker:

The rank of Seeker is open to those who have:

1. Shown an active interest in Scouting
2. Completed at least one week in camp
3. Earned the following 7 bead awards: Lily or Arrowhead, Moccasin, Spade, Sun, Tent, Kettle, and Clover
4. Earned 3 additional elective bead awards, each of a unique name.
5. Passed a review (Friday evening)

Guardian:

The rank of Guardian is open to those who have:

1. Completed at least two weeks of summer resident camp.
2. Earned the rank of Seeker
3. Earned the following 7 bead awards: Two Oak Leaves, Pine Tree, Waterfall, Log Cabin, Numeral XII, and Owl (17 beads total for both ranks)
4. Passed a review (Friday evening)

Trailblazer:

The rank of Trailblazer is open to those who have:

1. Completed at least three weeks of summer resident camp.
2. Earned the rank of Guardian
3. Earned the following 5 bead awards: Ember, Axe, Fire, Hammer, and Herb (22 beads total for all three ranks)
4. Passed a review (Friday evening)

Legend:

The rank of Legend is open to those who have:

1. Completed at least four weeks of summer resident camp. (Over 4+ years, excepting special circumstances like International Scouts – see Camp Director for exceptions)
2. Earned the rank of Trailblazer
3. Earned the following 3 bead awards: Campfire, Piton, and Scroll
4. Earned 3 additional elective bead awards, each of a unique name. (28 all told)
5. Passed a review (Friday evening)

Great Legend:

The special distinction of Great Legend is open to those who have:

1. Earned Legend in a previous year.
2. Have served at CHS in a long-standing capacity, such as long-term staff or volunteer.
3. Have a continuing interest in the Saga Program.
4. Have been approved by the Camp Director and nominated by the Great Legends as exemplifying the qualities we wish to see in a leader and Great Legend at camp.

Bead Awards

In the bead descriptions that follow, the person (or their designee) authorized to award each bead is underlined.

White

<i>Campfire</i>	Awarded for a meritorious good turn to camp and for giving striking evidence of the possession of real Scouting spirit. Usually a physical project but need not be. <u>Assigned and awarded by the Camp Director or Camp Ranger</u> . If the project is assigned to an older Scout, they might be asked to sign off on small service project beads for any helpers.
<i>Moccasin</i>	Awarded to Scouts who exemplify the first part of the Scout Law over the course of the week or awarded for specific single acts at the Unit Leader's discretion. <u>Awarded by the Unit Leader</u> .
<i>Numeral XII</i>	Awarded for either leading grace at meals or attending Vespers services (an interfaith spiritual service / discussion) while in camp. Troop-based services may be used. <u>Awarded by the Unit Leader</u> .
<i>Spade</i>	Awarded to Scouts who exemplify the fifth part of the Scout Law over the course of the week, or for specific single acts at UL discretion. <u>Awarded by the Unit Leader</u> . A <u>Staff Member</u> may also award, but should stick to awarding as an elective, as the Unit Leader is more aware of overall week actions.
<i>Sun</i>	Awarded to Scouts who exemplify the eleventh part of the Scout Law and practice good health and safety standards. <u>Awarded by the Unit Leader</u> . May be awarded for weekly exemplification or for single acts at the discretion of the Unit Leader.
<i>Ram's Horn (elect)</i>	Awarded for enthusiastic participation in a Scoutcraft, Handicraft, or Trail to Eagle skill of the day. <u>Awarded by the appropriate Area Director or their Staff Member designee</u> .

Brown

- Axe* Awarded for four hours of work on an approved camp service project. Hours may be continuous or broken up into portions. Assigned and awarded by the Camp Director or Camp Ranger. If the project is assigned to an older Scout, they **might** be asked to sign off small service project beads for any helpers.
- Clover* Awarded for one hour of work by the individual, in a project approved by a staff member. Awarded by a Staff Member or Unit Leader. Scouts **might** be asked to sign for this bead when leading a large project.
- Ember* Awarded for preparing, deep cleaning, or otherwise maintaining a campfire area. One such project is regularly led starting at 10:30 Friday morning, in the campfire bowl, led by the Weekly Fire Coordinator.
If deep cleaning a campground fire, may be awarded by the Camp Commissioner.
- Flint & Steel (elect)* Awarded for completion of a Commissioner or "Miscellaneous" Skill of the Day. Awarded by a Camp Commissioner.
- Hammer* Awarded for participation in an approved camp maintenance project. Examples include fence fixing, trail maintenance, helping the head steward for a meal, assisting with dishes for a meal, fixing retaining walls, etc. Assigned and awarded by the Camp Director, Camp Ranger, or a Camp Commissioner.
- Herb* Awarded for participation in a service project to thoroughly clean a Camp Building for a suggested length of 2 hours work time by the individual. Awarded by a Staff Member. One common project is the weekly dining hall mop party. If cleaning the shower building, a team of up to 8 is recommended.
- Kettle* Awarded to stewards for one meal's service or participating in a Dining Hall or Kitchen service detail. Awarded by the Staff Member acting as Head Stewart, or the Unit Leader.
- Pine tree* Awarded for participation in a conservation project. Assigned and awarded by the Nature Director.

Red

- Bullseye (elect)* Awarded for successful or enthusiastic participation in a Rifle, Shotgun, or Archery. Awarded by the appropriate Area Director or their designee.
- Match* Awarded to Scouts who help **organize** and **put on** a campfire program or help **organize and participate in** a skit during a camp-wide campfire. Awarded by a Unit Leader or a Staff Member.

Log Cabin Awarded for participation in a campfire program, either patrol, troop, multi-campsite, or camp-wide. Awarded by the Unit Leader: one for attending, and two for performing.

Quill (elect) Awarded for telling a story of at least 7 minutes to a group of 2 or more people. Awarded by a Unit Leader or a Staff Member. Remember to speak loud and orate well! :D

Yellow

Arrowhead Awarded for completing four requirements on the path to First Class or completing a merit badge at camp. Awarded by the Unit Leader.

Buffalo Horn (elect) Awarded to each Scout who furnishes music at events, campfires, or playing politely along public paths. Awarded by the Unit Leader or a Staff Member. Ask camp staff about bugling for us!

Crescent Moon (elect) Awarded to members of the winning troop for any of the top three places at Camp Wide Games at the end of the week. Awarded by the Unit Leader. Ties do count!

Footprint (elect) Awarded to Scouts present at a table winning the Table Award. Awarded by the Unit Leader.

Lily Awarded to Scouts who advance a rank in scouting while at camp, after completing a majority of the requirements in camp (the Board of Review may be held after camp). Awarded by the Unit Leader.

Rope (elect) Awarded for successful or enthusiastic participation in a Climbing or Foxfire Skill of the Day. Awarded by the appropriate Area Director.

Blue

Life Preserver (elect) Awarded to scouts who serve in camp (or on an overnigher) as a lifeguard, lookout, or buddy board helper. Awarded by the Aquatics Director.

Seal (elect) Awarded for participation at Aquatics. Awarded by the Aquatics Director: one for Scouts designated as Beginner during their swim check, two for Swimmers, three for completion of the Mile Swim, or the Swimming or Lifesaving merit, and four for completion of the BSA Lifeguard certification.

Shark (elect) Awarded for successful or enthusiastic participation in an Aquatics skill of the day. Awarded by the Aquatics Director.

Green

Flower (elect) Awarded for successful or enthusiastic participation in a Nature Skill of the Day. Awarded by the Nature Director.

<i>Oak Leaf</i>	Awarded for participation in any skill of the day. <u>Awarded by a Staff Member.</u> (2 needed for Guardian) This bead is for rank advancement and replaces one of the more “specific” skills of the day beads.
<i>Owl</i>	Awarded to Scouts for each year they return to camp or each week of summer resident camp they complete, including other camps. <u>Awarded by the Unit Leader:</u> once per camp session.
<i>Pup Tent (elect)</i>	Awarded for participation in an overnighter event at camp. <u>Awarded by a Staff Member.</u>
<i>Tent</i>	Awarded to Scouts whose campsite has earned 90% or better during a campsite inspection. <u>Awarded by the Unit Leader.</u>
<i>Piton</i>	Awarded for participation in a High Adventure excursion at camp. <u>Awarded by the Excursions Director.</u> Hiking/Biking to Clavey is one such – see Camp Director for alternatives.
<i>Waterfall</i>	Awarded for Hike, Nature Walk, or Excursions Daily Hike/Bike. <u>Awarded by an appropriate staff member.</u> If the hike or nature walk is with troop members only, <u>may be awarded by Unit Leader.</u>
<i>Book (elect)</i>	Awarded for helping a staff member teach a merit badge. <u>Awarded by the staff member.</u> Please offer your services and skills ahead of time – they may or may not approve your help.
<i>Scroll</i>	Awarded for having a reflective conversation on local/camp history with someone of Legend rank, after having read the small primer document found at the office. Your conversation can focus on any era, or aspect of history. Take time to sit, think, and quietly speak. <u>Awarded by the Legend.</u>

Unique Beads

<i>Honor Patrol (Black)</i>	This bead is not “purposefully” earned. It can only be granted by the staff at the end of the week.
<i>Crystal (Clear)</i> equivalent service	Awarded for participation in the Adopt-a-Campsite Workweekend, or event.
<i>Three Stripes (Custom)</i>	Awarded at the discretion of the Program Director for exemplary service or action. <u>Awarded by the Program Director.</u> Often, each program director will pick a bead of design and color unique to them.
<i>Fountain (Sparkly Blue)</i>	Awarded for drinking out of each public water source in camp, and evaluating their unique seasoning. See Office for instruction/answer sheet. Challenging, perhaps multi-year task. One bead per Scout.
<i>Treasure (Yearly)</i>	Unique yearly challenge bead organized by the staff. Will be a different color and have different tasks each year of camp. This is a challenging task – not

really meant to be done at the same time as the Trailblazer or Legend rank. Similar to Eagle Palms, but even those not interested in ranks can achieve them. See Office for instruction/answer sheet. **One bead** per Scout a year.