

## Saga of Hi-Sierra Advancement Record

NAME:					UNIT:						
#	Bead 'Name'		Award	ed by: ↓							
Sec	eker:	Requir	rements		Completed	d and Appr	oved	3.00			
1	Lily or Arrowhead	Yellow Yellow		UL UL							
1	Moccasin	White	Exemplify 1st pt. of Scout Law	UL							
1	Spade	White	Exemplify 5th pt. of Scout Law	UL / SM				1			
1	Sun	White	Exemplify 11th pt. of Scout Law	UL				1			
1	Tent	Green	90% + on Campsite Inspection	CC / UL				1			
1	Kettle	Brown	Steward	UL				1			
1	Clover	Brown	1 hr. Service Project	SM/UL							
3	Elective Beads (Any 3	3 distinct be	ead names)	See below	÷.			-	<b>%</b>		
		Review and Approval:				Date:					
-	ardian:		rements		Completed	and Appr	oved				
2	Oak Leaves	Green	Participation in any Skill of the Day (Do any								
1	Pine Tree	Brown	Conservation Project	ND							
1	Waterfall	Green	Hike, Nature Walk, or Excursions Hike/Bike	SM / UL							
1	Log Cabin	Red	Participation in a Campfire Program	UL							
1	Numeral XII	White	Attend Scout Vespers Service or Lead Grace	UL				1			
1	Owl	Green	Be a Returning Camper (One week per rank)	UL		1					
152		Review	and Approval:	Date:							
_	uilblazer:		rements		Completed	i and Appr	oved	***			
1	Ember	Brown	Camp or Ceremonial Fire Service Project	FC/CC							
1	Axe	Brown	4 hr. Service Project	CC / CR							
1	Match	Red	Organize/Lead a Campfire	UL / SM							
1	Hammer	Brown	Camp Maintenance Project	CD / CR / CC							
1	Herb	Brown	Thoroughly Clean Camp Building	SM							
		Review	and Approval:		41.			Date:			
Le	gend:	Requir	rements		Completed	l and Appr	oved	Date:	4 -		
$\frac{Le_i}{1}$	Campfire	Requir White	rements Good Turn to Camp/Display Scout Spirit	CC / CR	Completed	l and Appr	oved	Date:			
-	Campfire Piton	Requir White Green	Good Turn to Camp/Display Scout Spirit High Adventure Excursion	ED		l and Appr	oved	Date:			
1 1 1	Campfire Piton Scroll	Requir White Green Green	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss wi	ED ith a Legend		l and Appr	oved	Date:			
1	Campfire Piton Scroll	Requir White Green Green	Good Turn to Camp/Display Scout Spirit High Adventure Excursion	ED		l and Appr	oved	Date:			
1 1 1	Campfire Piton Scroll	Requir White Green Green 3 distinct be	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss wi	ED ith a Legend		l and Appr	oved	Date:			
1 1 1 3	Campfire Piton Scroll Elective Beads (Any 3	Requir White Green Green 3 distinct be	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss wi	ED ith a Legend		and Appr					
1 1 1 3	Campfire Piton Scroll Elective Beads (Any 3 Review and Approv	Requir White Green Green 3 distinct be	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss wi	ED ith a Legend See below							
1 1 1 3	Campfire Piton Scroll Elective Beads (Any 3 Review and Approvective Beads:	Requir White Green Green 3 distinct be	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss wead names over the years)	ED ith a Legend See below							
1 1 1 3	Campfire Piton Scroll Elective Beads (Any 3 Review and Approv ective Beads: Three Stripes	Requir White Green Green 3 distinct be (ral:  Custom Green	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss wead names over the years)  Exemplary Service as Recognized by Program Dir	ED ith a Legend See below							
1 1 1 3	Campfire Piton Scroll Elective Beads (Any 3 Review and Approv ective Beads: Three Stripes Book	Requir White Green Green 3 distinct be (ral:  Custom Green Green	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss wead names over the years)  Exemplary Service as Recognized by Program Dir Help a Staff Member Teach a Badge (With Appro	ED ith a Legend See below  PD val) AD SM							
1 1 1 3	Campfire Piton Scroll Elective Beads (Any 3 Review and Approv ective Beads: Three Stripes Book Pup Tent	Requir White Green Green 3 distinct be ral:  Custom Green Green Blue	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss we ead names over the years)  Exemplary Service as Recognized by Program Dir Help a Staff Member Teach a Badge (With Appro) Participate in an Overnighter	ED ith a Legend See below  PD val) AD SM more) WD							
1 1 1 3	Campfire Piton Scroll Elective Beads (Any 3 Review and Approv ective Beads: Three Stripes Book Pup Tent Seal	Requir White Green Green 3 distinct be (al:  Custom Green Green Blue Blue	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss we ad names over the years)  Exemplary Service as Recognized by Program Dir Help a Staff Member Teach a Badge (With Appror Participate in an Overnighter  Swim Check (Try = 1, Complete = 2, see guide for n	ED ith a Legend See below  PD val) AD SM more) WD							
1 1 1 3	Campfire Piton Scroll Elective Beads (Any 3 Review and Approv ective Beads: Three Stripes Book Pup Tent Seal Life Preserver	Requir White Green Green 3 distinct be ral:  Custom Green Green Blue Blue Yellow	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss wead names over the years)  Exemplary Service as Recognized by Program Dir Help a Staff Member Teach a Badge (With Appro Participate in an Overnighter Swim Check (Try = 1, Complete = 2, see guide for n Serve as a lifeguard / lookout / buddy board helper	ED ith a Legend See below  P. PD val) AD SM anore) WD wD wD							
1 1 1 3	Campfire Piton Scroll Elective Beads (Any 3 Review and Approv ective Beads: Three Stripes Book Pup Tent Seal Life Preserver Buffalo Horn	Requir White Green Green 3 distinct be al:  Custom Green Green Blue Blue Yellow Yellow	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss wead names over the years)  Exemplary Service as Recognized by Program Dir Help a Staff Member Teach a Badge (With Appror Participate in an Overnighter Swim Check (Try = 1, Complete = 2, see guide for n Serve as a lifeguard / lookout / buddy board helper Furnish Music or Bugle	ED ith a Legend See below  PD val) AD SM whore) WD WD UL/SM							
1 1 1 3	Campfire Piton Scroll Elective Beads (Any 3 Review and Approv ective Beads: Three Stripes Book Pup Tent Seal Life Preserver Buffalo Horn Crescent Moon	Requir White Green Green 3 distinct be al:  Custom Green Green Blue Blue Yellow Yellow Yellow Yellow	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss we ead names over the years)  Exemplary Service as Recognized by Program Dir Help a Staff Member Teach a Badge (With Appro Participate in an Overnighter Swim Check (Try = 1, Complete = 2, see guide for n Serve as a lifeguard / lookout / buddy board helper Furnish Music or Bugle Win 1st - 3rd in Camp Wide Games	ED ith a Legend See below  P. PD val) AD SM more) WD WD UL/SM UL							
1 1 1 3	Campfire Piton Scroll Elective Beads (Any 3 Review and Approv ective Beads: Three Stripes Book Pup Tent Seal Life Preserver Buffalo Horn Crescent Moon Footprint	Requir White Green Green 3 distinct be al:  Custom Green Green Blue Blue Yellow Yellow Yellow Brown Greon Greon Green Gr	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss we ad names over the years)  Exemplary Service as Recognized by Program Dir Help a Staff Member Teach a Badge (With Appro Participate in an Overnighter Swim Check (Try = 1, Complete = 2, see guide for n Serve as a lifeguard / lookout / buddy board helper Furnish Music or Bugle Win 1 <sup>st</sup> - 3 <sup>rd</sup> in Camp Wide Games Win a Table Award	ED ith a Legend See below  Property Pro							
1 1 1 3	Campfire Piton Scroll Elective Beads (Any 3 Review and Approv ective Beads: Three Stripes Book Pup Tent Seal Life Preserver Buffalo Horn Crescent Moon Footprint Flint & Steel	Requir White Green Green 3 distinct be ral:  Custom Green Green Blue Blue Yellow Yellow Yellow Brown Red	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss we cad names over the years)  Exemplary Service as Recognized by Program Dir Help a Staff Member Teach a Badge (With Appror Participate in an Overnighter Swim Check (Try = 1, Complete = 2, see guide for n Serve as a lifeguard / lookout / buddy board helper Furnish Music or Bugle Win 1st - 3rd in Camp Wide Games Win a Table Award Commissioner or Miscellaneous Skill of the Day	ED ith a Legend See below  P. PD val) AD SM anore) WD UL / SM UL UL CC							
1 1 1 3	Campfire Piton Scroll Elective Beads (Any 3 Review and Approv ective Beads: Three Stripes Book Pup Tent Seal Life Preserver Buffalo Horn Crescent Moon Footprint Flint & Steel Bullseye	Requir White Green Green 3 distinct be al:  Custom Green Green Blue Blue Yellow Yellow Yellow Yellow Red White	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss we ead names over the years)  Exemplary Service as Recognized by Program Dir Help a Staff Member Teach a Badge (With Appror Participate in an Overnighter Swim Check (Try = 1, Complete = 2, see guide for n Serve as a lifeguard / lookout / buddy board helper Furnish Music or Bugle Win 1st - 3rd in Camp Wide Games Win a Table Award Commissioner or Miscellaneous Skill of the Day Rifle, Shotgun, or Archery Skill of the Day	ED ith a Legend See below  Property Pro							
1 1 1 3	Campfire Piton Scroll Elective Beads (Any 3 Review and Approv ective Beads: Three Stripes Book Pup Tent Seal Life Preserver Buffalo Horn Crescent Moon Footprint Flint & Steel Bullseye Ram's Horn	Requir White Green Green 3 distinct be Green Green Blue Blue Yellow Yellow Yellow Brown Red White Yellow Yellow White Yellow	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss we ead names over the years)  Exemplary Service as Recognized by Program Dir Help a Staff Member Teach a Badge (With Appror Participate in an Overnighter Swim Check (Try = 1, Complete = 2, see guide for n Serve as a lifeguard / lookout / buddy board helper Furnish Music or Bugle Win 1st - 3rd in Camp Wide Games Win a Table Award Commissioner or Miscellaneous Skill of the Day Rifle, Shotgun, or Archery Skill of the Day Scoutcraft, Handicraft, or TTE Skill of the Day	ED ith a Legend See below  Property Pro							
1 1 1 3	Campfire Piton Scroll Elective Beads (Any 3 Review and Approv ective Beads: Three Stripes Book Pup Tent Seal Life Preserver Buffalo Horn Crescent Moon Footprint Flint & Steel Bullseye Ram's Horn Rope	Requir White Green Green Green Green Green Green Green Green Blue Yellow Yellow Yellow Yellow Yellow Yellow Green	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss we ead names over the years)  Exemplary Service as Recognized by Program Dir Help a Staff Member Teach a Badge (With Appror Participate in an Overnighter Swim Check (Try = 1, Complete = 2, see guide for n Serve as a lifeguard / lookout / buddy board helper Furnish Music or Bugle Win 1st - 3rd in Camp Wide Games Win a Table Award Commissioner or Miscellaneous Skill of the Day Rifle, Shotgun, or Archery Skill of the Day Scoutcraft, Handicraft, or TTE Skill of the Day Climbing or Foxfire Skill of the Day	ED ith a Legend See below  Property Pro							
1 1 1 3	Campfire Piton Scroll Elective Beads (Any 3 Review and Approv ective Beads: Three Stripes Book Pup Tent Seal Life Preserver Buffalo Horn Crescent Moon Footprint Flint & Steel Bullseye Ram's Horn Rope Flower	Requir White Green Green Green Green Green Green Green Green Blue Yellow Yellow Yellow Yellow Yellow Yellow Green Green Green Brown Green Green Brown Green Brown Green Green Brown Green	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss we ead names over the years)  Exemplary Service as Recognized by Program Dir Help a Staff Member Teach a Badge (With Appro Participate in an Overnighter Swim Check (Try = 1, Complete = 2, see guide for n Serve as a lifeguard / lookout / buddy board helper Furnish Music or Bugle Win 1st - 3rd in Camp Wide Games Win a Table Award Commissioner or Miscellaneous Skill of the Day Rifle, Shotgun, or Archery Skill of the Day Scoutcraft, Handicraft, or TTE Skill of the Day Climbing or Foxfire Skill of the Day Nature Skill of the Day	ED ith a Legend See below  T. PD val) AD SM anore) WD UL/SM UL UL CC AD AD AD AD AD							
1 1 1 3	Campfire Piton Scroll Elective Beads (Any 3 Review and Approv ective Beads: Three Stripes Book Pup Tent Seal Life Preserver Buffalo Horn Crescent Moon Footprint Flint & Steel Bullseye Ram's Horn Rope Flower Shark	Requir White Green Green Green Green Green Green Green Green Blue Yellow Yellow Yellow Yellow Yellow Green Green Brown Green Green Brown Green Green Green Green Blue Green Green Green Green Blue Green Gre	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss we ead names over the years)  Exemplary Service as Recognized by Program Dir Help a Staff Member Teach a Badge (With Appror Participate in an Overnighter Swim Check (Try = 1, Complete = 2, see guide for n Serve as a lifeguard / lookout / buddy board helper Furnish Music or Bugle Win 1st - 3rd in Camp Wide Games Win a Table Award Commissioner or Miscellaneous Skill of the Day Rifle, Shotgun, or Archery Skill of the Day Scoutcraft, Handicraft, or TTE Skill of the Day Climbing or Foxfire Skill of the Day Nature Skill of the Day Aquatics Skill of the Day	ED ith a Legend See below  T. PD val) AD SM anore) WD UL/SM UL UL CC AD AD AD AD AD AD							
1 1 1 3	Campfire Piton Scroll Elective Beads (Any 3 Review and Approv ective Beads: Three Stripes Book Pup Tent Seal Life Preserver Buffalo Horn Crescent Moon Footprint Flint & Steel Bullseye Ram's Horn Rope Flower Shark Quill	Requir White Green Green Green Green Green Green Green Blue Syellow Yellow Yellow Yellow Yellow Green Brown Green Green Green Blue Green Green Green Green Blue Green Green Green Green Green Blue Green Gre	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss we ead names over the years)  Exemplary Service as Recognized by Program Dir Help a Staff Member Teach a Badge (With Approv Participate in an Overnighter Swim Check (Try = 1, Complete = 2, see guide for n Serve as a lifeguard / lookout / buddy board helper Furnish Music or Bugle Win 1st - 3rd in Camp Wide Games Win a Table Award Commissioner or Miscellaneous Skill of the Day Rifle, Shotgun, or Archery Skill of the Day Scoutcraft, Handicraft, or TTE Skill of the Day Climbing or Foxfire Skill of the Day Nature Skill of the Day Aquatics Skill of the Day Tell a story of at least 7 minutes to 2+ people	ED ith a Legend See below  The property of the							
1 1 1 3	Campfire Piton Scroll Elective Beads (Any 3 Review and Approv ective Beads: Three Stripes Book Pup Tent Seal Life Preserver Buffalo Horn Crescent Moon Footprint Flint & Steel Bullseye Ram's Horn Rope Flower Shark Quill Fountain (One Per Scout)	Requir White Green 3 distinct be sal:  Custom   Green   Green   Blue   Yellow   Yellow   Yellow   Yellow   Yellow   Green   Brown   Red   White   Yellow   Green   Blue   Ked   Shiny Blue   Yellow   Red   Shiny Blue   Yellow   Ye	Good Turn to Camp/Display Scout Spirit High Adventure Excursion Read about local/camp history and discuss we ead names over the years)  Exemplary Service as Recognized by Program Dir Help a Staff Member Teach a Badge (With Appro Participate in an Overnighter Swim Check (Try = 1, Complete = 2, see guide for n Serve as a lifeguard / lookout / buddy board helper Furnish Music or Bugle Win 1st - 3rd in Camp Wide Games Win a Table Award Commissioner or Miscellaneous Skill of the Day Rifle, Shotgun, or Archery Skill of the Day Scoutcraft, Handicraft, or TTE Skill of the Day Climbing or Foxfire Skill of the Day Nature Skill of the Day Aquatics Skill of the Day Tell a story of at least 7 minutes to 2+ people Drink Out of Every Public Water Source in Camp	ED ith a Legend See below  The property of the							

UNIT:

Awarded By Codes or Their Designee:

CC = Camp Commissioner WD = Waterfront Director CR = Camp Ranger ND = Nature Director UL = Unit Leader SM = Staff Member CD = Camp Director PD = Program 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 - usually 10 or 10:30 AM)

<sup>\*\*</sup>More detailed bead explanations may be found in the full description contained in the leader's guide or on site bulletin boards.