



Saga of Hi-Sierra Advancement Record

NAME: _____

UNIT: _____

#	Bead 'Name'	Awarded by: ↓		Completed and Approved						
Seeker:				Requirements						
1	Lily or Arrowhead	Yellow	Rank Advancement	UL						
		Yellow	Merit Badge or 4 Reqs. in Trail to 1 st Class	UL						
1	Moccasin	White	Exemplify 1 st pt. of Scout Law	UL						
1	Spade	White	Exemplify 5 th pt. of Scout Law	UL / SM						
1	Sun	White	Exemplify 11 th pt. of Scout Law	UL						
1	Tent	Green	90% + on Campsite Inspection	CC / UL						
1	Kettle	Brown	Steward	UL						
1	Clover	Brown	1 hr. Service Project	SM / UL						
3	Elective Beads (Any 3 distinct bead names)		See below							

Review and Approval: _____ **Date:** _____

#	Bead 'Name'	Awarded by: ↓		Completed and Approved						
Guardian:				Requirements						
2	Oak Leaves	Green	Participation in any Skill of the Day (Do any 2)	AD						
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	Owl	Green	Be a Returning Camper (One week per rank)	UL						

Review and Approval: _____ **Date:** _____

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Trailblazer:				Requirements						
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: _____ **Date:** _____

#	Bead 'Name'	Awarded by: ↓		Completed and Approved						
Legend:				Requirements						
1	Campfire	White	Good Turn to Camp/Display Scout Spirit	CC / CR						
1	Piton	Green	High Adventure Excursion	ED						
1	Scroll	Green	Read about local/camp history and discuss with a Legend							
3	Elective Beads (Any 3 distinct bead names over the years)		See below							

Review and Approval: _____ **Date:** _____

#	Bead 'Name'	Awarded by: ↓		Completed and Approved						
Elective Beads:				Requirements						
	Three Stripes	Custom	Exemplary Service as Recognized by Program Dir.	PD						
	Book	Green	Help a Staff Member Teach a Badge (With Approval)	AD						
	Pup Tent	Green	Participate in an Overnighter	SM						
	Seal	Blue	Swim Check (Try = 1, Complete = 2, see guide for more)	WD						
	Life Preserver	Blue	Serve as a lifeguard / lookout / buddy board helper	WD						
	Buffalo Horn	Yellow	Furnish Music or Bugle	UL / SM						
	Crescent Moon	Yellow	Win 1 st - 3 rd in Camp Wide Games	UL						
	Footprint	Yellow	Win a Table Award	UL						
	Flint & Steel	Brown	Commissioner or Miscellaneous Skill of the Day	CC						
	Bullseye	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						
	Flower	Green	Nature Skill of the Day	AD						
	Shark	Blue	Aquatics Skill of the Day	AD						
	Quill	Red	Tell a story of at least 7 minutes to 2+ people	SM / UL						
	Fountain (One Per Scout)	Shiny Blue	Drink Out of Every Public Water Source in Camp	*See Office						
	Treasure	????	Unique Yearly Challenge Bead	*See Office						
	Additional Waterfall	Green	Hike, Nature Walk, or Excursions Daily Hike/Bike	SM						
	Additional Arrowheads, Lilies, Spades, Suns, or Moccasins (Rank, Badge, or Scout Law)			UL						

**More detailed bead explanations may be found in the full description contained in the 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 AD = Area Director ND = Nature Director WD = Waterfront 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)