

# CAMP THUNDER

## Buckskin First Year Camper Program

### Advancement Report

NAME OF SCOUT \_\_\_\_\_ TROOP # \_\_\_\_\_

MON \_\_\_\_\_ TUES \_\_\_\_\_ WED \_\_\_\_\_ OVERNIGHTER \_\_\_\_\_ THURS \_\_\_\_\_ FRI \_\_\_\_\_

Buckskin Patrol Name \_\_\_\_\_ Swimmer \_\_\_\_\_ Beginner \_\_\_\_\_ Non Swimmer \_\_\_\_\_

Michael Bowden - Director of the Buckskin First Year Camper Program  
 Buckskin Staff: Shawn Gray, Sean Givney, Jeremy Johnston, Richard Wright, Ron Ingle

SCOUTMASTERS: Due to the nature of the Tenderfoot - 1st Class Progress Award requirements, your scout's advancement has been recorded on this sheet in lieu of Camp Thunder's regular computerized advancement report sheets. Any Merit Badges earned this week however will appear on the regular advancement printout. REMEMBER: The camp staff at Camp Thunder does not pass scouts off on any badge or Progress Award Requirements, all we have done is provide instruction on the below items that are checked off. The unit Board of Review is the final arbiter on approving a scout's progress, we feel we have prepared them well but the final decision is yours.

## TENDERFOOT

- \_\_\_\_\_ Req. 1 Pre camping trip gear inspection for overnighter
- \_\_\_\_\_ Req. 2 Overnighter camping trip (Wednesday Night at Camp)
- \_\_\_\_\_ Req. 3a Whip & Fuse the end of a rope
- \_\_\_\_\_ Req. 3b Two Half Hitches & Tautline Hitch & pitch a tent with them
- \_\_\_\_\_ Req. 4 Safe Hiking Rules / What to do if lost
- \_\_\_\_\_ Req. 5 Display, raise & lower American Flag
- \_\_\_\_\_ Req. 6 Know Oath, Law, Motto, & Slogan
- \_\_\_\_\_ Req. 8 Explain the Buddy System
- \_\_\_\_\_ Req. 9a Best scores for the following excercises (Must be done for an additional three weeks on a daily basis for \_\_\_ 9b.)

	MON	TUES	WED	THURS	FRIDAY
Pushups					
Pullups					
Situps					
Standing Long Jump					
Run/Walk 500 yds					

- \_\_\_\_\_ Req. 10 Know Poisonous Plants (We watched a movie on Avoiding Poisonous Plants)
- \_\_\_\_\_ Req. 11a Demonstrate tbe Heimlich Manuver for Chocking
- \_\_\_\_\_ Req. 11b First Aid: Cuts & Scratches, Blisters, Minor Burns, Stings, Snakebite, & Nosebleed
- \_\_\_\_\_ Req. 7, 12 & 13 Must be done in the home unit

## SECOND CLASS

- \_\_\_\_\_ Req. 1a Map & Compass Skills
- \_\_\_\_\_ Req. 1b With a compass, take a 5 mile hike
- \_\_\_\_\_ Req. 2b Demonstrate the Knife, Saw & Ax
- \_\_\_\_\_ Req. 2c Use of wood tools to build fuel for a fire
- \_\_\_\_\_ Req. 2d Light a cooking fire, prepare a meal & do the clean up
- \_\_\_\_\_ Req. 2e Select a patrol camping site & sleep in a tent you have pitched
- \_\_\_\_\_ Req. 3 Flag ceremony participation
- \_\_\_\_\_ Req. 4 Service Project Participation
- \_\_\_\_\_ Req. 5 Identification of 10 types of wild animals in your community
- \_\_\_\_\_ Req. 6a Hurry Cases of Stopped Breathing, Serious Bleeding, Internal Poisoning
- \_\_\_\_\_ Req. 6b Make a personal First Aid Kit & take it on a hike
- \_\_\_\_\_ Req. 6c First Aid: Object in eye, bite of rabid animal, Puncture Wound, Serious Burns, Heat Exaustion, Shock
- \_\_\_\_\_ Req. 7 Safe swim percautions, 50 yards with 2 different strokes
- \_\_\_\_\_ Req. 8 Program on Drugs, etc.
- \_\_\_\_\_ Req. 9 Show Scout Spirit
- \_\_\_\_\_ Req. 2a, 10 & 11 Must be done in the home unit

# FIRST CLASS

- Req. 1 Find direction day & night with a compass
- Req. 2 Orienteering Course must be done in home unit, but we will measure height in the woods
- Req. 5 Visit & discuss with a community leader topics on Citizenship (See Second Class Requirement # 8.)
- Req. 6 Identification of 10 types of wild plants in your community
- Req. 7a Tie the timber hitch, clove hitch, & square, diagonal, & shear lashing
- Req. 7b Use a lashing to make a useful camp gadget
- Req. 8a Tie a bowline & tell its use in rescues
- Req. 8b Demonstrate bandages for injuries to the head, upper arm, collarbone, & sprained ankle.
- Req. 8c Show how to transport a yourself & another person from a smoke filled room & also with a broken leg for 25 yards.
- Req. 8d Five signs of a Heart Attack, & steps for CPR
- Req. 9 Swim 100 yards with three different strokes and remain motionless in water for 1 minute
- Req. 10 Show scout spirit
- Req. Part of 2, 3, 4, and 11 & 12 must be done in the home unit
  
- Earned the tottin chip
- Earned the Fire Chip

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Director, Buckskin First Year Camper Program

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Staff Patrol Guide for Buckskin FYC Program