

FIRST YEAR CAMPER WEEKEND

ADVANCEMENTS

Approval

Tenderfoot

1a- present yourself to your leader prepared for an overnight camping trip, show personal and camping gear. How to pack and carry it.

Tenderfoot

1b- Spend at least one night in a tent you pitched yourself

Second Class

5a- Precautions for a safe swim

Second Class

5b- BSA beginner test

First Class

6a- BSA swimmer test

Firem'n and Totin chit

Tenderfoot

2a- Assist in preparing a meal. Tell why it is important for each patrol member to share in meal preparations

2b- Demonstrate the appropriate method to safely clean item to prepare, serve, and eat meals

2c- Explain the importance of eating together as a patrol

Tenderfoot

1c- Tell how you practice the outdoor code on a campout

5a- explain the importance of the buddy system as it relates to your personal safety use buddy system at event

Scout rank advancement

Tenderfoot

7a Demonstrate how to display, raise, lower, and fold US flag

2nd class

8a- Participate in a flag ceremony

Tenderfoot

7b- Participate in 1 hour of service

Tenderfoot

4b- Demonstrate proper care, sharpening, and use of the knife, saw, ax

2nd class

3d- Demonstrate how to find direction in day without a compass

Tenderfoot

4a- First aid for cut and scrape, blisters, minor burns, bites, stings, ticks, venomous snakes, nosebleeds, frostbite, sunburn, choking

Tenderfoot

4c- How to prevent 4a

2nd Class

5c- Demonstrate reach arm, leg, object, throw object, and throw line

2nd Class

5d- Explain Reach, Throw, Don't Go

1st Class

6d- Precautions for safe trip afloat

1st Class

6c- Parts of a boat

2nd Class

3a- Demonstrate how a compass works and how to orient a map. Use a map to point out and tell meaning of symbols

2nd Class

3c- Describe some hazards or injuries that you might encounter on your hike and what you can do to help prevent them.

2nd Class

3d- Demonstrate how to find directions during the day without using a compass or electronic device

1st Class

6e- With a helper and practice victim show a line rescue as tender and rescuer

1st Class

6d- Proper body positioning in a watercraft depending on type and size

2nd Class

2a- Explain when it is appropriate to use a fire for cooking or other purposes and when it would not be appropriate to do so

2nd Class

2b- Use tools from Tenderfoot 3d to prepare tinder, kindling, and fuel

2nd Class

2c- Use tinder, kindling, and fuel wood from 2b to demonstrate how to build a fire. Burn for at least two minutes safely extinguish

2nd Class

6a- Demonstrate first aid for the following: object in eye, bite of a warm-blooded animal, Puncture wound from a splinter, nail, or fish hook, serious burns, heat exhaustion, shock, heat stroke, dehydration, hypothermia, hyperventilation

2nd Class

6b- show what to do for hurry cases of stopped breathing, stroke, severe bleeding, ingested poison

2nd Class

6c- Tell what you can do on a campout or hike to prevent or reduce the occurrence of the injuries in 2nd class 6a 6b

2nd Class

6d- Explain what to do in case of accidents that required emergency response in the home and backcountry. Explain what constitutes an emergency and what information you will need to provide to responders

2nd Class

6e- Tell how you should respond if you come upon the scene of a vehicle accident

First Class

5a- identify or show evidence of at least 10 kinds of native plants found in your local area (identifying leaves, fruit, in field collections or photos)

First Class

5b- Identify two ways to obtain a weather forecast for an upcoming activity. Explain why weather forecasts are important for an event plan.

First Class

5c- Describe at least three natural indicators of impending hazardous weather the potentially dangerous events that might result from such weather conditions and the appropriate actions to take

First Class

5d- Describe extreme weather conditions you might encounter outdoors in your local geographic area. Discuss how you would determine ahead of time the potential risk of these types of weather dangers, alternative planning consideration to avoid such risk

Tenderfoot

7a Demonstrate how to display, raise, lower, and fold US flag

2nd Class

8a- Participate in a flag ceremony

First Class

2c- Show which pans, utensils, and other gear will be needed to cook and serve meals

First Class

2d- Demonstrate the procedures to follow in the safe handling and storage of fresh meat, dairy products, eggs, veggies. Show how to properly dispose of camp garbage

2nd Class

Navigation 3d- Demonstrate how to find directions at night without a compass

Tenderfoot

7a Demonstrate how to display, raise, lower, and fold US flag

2nd Class

8a- Participate in a flag ceremony

Tenderfoot

8- edge method to teach square knot

- Tenderfoot
3a, 3b, 3c- Demonstrate a practical use of the square knot, two half-hitch, taut line hitch _____
- 2nd Class
2f- Demonstrate tying sheet bend knot and where you would use it _____
- 2nd Class
2g- Demonstrate tying bowline and where you would use it _____
- First Class
7a- Demonstrate bandage for a sprained ankle and for injuries on the head, upper arm, and collarbone _____
- First Class
7b- By yourself and with a partner show how to: transport a person from a smoke-filled room, transport for at least 25 yards a person with a sprained ankle _____
- First Class
7 c- Tell five most common signals of a heart attack explain steps for CPR _____
- First Class
7e- Explain how to obtain potable water in an emergency _____
- Tenderfoot
4b- Describe common poisonous or hazardous plants, identify any that grow in your local area or campsite and tell how to treat exposure _____
- First Class
4a- Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring height and or width of the designated item (tree, tower, canyon, ditch) _____
- First Class
3a- Discuss when you should and should not use a lashing _____
- First Class
3b- Demonstrate tying the timber hitch and clove hitch _____
- First Class
3c- Demonstrate tying square, shear, and diagonal lashing by joining two or more poles or staves together _____
- First Class
3d- Use lashing to make a useful camp gadget or structure _____

Approval: _____ (Name)

Camp Position: _____

Email: _____