



# Many Point Camp Honors Program Timeline

June 2009 – March 2010:

- Collect information about historical Camp Honors Program
- Collect input of volunteers connected with troops and crews
- Organize Many Point activities by suggested age/Scout age level
- Collect information about Scouting ranks and awards

April 2010 – Early May 2010

- Organize Scouting's ranks and awards as well as Many Point's activities into a series of 9 'camp ranks' or 'camp honors'
- Make final decisions on award names and recognitions
- Solicit feedback from troops and crews on a draft set of requirements for camp honors

May 2010

- Release final version of Camp Honors Awards on website
- Order recognition materials

June – August, 2010

- Operate the Camp Honors program at Many Point
- Solicit feedback on operation

September 2010

- Assemble feedback and draft suggested changes to the program for 2011

Attached to this document are the original requirements for the Camp Honors systems as they existed from 1920 – 1963. These pages will be used as a reference but will NOT be the final product used in 2010.



## Camp Honors Program

The Honors Program is a very old one. It was begun before 1923 at Viking Council's Camp Tonkawa on Lake Minnetonka as a means to encourage advancement and to promote camping and Scout Spirit. When Many Point was opened, the program was made available there and continued until 1962. It is being reconsidered and may be reintroduced if comment on it is favorable.

Basically, the Honors Program is patterned after advancement levels in an Indian Tribe, The Tonkawampus Tribe. The ranks are Pathfinder, Runner, Hunter, Brave, Sagamore, Sachem, Guide, Minosino, and Minosino Keewaydin. Each of these levels represents a step in the ladder toward the position of Chief, or MINOSINO KEEWAYDIN.

The requirements for the ranks start at a simple level for Pathfinder and build in difficulty to Minosino Keewaydin. The requirements are parallel to the traditional Scouting requirements and encourage the boys to achieve Eagle Rank.

Nearly all the requirements are applicable to the traditional Scouting ranks, up to Eagle so the Honors Program does not involve more work for the boys, but encourages them to advance in rank by taking advantage of their enthusiasm for camping! The requirements are largely oriented toward camping, outdoors, and Scout Spirit.

Only three ranks may be earned in a given year, so it takes three years to reach the highest rank. This prevents an overemphasis on earning Honors ranks and encourages the boys to come back to camp the next year. The Honors can be earned only at Many Point.

When a boy earns a rank he is awarded an Honor. (The original term was *Scalp* and was recognized by a beanie of various colors, thus one's familiarity with "something" called the "Beanie" program at Many Point in the past.) You may find these Honors on display with many other historical items in the History Center.

We currently are considering ways in which the various Honors can be effectively recognized and displayed by Scouts. We would appreciate comments and suggestions.

Following is an overview and the original requirements for the Honors System, followed by a suggested updating of the program requirements.

### Overview of the Honors System

A. The Honors System is symbolized by a set of colored camps similar to beanies.

#### FIRST YEAR HONORS

NAME	COLOR
Pathfinder	Maroon with gold
Runner	Green with orange
Hunter	Blue with yellow

#### SECOND YEAR HONORS

Brave	Purple with grey
Sagamore	Red with black
Sachem	Orange with black

#### THIRD YEAR HONORS

Guide	Six colors
Minisino	Twelve colors
Minisino Keewaydin	Twelve colors with short orange and black tassel

B. Special honor called "Lodges" were available to the boys who had talents in special areas. These were as follows:

#### FOR THOSE HOLDING AT LEAST THE GUIDE HONOR:

The Silver Moccasin	These badges are worn
The Silver Canoe	on the beanie

#### FOR THOSE HOLDING AT LEAST THE MINISINO HONOR:

The Outdoorsman	These badges were also worn on the beanie
The Medicine Man	

#### C. Leaders' Honors

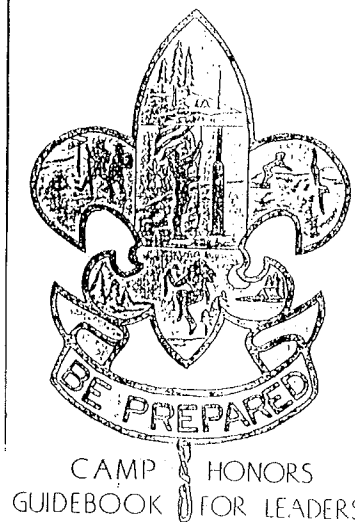
All adult leaders, 18 years of age or older, had a choice: They wore the last campers Honors which they had earned. They wore the plain gold Scouters' Beanie. Unit Leaders, Assistant Unit Leaders and Commissioners wore a long Red Tassel on either of the above choices. Other Scouters wore a long gold tassel on either of the above choices.

### The Honors Requirements

(All requirements could only be signed off by the adult leaders of the unit. They could be initialed by staff members, but only the unit leader could sign a Scout off.)

#### PATHFINDER

1. Make a back splice.  
Demonstrate the use of rope as follows:  
Square knot for joining two ropes, taut line hitch on tent or tarp. Bowline for rescue purpose. Two half hitches for fastening to pole. Clove hitch for snubbing. Sheet bend for joining two ropes of different sizes.
2. Compass Orientation.  
Determine directions with a watch.  
Show how a compass is used to determine directions.  
Set up a cross country compass course using 3 bearings and covering at least 300 yards - use pacing to determine the distances.





3. Give at least 3 hours service to your camp or your unit's camping program.
4. Read the outdoor code and explain how you intend to use it.
5. Participate in at least one long term camp of 6 days or more in succession.
6. Camp leader's certification of real Scout spirit in camp or on unit hikes. (At least 3 Indian notches recommended.)\*

#### RUNNER

1. Demonstrate ability to sharpen and use a knife and axe properly in building a fire. Light this fire with not more than two matches and without utensils cook a meal using raw meat and vegetables. Demonstrate proper sanitary methods using raw meat and vegetables. Demonstrate proper sanitary methods.
2. Pass the Junior Boat Test.
3. Demonstrate proficiency in personal first aid for burns, bleeding, scalds, blisters, poison ivy, objects in eye, sprains, and fractures. Demonstrate artificial respiration.
4. Demonstrate a knowledge of hike health and safety as follows:  
Care of the feet, minimum waterfront safety, highway safety, drinking water safety.
5. Find evidence, in the field, of at least ten different kinds of animals, birds, and fish, which you can identify. Identify any local plants which cause skin poisoning.
6. Camp leaders certification of real Scout spirit in camp or on unit hikes. (At least 3 Indian notches recommended.)

#### HUNTER

1. Complete tin can cookery assignment. (Should include at least 5 items of camp gear manufactured from tin cans.)
2. Swim 50 yards and demonstrate plain front and surface dives, or if in winter, make an advance craft article using native materials.
3. Demonstrate your ability to properly pitch a tent by yourself. Tell how to take care of tent canvas and ropes.
4. With a buddy, take a hike of at least 5 miles. Before going, present yourself fully equipped and properly dressed. Fulfill proper health and safety precautions and return in good condition.
5. In keeping with your faith, discuss with your camp chaplain or religious leader, evidences of God's handiwork to be found in camp.
6. Follow for a quarter mile the track of a person or animal in soft ground or snow, reading the main meaning of the track.
7. Explain how to keep from getting lost and what you would do if you did become lost.
8. Camp leaders certification of real Scout spirit in camp or on unit hikes. (At least 3 Indian notches recommended.)

\* We believe a boy made and carried a coup stick. In the evening at a campfire, there was a time set aside when the leaders asked if any Scout had earned any coups for the day. A worthy Scout would come forward on their own and share what they had done that was worthy of a notch on their coup stick. Scouts were rarely if ever refused a requested notch. Boys were being taught to be reflective of the good qualities they possessed and the quality deeds they had done that day.

#### BRAVE

1. Take the Brave's pilgrimage: This should be a project devised by you and your unit leader, designed to test your ability to take care of yourself in the out-of-doors.
2. Pass the Senior Boat Test.
3. Point out in the sky, the North Star and at least five constellations.
4. Camp leaders certification of real Scout spirit. At least 3 notches recommended.
5. Have participated satisfactorily in at least two long term summer camp experiences, each of which must be of six successive days or more, in two separate years.

#### SAGAMORE

1. Cook in the open, for a patrol, a complete breakfast and dinner. Breakfast to include fruit, hot cereal, and meat and eggs, or pancakes. Dinner to include meat, fish or poultry, vegetable, cooked dessert and some kind of baked bread - no canned food.
2. Demonstrate surface dive and recover 10 pound object from at least 8 feet of water, two out of three times.
3. Pass the Junior Canoe Test.
4. Send and receive, by any suitable means, using semaphore or Morse Code, an emergency message of at least 20 words and 100 letters. Complete project over land or water area which prevents instant communication by other means. Know and use all necessary procedure signals.
5. Find and identify ten different trees and shrubs and explain their use, danger or other interesting characteristics.
6. Lash poles together with square, diagonal, and shear lashings.
7. Camp leaders certification of real Scout spirit. At least 3 notches on coup stick.

#### SACHET

1. Sketch a map of your troop campsite layout showing rough contour lines at about 5 foot elevation. Sketch the available routes to it over a distance of 2 1/2 miles. On these, measure, by simple means, at least one height of land or other high landmark and at least one sketch of ground or water you cannot walk or swim across. While sketching the details of this campsite, lay out a true north-south line by day and night and show the difference, using a compass, between this line and a magnetic north-south line. Use at least 10 standard map symbols. Include on the map a north arrow and scale of feet.
2. Pass the Senior Boat Test.
3. Qualify for Swimming merit badge.
4. At least five hours camp service to your camp or unit on a conservation or forestry service project, approved by your unit leader.
5. Camp leaders certification of real Scout spirit in camp or on unit hikes. At least 3 notches on coup stick.





## GUIDE

1. Pass the First Aid merit badge.
2. Lead a patrol successfully on an overnight hike of at least 24 hours duration. (Do advance planning and preparation, give evidence of satisfactory enjoyable, purposeful outing for the Scout involved and return the patrol to base in a satisfactory condition.)

## MINISINO

1. Qualify for Pioneering, Camping, and Cooking merit badges.
2. Serve satisfactorily for 2 weeks in camp in one of the following unit functions: Meal time song and stunt leader and campfire leader, Commissary officer, Senior Patrol Leader, Jr. Asst. Scoutmaster, Quartermaster.
3. Plan and supervise with your unit leader and troop staff, the operation of a unit waterfront using the Eight Point Safe Swim Defense Plan.
4. Plan and supervise with your unit leader and unit staff, the construction of at least one major camp project such as camp kitchen, council ring, campcraft demonstration area or dock.
5. Serve satisfactorily as a Scout craft counselor for First Class achievements.
6. Camp leaders certification of Scout spirit in camp or on a hike. At least 3 notches on coup stick.

## MINISINO KEEWAYDIN

1. Qualify for Personal Fitness and Rowing Merit Badges.
2. Act with your unit leader in these pre-camp activities: Parent visitation, program planning, patrol camp layout, pre-camp training on hikes and at meetings, pre-camp finances.
3. Plan and carry out some project or activity which is useful in getting more Scouists in your troop to go to summer camp.
4. Act as a guide (under supervision) for at least 1 day hike, 1 overnight, and 1 water trip for your unit.
5. Read at least 2 major books on camping and review these with your unit leader.
6. Serve satisfactorily as a leader in your unit camp to plan and carry out one troop special events day.
7. Complete a major trip by water or on foot with 1 or 2 buddies of at least 3 days and 2 nights duration. Show advanced camping skills and capacity for self reliance while on this trip.
8. Take a major part in at least one ceremony at camp.
9. Camp leaders certification of Scout spirit in camp or on hikes. Three notches.

## THE SILVER MOCCASIN LODGE

1. Present a trails first aid kit you made and tell why each item is included.
2. Demonstrate your ability to survive in the woods by primitive means to include means of catching fish and game with equipment of your own manufacture, using native materials.
3. Find, prepare, and eat 3 each of (a) edible emergency foods from the woods usable as a last resort, (b) edible trail foods from the woods usable for regular diet.
4. Have completed a hike covering 2 nights minimum time and a distance of at least 10 miles and carry your own equipment and supplies.
5. Hold at least the Guide Honor.
6. Make at least 2 major pieces of hiking equipment such as a pack sack or rack, cook kit or one man shelter tent.
7. Make at least 1 minor article of hiking equipment such as a knife or axe sheath, pack straps, canteen case, or repair, satisfactorily, major damage to a pack or a tent.
8. Plan and carry out an evening program of activities for at least 2 patrols at a camp.
9. Pass Hiking merit badge.
10. Have hiked six of the "Many Point Trails" or 6 other historical or traditional trails.

## SILVER CANOE LODGE

1. Earn the Guide Honor.
2. Have paddled a total minimum distance of 75 miles on canoe trips.
3. Show ability to repair breaks in the canvas covering of a canoe. Know the required parts of a canoe repair kit.
4. Teach a group of Scout the ways of "Wilderness Trails Courtesy."
5. Prepare a complete and detailed menu, sanitation, pre-trip conditioning, maps, preparatory unit program schedule, equipment and trip procedures and program schedule.
6. Describe and show knowledge of tools and methods of fighting brush and forest fires and give the common causes of woods fires.
7. Lead a unit-sized overnight canoe trip, adequately, causing trip members to have fun, show proper Scout spirit and good camping methods.
8. Own a satisfactory kit of canoe trail gear and demonstrate skill in use of it.
9. Show adequate knowledge of the history, dress and traditions of the early "Voyagers" of the border country.
10. Pass Canoeing merit badge.

**OUTDOORSMAN** and **MEDICINE MAN** requirements were not available to us at time of publication. We'd be happy to hear from anyone having those requirements.

