### **CAMPER**

	CAMPER		CAMPER
1.	Understand and demonstrate the principles and high standards of Firecrafter in personal attitude and example, showing respect for your fellow campers and your environment.	1.	Understand and demonstrate the principles and high standards of Firecrafter in personal attitude and example, showing respect for your fellow campers and your environment.
2.	Repeat from memory the Scout Oath, Law, Motto and Slogan. Be able to give the Scout Sign, Salute, and Handshake. Tell the meaning of each in your own words.	2.	Repeat from memory the Scout Oath, Law, Motto and Slogan. Be able to give the Scout Sign, Salute, and Handshake. Tell the meaning of each in your own words.
3.	Tell how Scouting began and how it came to America.	3.	Tell how Scouting began and how it came to America.
4.	Hiking:  a. Tell what to do to take a safe hike.  b. Plan and take a hike in the field demonstrating proper methods and courtesies.	4.	Hiking:  a. Tell what to do to take a safe hike.  b. Plan and take a hike in the field demonstrating proper methods and courtesies.
5.	Demonstrate how to create a flame using one of the following methods: 1) magnifying glass, 2) Flint and Steel, or 3) Steel wool and a battery.	5.	Demonstrate how to create a flame using one of the following methods: 1) magnifying glass, 2) Flint and Steel, or 3) Steel wool and a battery.
6.	Compass: a. Explain how a compass works. b. Give eight (8) principal points and their degree readings. c. In the field, follow a route through three different degree readings.	6.	Compass: a. Explain how a compass works. b. Give eight (8) principal points and their degree readings. c. In the field, follow a route through three different degree readings.
7.	Using a topographic map, demonstrate your knowledge of ten (10) common map symbols – including contour lines.	7.	Using a topographic map, demonstrate your knowledge of ten (10) common map symbols – including contour lines.
8.	Demonstrate at least one way to find your way by the stars.	8.	Demonstrate at least one way to find your way by the stars.
9.	Whip the end of a rope. Tie and explain the uses of the square knot, bowline, clove, and taut-line hitch.	9.	Whip the end of a rope. Tie and explain the uses of the square knot, bowline, clove, and taut-line hitch.
10.	Demonstrate the proper handling, use, and care of a pocket knife.	10.	Demonstrate the proper handling, use, and care of a pocket knife.
11.	Do one hour of service above what is normally expected.	11.	Do one hour of service above what is normally expected.
12.	Read the requirements for the rank of Woodsman.	12.	Read the requirements for the rank of Woodsman.

# **CAMPER**

#### PLEASE PRINT

Name:						
First	Middle	Last				
Address:						
City:	_State:	Zip:				
Birthdate://	Age:	Scout Rank:				
Camp:Campsite:						
Troop # District:		Council:				
Phone # ()						
Were you a: Webelos-Ca	mper Y	N Firelight	Y	N		
How many years have yo	u been to a	a Summer Camp:_				
Date this card was compl	eted:	/				

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First	Middle	Last		
Address:				
City:	_ State:	Zip:		
Birthdate://	_ Age:	Scout Rank:		
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Troop # District:		Council:		
Phone # ()				
Were you a: Webelos-Ca	mper Y	N Firelight	Y	N
How many years have yo	u been to a	Summer Camp:_		
Date this card was comple	eted:	/		

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