



University of Gerber Scout Reservation

Name: _____ Unit: _____ Week: _____

This document contains events and opportunities to further advance your knowledge and understanding of Gerber Scout Reservation and to increase your fun, while also assisting the scouts in your unit to be the best scouts they can be! Remember, summer camp is just play with a purpose!

As you progress throughout the week, keep track of your points on this sheet. To be recognized at closing firebowl, you must score a minimum of 18. To be recognized as **cum laude**, you must score a minimum of 25, and to be recognized as **magna cum laude**, you must score a minimum of 35. If you score the most points out of your entire class, you will be named **Valedictorian**, and you will receive a special trophy at closing firebowl!

You will be keeping score on your own score sheet, and remember a scout is Trustworthy! **Please print your name on the line above as it would appear on your diploma.**

Total Credits: _____ Circle, if earned: Cum Laude or Magna Cum Laude

Please remember that staff are still working in these program areas. Our priority will always be on providing a legendary camp experience for everyone!

Daily credit tally sheet:'

Monday	Tuesday	Wednesday	Thursday	Friday

RETURN THIS SHEET TO YOUR HEAD COMMISSIONER BY FRIDAY LUNCH!

Aquatics

- Open boating – 6 credits -- Participate in open boating at least twice.
- Open Swim – 1 credit – Participate in open swim.
- Cannonball! – 3 credits – Participate in the Scout leader cannon ball competition!
- Aquatics supervision – 10 credits – Earn paddle craft safety, safe swim defense, assist with lifesaving merit badge for 4 days, and assist the Aquatics staff with 4 hours of deck supervision time.
- Aquatics Assistant– 2 credits per hour – Assist aquatics area with supervision. Maximum of 6 credits.

Shooting Sports

- Marksman – 3 credits – Earn your Marksman patch.
- Open Shoot – 3 credits – Participate in Open Shoot twice.
- Clay Shooting – 1 credit per three clays – Shoot three clays at Open Shotgun. Maximum 3 credits.
- Archery Sharpshooter – 1 credit per bullseye – Shoot a bullseye at Archery. Maximum of 3 credits.
- Range assistant -- 2 credits per hour – Assist Shooting Sports with supervision. Maximum of 6 credits.
- Throwables Sharp-thrower – 1 credit per bullseye – Throw a bullseye at throwables. Maximum of 3 credits.

Scoutcraft

- Welding assistant -- 2 credits per hour – Assist Welding with supervision. Maximum of 6 credits.
- Metalwork assistant -- 2 credits per hour – Assist the Forge with supervision. Maximum of 6 credits.
- Fire starting challenge – 3 credits – Attend the Wilderness Survival merit badge class and start a fire using 3 different methods.
- Knott tying challenge – 1 credit per 2 knots tied – Tie as many knots as you can in 3 minutes. Maximum of 3 credits

Handicraft

- Armor Building – 2 credits – Create some themed armor out of leather and wear it proudly!
- Participate in tie dye – 2 credits – Tie Dye something! 1 bonus credit per additional scout you bring to tie dye, up to 3 additional credits.

Eaglequest

- IOLS Training – 6 credits – Attend Eaglequest for 4 days, rotating through the stations and teaching valuable outdoor skills. You will be IOLS certified upon completion.
- Eaglequest hike – 3 credits – Attend the Eaglequest 5-mile hike. Bonus point for drinking a full water bottle!
- Star Hike – 2 credits – Take a night hike under the stars with your unit. Bonus point for each constellation seen and identified, up to 2.

Climbing

- Climbing assistant -- 2 credits per hour – Assist Climbing with supervision. Maximum of 6 credits.
- Climbing challenge – Credits based on height climbed, maximum 3. See **Keith** for more details!

Dining Hall

- Dishmaster 2000 – 3 credits – Help Micki and the kitchen crew with dishes **3 times**. You can earn a cool sticker too!
- Serving Line – 1 credit **per meal** – Help Micki and the kitchen crew serve some meals! Up to 3.

Misc.

- Nap On Safely – 1 credit – Take a nap, safely! Additional point per extra nap, up to 3.
- Sweep On Safely – 1 credit – Be instructed on the safe operating procedures for sweeping safely by your commissioners. Additional point for instructing another on the safe sweeping procedures.
- Branch Manager service projects – 3 credits – Help out with a conservation or service project. Talk to Chris for ideas!
- Participate in a firebowl skit with your unit – 2 credit – participate in a skit your unit is putting on for closing firebowl. Make sure you know before you turn in your credits!
- **Attend leader meetings** – 1 credit daily – Attend daily leader meetings. Stay afterwards for a fun game with our Program Director!
- Spontaneous song/dance – 1 credit per spontaneous event – Find your Head Commissioner and feel free to break out into song or dance! Maximum of 3.
- Dessert Cooking Competition – 2 credits – Participate in the dessert cooking competition. Bonus point if you win!
- Invite camp staff to Wednesday dinner – 1 credit per staff member fed – Feed a staff member on Wednesday night! 3 credit maximum.
- OA Elangomat – 6 credits – Volunteer to be an Elangomat. You must be an Arrowmen already. Sign up at the ice cream social on Monday!

If you have any questions, please find your Head Commissioner! Good luck and have fun!