

## FINNEY VALLEY AWARDS PROGRAM

The Finney Valley Program is our progressive camper program. Below is a list of activities with a point value assigned to each. To the right is a list of the awards for each year camper and its corresponding point requirement to earn the award. For every award you must also meet these requirements: 1) Be a camper at Wente for the required number of years. 2) Attend the Finney Valley ceremony following Friday's campfire. Years 5, 6, & 7 have additional requirements. Listen for info about them at camp.

### Everyone

- 1 Attend summer camp at Wente (point per year)
- 1 Participate in campwide games
- 1 Hike the Kali-Ama (point per 5 posts)
- 3 Hike the King Kali-Ama
- 1 OooOOoOoo
- 1 Attend the Wooly Wash
- 2 Earn the Wooly Wash Award
- 1 Swim the half mile
- 1 Swim the mile
- 1 Be a rower or spotter for someone swimming the mile swim
- 1 Climb or rappel at the rock
- 1 Pioneer a structure in Scoutcraft
- 1 Go on a horse ride
- 1 Go on a mountain bike ride
- 1 Participate in a Troop shoot or open shoot (point per range)
- 1 Improve one level on the BSA Swim Test during the week
- 1 Catch a critter and take it to Nature
- 2 Catch ten crickets for the Camp Office lizards
- 1 Help Nature with camp recycling (see Nature Director before starting)
- 1 Attend the star party Wednesday night
- 1 Catch and release a bass
- 2 Recite the Scout Oath, Law, Motto, Slogan, and Outdoor Code to your Commissioner
- 1 Cook a cobbler with your Troop
- 1 Participate in a skit or song in your Troop campfire
- 1 Be a waiter for one meal
- 1 Clean a shower center with your Troop
- 1 Participate in a Troop service project
- 1 Clean out a stall at the Corral (see Corral Director before starting)
- 1 From 7-8 on Thursday help sweep and mop the Dining Hall
- 2 Join the Skunk Works Trail Crew
- 15 Attend an off-season work party
- 1 Create your own requirement (see the Camp or Prog Dir if you would like it to be >1 point)

### Scouts

- 1 Earn a merit badge (up to 5 times)
- 1 Advance one rank
- 1 Earn Totin' Chip
- 1 Earn Firem'n Chit
- 1 Earn the Paul Bunyan Woodsman Award
- 1 Earn Snorkeling BSA

### Older Scouts and Adults

- 1 Assist in Eagle Trail or merit badge instruction (see the Program Dir before starting)
- 1 Help teach Firem'n Chit or Totin' Chip (see Scoutcraft Dir before starting)
- 1 Earn BSA Lifeguard
- 1 Be a lifeguard for an afternoon of open swim (see Waterfront Dir before starting, point/day)
- 2 Pass the CPR course
- 1 Sit on a Board of Review
- 1 Patch tents in your campsite for a half hour (see your Commissioner before starting, up to 3)

### Adults

- ? Work on a task on the Finney Valley Project List (see Camp Director before starting)
- 1 Spray poison oak (see Camp Director before starting)
- 3 Be a driver for a field trip
- 1 Watch a Wente baby for an hour (see baby mama before starting)
- 2 Take a nap in the shade

year	points	rocker
1	10	Choker Setter
2	15	Cedar Savage
3	22	Straw Boss
4	26	Top Man
5	30	Bull of the Woods
6	31	Legend of Finney Valley
7	32	Legacy of the Almighty High Masters of the Grand Royal Institution of the Siblings of the Stick on a String

