

Timanous Land Czar Award

Name: _____

In order to win his Czar, a camper must complete all requirements in the four ratings.

As you complete different parts of this award, remember to have a counselor sign off on it.

A. Athletic Rating – Demonstrate proficiency with the head of activity only in 4 of the 6 sports:

1. Baseball:
 - a. Make the 15 and under baseball team and show ability to handle a starting position.
 - b. Be able to recognize and hit all types of pitches consistently.
 - c. Use proper form in completing 10 infield plays from shortstop to first base.

2. Basketball:
 - a. Make the 15 and under basketball team and show ability to handle a starting position.
 - b. Complete 8 out of 10 free throws.
 - c. Complete 3 of 4 jump shots from 4 different positions outside the free throw line.
 - d. Demonstrate ability to setup effective man-to-man and zone defenses during a scrimmage with a counselor and other campers.

3. Climbing Wall:
 - a. Lead two periods including safety checks, wall setup and takedown, and belaying.
 - b. Successfully design, mark, and complete a challenging route up the wall.

4. Running:
 - a. Run 35 miles over the course of the summer.
 - b. Run a 40-yard dash in under 5.5 seconds.

5. Soccer:
 - a. Make the 6-a-side soccer team and demonstrate ability to handle assigned position.
 - b. Demonstrate advanced skill in all areas of play.
 - c. Complete 3 out of 5 head-ins off corners.
 - d. Complete 8 out of 10 penalty kicks.

6. Tennis:
 - a. Make the Top 5 on the tennis ladder.
 - b. Demonstrate ability in specialty shots (lob, slice, overheads, drop shots, half volleys...etc).
 - c. Know all the rules of the game.

B. Riflery and Archery Rating:

1. Riflery:
 - a. With 7th bar.
 - b. Demonstrate proficiency in all positions. Teach a younger camper a new position.
 - c. Instruct two periods with the head of riflery.
 - d. Make some improvement to the riflery range approved by the head of archery.

2. Archery:
 - a. Win Timanous Archer award.
 - b. Make a bow and hit the target with an arrow shot from 20 yards with that bow.
 - c. Teach a beginner to shoot by point of aim method.
 - d. Make an improvement to the archery range approved by the head of riflery.

C. Shop, Handicrafts and Nature Rating

1. Shop:
 - a. Make a complex project agreed upon and approved by the head of shop.
 - b. Exhibit a working knowledge of all power machinery in use and maintenance. Know how to replace blades, sander belts and disks, and servicing of machines.
 - c. Review all Jester and Wizard identifications.
 - d. Assist in two lower bunkline shop periods.
2. Nature:
 - a. Do an project that will help younger campers become more environmentally aware that is approved by the head of nature.
 - b. Research and write an informative essay on a current environmental issue.
 - c. Identify 8 different constellations, all planets and major satellites, and show proficiency with a telescope. Share your knowledge with other campers and head of nature.
 - d. Provide the nature shack with a detailed display of a geological subject of your choice.
 - e. Obtain at least 25 points on the "What is it?" game.
3. Handicrafts:
 - a. Complete a complex project approved by the head of handicrafts.
 - b. Run a handicrafts activity for a group of younger campers.

D. Camping Rating:

1. Campcraft:
 - a. Learn the basics of being a trip leader:
 - i) Plan, pack, and load your cabin trip. Cook four meals on the trip.
 - ii) Demonstrate knowledge of how to set up campsites.
 - iii) Under supervision of a counselor, lead a one night camping trip for a group of younger campers on Crow's Point.
 - iv) Demonstrate different methods of transporting injured persons.
 - b. Spend a night alone on Crow's Point. Make your own shelter bringing only rope. Cook dinner and breakfast for yourself.
2. First Aid:
 - a. Know what bandages to use for cuts, abrasions, chest wounds, and infections.
 - b. Demonstrate ability to answer questions based on theoretical accidents (leg and arm fractures, head injury, bleeding)
 - c. Act as an aid to the camp nurse for a half-day.
 - d. Know how to remove ticks and splinters.
 - e. Review Jester and Wizard requirements in First Aid.
 - f. Know basic neurological assessment, and signs of shock.
3. Timanews and Program Development:
 - a. Suggest improvements to the camp's program in a 300-word paper for the Program Director.
 - b. Write a one-page personal essay for the Timanews.
4. Drama and Music:
 - a. Plan, direct, and partake in a five-minute dramatic or musical performance for the camp with or without other campers and counselors approved by the head of Land Honors.
5. Loyalty:
 - a. Show responsibility, liability, and loyalty in all phases of your camping experience approved by Director of Camp.