

APPENDIX 97 TO
THE HISTORY OF CHEHAW COUNCIL

Camp Nochaway Emblem



The Camp Nochaway Emblem was earned by a points system during summer camp. For more on how it was earned, see the article below. It is not known if this emblem was used for all eight years of Camp Nochaway. The emblem is 4 inches in diameter. The one shown above is the only one known to have survived until today.

(From the collection of J. Michael Greene and used here with express permission.)

POINT SYSTEM TO BE USED AT BOY SCOUTS' CAMP IS EXPLAINED

Scout Executive Gillon Tells Number of Points for Each Test — Four Free Trips Planned.

Scout Executive J. H. Gillon administrative leader of Noxaway Council, Boy Scouts of America, today announced the point system that will be used at the two summer camps of the council—at Crystal Lake, near Ashburn, June 15 to 22, and at Lake Bradford, near Tallahassee, Fla., July 6 to 13. It is expected that many merit badges will be won by scouts at these camps.

Following are the events and the number of points allowed for each: Identifying 25 birds in camp, 30 points; identifying 25 trees on camp, 20 points; pointing out ten constellations, 15 points; tying twelve knots quickly, 10 points; swimming 100 yards, 25 points; making fire by friction or with flint and steel, 25 points; obeying scout law on camp, 25 points; doing kitchen police work or sanitary detail, 20 points; advancing from tenderfoot to second class or from second class to first class, scouts, or four merit badges, 25 points; sending and receiving messages across lake by Morse system or semaphore, 25 points; making satisfactory map of camp, 15

points; identifying poison ivy, 10 points; making some article of handicraft to be used on camp, 20 points; attending Sunday services 20 points; writing home twice a week, 15 points; taking part in campfire program, 10 points; shooting a distance of at least fifty yards with a camp-made bow and arrow, 25 points; demonstrating constant loyalty to camp and tent leader and swimming "buddy," 25 points; teaching a scout game to at least

six scouts, 10 points; towing another scout ten yards in water by two of the following carries: head, hair, cross chest or tired swimmer, 30 points; cooking a twist or laying a hunter's fire, 15 points; demonstrating ability to pitch and properly ditch a tent, 15 points.

In order to obtain a "Camp Noxaway Emblem," it is necessary to secure a total of 225 points from the different tests, and seven of the tests are required in every instance. They are those relating to identifying birds, identifying constellations, obeying scout laws, advance from one rank to another, identifying poison ivy, writing home, and towing another scout in water.

To the four boys from each camp who secure the largest number of points a free trip will be given. The exact destination has not been decided, but it will be to St. Simons Island, Okefenokee Swamp, or the Gulf by way of the Flint and Apalatchicola rivers. Boys to be eligible for the trip must have qualified for the "Camp Noxaway Emblem."