

Animals		
A	1	Make a display board of pictures of ten (10) different birds.
A	2	Collect, display, and identify five (5) different flying animals (insects are preferred).
A	3	Select a local bird type and build a bird house for it.
A	4	Make a display board of pictures of 15 different fish or sea animals.
A	5	Keep a bird feeder supplied for 3 months and report to the camp the kinds of birds that visited it.
A	6	Special Deed.
A	7	Identify and tell some of the habits of three (3) wild animals seen while on camp outings.
A	8	Be responsible for the care and feeding of an animal at home for at least three (3) months.
A	9	Make a display of bones or teeth of at least three (3) different wild land animals.
A	10	Visit a veterinarian and learn what they do for pets.
A	11	Learn safety around horses and go riding.
Attendance		
B	1	Attend 10 camp meetings out of 12 during one year.
B	2	Attend a camp overnight campout (not a Nation or Association campout).
B	3	Attend a Nature presentation.
B	4	Attend a camp outing other than a meeting or campout.
B	5	Attend and participate in a Nation/Association activity that is not covered under any other deed category
B	6	Get a new member to join the Y-Parent/Child Program.
B	7	Attend 100% of your Camp, Nation and Association events during one year.
B	8	Special Deed.
Boating		
C	1	Make a knot board with at least three (3) different kinds of knots (e.g. square knot, clove hitch, timber hitch, bowline,
C	2	Give general safety rules for boating. Which are the correct sides for the green and red lights? The words port and
C	3	Dad and Princess/Guide take a canoe out for 15 minutes and Princess/Guide tells camp safety and operation of canoe.
C	4	Build or assemble a model of any boat.
C	5	Princess/Guide take Dad for a ride in a paddle-boat.
C	6	Name three (3) types of boats or ships and describe each in size, shape, and use, how powered, etc.
C	7	Ski for 300 yards.
C	8	Princess/Guide operate a power boat and tell the camp about it.
C	9	Learn how to row a boat and take Dad for a ride.
C	10	Special Deed.
C	11	Name three (3) safety devices that should be on every power boat and the reason or use for each.
C	12	Learn what types of rope you can fuse the ends. With your Dad's help, fuse a rope.
Camping		
D	1	Plan what is needed to go camping overnight and go. Can be a Nation or Association campout.
D	2	Help set up your camp and explain why you placed your tent or shelter where you did, and why you placed your fire
D	3	Special Deed.
D	4	Prepare a meal at a campout.
D	5	Make a menu for breakfast, lunch, and dinner for a campout.
D	6	Learn safety and operation of light gas or kerosene lanterns and stoves.
Camping continued		
D	7	Make and demonstrate waterproof matches.
D	8	Demonstrate correct procedure of placing tender, kindling, and fuel while building a wood fire. Report to camp safety
D	9	Know at least three (3) ways to start a fire without using a match and demonstrate at least one (1). Learn safety rules
D	10	Demonstrate a simple and safe remedy for a burn, a cut, and a bruise.
D	11	Help assemble a camp first aid kit.
D	12	Princess/Guide set up a tent at a camp or nation campout without Dad's help.
D	13	Princess/Guide and Dad go rock climbing.
D	14	Demonstrate how to build a teepee, log cabin and lean to fire. Report to camp about the purpose for each one.

Craft

E	1	Make a project with simple tools (e.g., kite, model boat, settler costume or nature item).
E	2	Design and make a tool to be used around the house (e.g. wheelbarrow, garbage cart, etc.)
E	3	Enter three (3) of your invitations in the monthly Longhouse competition.
E	4	Learn to sew on a button and sew up a tear in cloth.
E	5	Make a craft to become part of camp property (e.g. camp walking stick, camp property box, etc.).
E	7	Make a project for temporary use by your nation (e.g. Directional signs for nation campout, etc.).
E	8	Make an item that can become permanent property for your Nation (e.g. Nation sign, etc.).
E	9	Make a piece of clothing for wearing with settler costume.
E	10	Make a piece of pottery.
E	11	Hand paint and decorate a rocket to be used at the annual Rocket Shoot event.
E	12	Build item or items for Federation property.
E	13	Paint an nature theme picture approximately 11x14 inches.
E	14	Create and submit (3) patch designs for the yearly event patches
E	15	Special Deed.

Engineering

F	1	Draw floor plans of your home
F	2	Visit a construction site and have the construction manager explain the process of building the structure you are visiting
F	3	Identify 4 types of bridges. Explain to your camp what defines each bridge and when each bridge would be used
F	4	Research different types of block and tackles (pulley systems). Report to your camp the advantages and uses for each.
F	5	Name and describe 3 types of catapults. Make a model that can launch small rocks or marshmallows
F	6	Design, cut and prepare a pinewood derby car. Enter the car in to the annual Pinewood Derby
F	7	Make a stool that can be used at home
F	8	Special deed

Family, Church, & Community

G	1	While on a family trip or outing, visit a nationally recognized site where American history is found and report to the
G	2	With mother or father, help organize or actively participate in non-profit fundraising or support activity.
G	3	Attend Church or Sunday School for eight (8) Sundays in a row. The Sunday devotional at a YMCA Father-Child

Family, Church, & Community continued

G	4	Participate in a church special program or activity.
G	5	Attend a community government meeting (e.g. city council, school board, etc.).
G	6	Attend a PTA meeting with your parents.
G	7	Visit a zoo or sanctuary.
G	8	Visit the Planetarium.
G	9	Visit the Omni Theater and the museum and make a report to your camp.
G	10	Visit the Fielder Museum and make a report to your camp on Arlington history.
G	11	Recycle at least two (2) items in your home for one month.
G	12	Name three (3) items that are biodegradable.
G	13	Make a cake from scratch.
G	14	Volunteer at Mission Arlington.
G	15	Adopt a needy family for the holidays through the church or other organization.
G	16	Plan the family menu for one day.
G	17	Set the table with plates, salad dishes, glasses, napkins, and cutlery for at least two people. Clear the table at the end of
G	18	Arrange a night off for Mother. Dad and Princess/Guide will plan, purchase, cook, and serve dinner. Mother is not
G	19	With Dad's help, wash Momm's car inside and out.
G	20	Special Deed to be accomplished only with mother.
G	21	Give the Pledge of Allegiance and tell five (5) dates the flag should be displayed.

Fishing		
H	1	Identify seven (7) salt water fish and tell the location, habits, and natural foods of each.
H	2	Special Deed.
H	3	Catch, clean, cook and eat a fish.
H	4	Catch two (2) types of fresh water fish. Name type of bait used and place where caught.
H	5	Demonstrate how to tie hook and sinker on a line, bait hook with minnow or worm, and the correct casting of rod and
H	6	Identify seven (7) fresh water fish and tell the location, habits, and natural foods of each.
H	7	Make a cane fishing pole and use it.
H	8	Make a fishing scope, similar to a glass bottom boat.
H	9	Catch a frog and tell your experience to your camp.
H	10	Explain the proper method to remove a fish hook stuck in the skin and how to treat the wound.

Health & Fitness		
I	1	Participate in an organized sport for one season.
I	2	Participate in an aerobic activity for one season (e.g. dance, tumbling, baton).
I	3	Go bike riding for at least 30 minutes for 1 day a week with Dad for 1 month.
I	4	Demonstrate an understanding of artificial respiration.
I	5	Jog with Dad three (3) times per week for four (4) weeks.
I	6	Climb a ten (10) foot rope.
I	7	Dad and Princess/Guide jump rope 100 times.
I	8	Special Deed.
I	9	For one month, along side your dad, do as many situps, pushups, jumping jacks and burpees. Keep track of how many

Program Lore		
J	1	Memorize the SIX Aims and give their meaning at a Camp meeting
J	2	Serve as Wampum bearer for a camp meeting
J	3	Research on how Harold Keltner and Joe Friday met. How did that have a lasting impact on the purpose of our program?
J	4	Create a chant for your camp.
J	5	Learn the Purpose of the Princess/Guides program (see handbook)
J	6	Learn the Slogan of the Princess/Guides program (see handbook)
J	7	Name 4 ways that you can help strengthen your camp
J	8	Name 5 duties that you can do as a Princess/Guide - at a tribe meeting, campout or other nation event
J	9	Plan a camp meeting with your Dad - including, invitation, craft, game, snack, date & place
J	10	Plan an event for your camp that does not count as a meeting - trip to the zoo, movie, etc.
J	11	Tell a story at either an Association or Nation campout
J	12	Prepare and perform the music at a morning devotional at a campout
J	13	Organize a nation event at the spring or winter campout - Ice cream spinoff, desert contest, etc. - Prepare awards

Minerals		
K	1	Collect, name, and display eight (8) different metals in their usable state.
K	2	Collect, name, and display five (5) different metals in their raw state.
K	3	Make a part of the Princess/Guide costume from a piece of metal.
K	4	Make a display of pictures of ten (10) precious or fifteen (15) semi-precious gems.
K	5	Make a sculpture from clay, sandstone, or rock (e.g. bowl, etc.).
K	6	Special Deed.
K	7	Collect, name, and display six (6) different types of rocks.
K	8	On a piece of plywood approximately one foot square, glue small rocks in the form of an animal.
K	9	Make part of a Princess/Guide Costume from rock or piece of metal.
K	10	Build a rock garden with three (3) different plants and maintain for six (6) months.

Plants

L	1	Clip from magazines, mount on cardboard, and label ten (10) pictures of different vegetables.
L	2	Plant a small garden of vegetables at the proper time and care for them until they can be harvested and eaten. The
L	3	While on an outing, identify three (3) edible wild berries or roots and two (2) dangerous or poisonous plants
L	4	Make a display of pictures of 15 different flowers clipped from magazines. Flower pictures are to be mounted on rigid
L	5	Plant a small bed of flowers at the proper time in the spring and care for them through the blooming season.
L	6	Special Deed.
L	7	Collect, mount, and identify ten (10) different types of tree leaves.
L	8	Identify ten (10) different types of trees in the field. Locate five (5) different fruit bearing trees in your area.
L	9	Plant and care for a tree in your yard for at least six (6) months. Seed or young saplings may be used. Princess must
L	10	Start an avocado tree from a seed.
L	11	Start a new plant from a cutting.
L	12	Grow a potato plant in a container of water (i.e. sweet potato plant).

Swimming

M	1	Swim under water for 15 feet without coming up for air.
M	2	Swim for a distance of 25 feet.
M	3	Swim for a distance of 50 yards.
M	4	Demonstrate two (2) basic swimming strokes to your Dad.
M	5	Special Deed.
M	6	Float on your back for one minute without assistance.
M	7	Learn and demonstrate two (2) types of dives.
M	8	Dive from a height of five (5) feet and swim to shore using side stroke.
M	9	Give the safety rules to follow when diving.
M	10	Learn and give to the camp five (5) safety rules of swimming.
M	11	Learn three (3) ways to rescue a swimmer from the shore and report to the camp.

Technology

N	1	With your Dad, use the Internet to learn about your camp animal - it's habitat, what it eats, etc
N	2	Create an email list of your camp members and use it to communicate camp info.
N	3	Give report to your camp on how you can use computers to help you in school.
N	4	Create a computer picture of nature that includes your camp animal.
N	5	With your Dad, learn how to turn a computer on and off safely.
N	6	Special Deed.
N	7	Create a computer spreadsheet and use it to keep track of camp information or other information related to either the
N	8	Design and create a Pinewood derby car & enter it in the annual Pinewood Derby
N	9	Take a computer class, either online or in a classroom setting
N	10	Take a typing class
N	11	Create a computer invitation to a meeting and email to your camp members (programs such as Evite do not count)

Woodsmanship

O	1	Make a list of at least four (4) different game animals common to your area and give a report on their habits (i.e. where
O	2	Make a list of at least six (6) different game animals that the Indians hunted for food and clothing and describe their
O	3	Make a bow and arrow that will shoot, learn and report on safety rules to the camp.
O	4	Make a chart showing five (5) different animal tracks and write the name of the animal beside the tracks you have
O	5	Scout around your area near ponds, creeks, or rivers until you have identified at least five (5) different tracks and report
O	6	Follow an animal track for at least 100 feet and tell if the track was fresh or not and how you could tell.
O	7	Special Deed.
O	8	Name five (5) animals that are normally trapped for furs and tell something about how the traps are set for each.
O	9	Make an enclosing trap for a small animal and demonstrate to the camp.
O	10	Make a list of the necessary gear, if any, needed to make hikes of A) 1 mile, B) 5 miles with lunch, and C) 25 miles
O	11	Make a one (1) mile hike, show that you know how to hike on roads safely.
O	12	Make a five (5) mile hike, show and tell that you know how to hike on roads safely.

Woodsmanship continued

O	13	Go to a secluded spot that you must hike at least 20 minutes to get to, or that you must canoe or boat at least 20
O	14	Make a list of edible things in your area that could be eaten in an emergency.
O	15	Special deed.
O	16	Have some other member of your camp blaze a trail for you, and then you follow it.
O	17	Hike into the woods, blazing a trail as you go, then return by that trail without damaging the forest.
O	18	Know how to tell direction from the sun and the stars and tell how at a camp meeting. Know how to read a compass and
O	19	Show that you know how to open, close, pass, and sharpen a pocket knife.
O	20	Visit a private, state, or federal conservation project such as a fish hatchery, tree farm, or game refuge and report to the
O	21	Learn a hiking song about the out-of-doors and sing it on a camp hike.
O	22	Learn proper safety and care of air rifle, .22 rifle, or shotgun and report to camp or attend a gun safety presentation.

Thunderbird

TH	1	Make from scratch two (2) pair of moccasins, matching for father and child. Decorate them with bead and/or quill work
TH	2	Design and make a working robot. Must be able to control the actions.
TH	3	Build a model of a yurt which will stand at least three (3) feet tall, complete with cover and poles. The material shall be
TH	4	Build a two (2) foot long model of a canoe using materials and methods that settlers used in making full sized canoes. No
TH	5	Make homemade paper from either recycled paper or plant fibers. Use the paper to write a letter to somebody
TH	6	Learn how to do flint work. Obtain the necessary materials and make an arrowhead or stone axe. Be prepared to
TH	7	Raise a stand of corn, follow it through with a chart showing its progress from planting to harvesting. Show how the
TH	8	Make dried fruit that can be used as a healthy snack at either a camp meeting or campout
TH	9	Organize a food or clothing drive to help those in need or a food drive to help the local animal shelter. Provide a report
TH	10	Make an item to wear to represent a camp, nation or association leader or assistant leader - not from a kit
TH	11	Research your family history back to at least your great grandparents. Learn about: 1) When they were born; 2) If they
TH	12	Perform an original skit or song (new words to and existing song) at a bonfire ceremony that represents the program.
TH	13	Make an dress or buckskin shirt and pants based on the actual design of one an the early Native American tribe or
TH	14	Make a vest, NOT from a kit, out of a natural skin material. Decorate it with beads, fringe, etc.
TH	15	Make a working bow with arrows of wood, leather, stone, sinew, and feathers.

Thunderbird continued

TH	16	Build a canoe or kayak using primarily natural materials (wood, cloth, sinew, etc.) and demonstrate its use to your camp
TH	17	With your dad, train and run a 5k race. Keep a schedule of your training for at least 3 months.
TH	18	Axe and Knife Work/Safety: Explain and demonstrate the proper method for sharpening, safety precautions in using,
TH	19	Star Study: Identify ten (10) or more constellations. Know how to find directions using Sun's shadow, North star or any
TH	20	Cooking: Cook meals for you and Dad using no metal utensils or foil. Make one (1) or more utensils and explain material
TH	21	Fishing: Make three (3) different types of artificial fishing lures (plugs, spoons, worms, jigs, flies, etc.) and catch a fish.
TH	22	Canoeing: Launch and properly enter canoe from pier or shore. While alone demonstrate proper control using J-, Draw
TH	23	First Aid: Explain movement of injured person. Demonstrate treatment of heavy bleeding. Explain aid for punctures, dog
TH	24	Weather: Construct Weather Station and keep data for thirty (30) days. Father and child make simple weather vane,
TH	25	Organization: Be present at a new camp's initial meeting to help guide and establish camp meeting procedures and
TH	26	Special Deed may be performed with the prior consent of the Nation Chief.
TH	27	Pick up litter at a city park or other public place. A minimum of eight (8) hours of service is required. Tell the importance
TH	28	With your Dad, maintain a hunting area & harvest a game animal. Must field dress the animal, but do not have to