

Backpacker Award Application

Name of Recipient _____ Scout Adult (check one)

Unit _____ District _____ Council _____

The award checked below is sought for this recipient, who has satisfied all of the requirements for it and is currently registered with this Unit.

BACKPACKER

- ✦ Earn a long-term backpacking award (5 or more days). Date _____
- ✦ Perform 12 hours of GLAAC-HAT approved conservation work applied to earning "TrailSaver" or "ForestSaver" awards, in the same calendar year as earning the long term backpacking award. Date _____

ADVANCED BACKPACKER

- ✦ Earn the "Backpacker" award. Date _____
- ✦ Earn a long-term backpacking award in a year subsequent to receiving the "Backpacker" award. Date _____
- ✦ Perform 12 hours of GLAAC-HAT approved conservation work applied to earning "TrailSaver" or "ForestSaver" awards, subsequent to receiving the "Backpacker" award. Date _____
- ✦ Scout recipient - Earn the following merit badges:
 Hiking, date earned _____; Camping, date earned _____;
 Cooking, date earned _____.
- ✦ Adult recipient - Complete BSA-conducted Adult Leaders Backpack Training.
 Certificate No. _____ Date of course _____

Backpacking Experiences

◆ List the long-term backpacking trips that you have taken (most recent first):

Date	Award Earned	Location

◆ Indicate the number of short-term backpacking trips that you have taken:

In the current calendar year _____; In the last 12 months _____; Since joining the BSA _____.

◆ On the back of this form, describe your most memorable backpacking experience.

Conservation Work Experiences

◆ List the GLAAC-HAT approved conservation projects in which you have participated:

Date	Award Earned	Location

◆ On the back of this form, describe your part in these projects.

Award Acknowledgment

By my signature, I certify that I have completed all of the requirements for this award.

Recipient signature _____

Unit Leadership Approval

Signature _____ Position _____ Date _____

High Adventure Team Approval

Signature _____ Position _____ Date _____