









Scout Advancement

- **RANKS**—There are seven ‘ranks’, from ‘Scout’ to ‘Eagle’. [The ‘Scout’ rank is new as of 2016, replacing the former ‘Scout Badge’, which was not a rank.]
- **INITIATIVE**—The troop will strongly help new Scouts with their early advancement, expecting them to show increasing initiative and independence as they advance.
- **WHO SIGNS?**—Most requirements must be signed off by other Scouts, by uniformed adult leaders, or by approved adult merit badge counselors.
- **SCOUT RANK**—New Scouts should earn the **Scout** rank during their first month, especially if they already have the Arrow of Light award from Cub Scouts.
 - ➔ **Requirement 3a**—T97 has a temporary New Scout patrol (**Dragon**); 3 ‘regular’ patrols (**Fox, Phoenix, Tree**), and a senior patrol for older Scouts (**Stealth**).
 - ➔ **Requirement 6**—BSA **Cyber Chip** requirements (*done with parent*) are at: www.scouting.org/cyberchip.aspx.
- **TENDERFOOT**—New Scouts should earn **Tenderfoot** soon after their first campout. **NOTE the 30-day fitness requirement, which new Scouts should begin doing at their first meeting!**

Key Requirements for Each Rank

(Note that this is NOT a complete list of all requirements for each rank)

	Scout 	Tenderfoot 	Second Class 	First Class 	Star 	Life 	Eagle 
 Requirements that may take the most time	<ul style="list-style-type: none"> • memorize <i>Oath, Law, Motto, Slogan, Outdoor Code</i> • earn <i>Cyber Chip</i> for your grade 	<ul style="list-style-type: none"> • 30-day fitness 	<ul style="list-style-type: none"> • cooking • 4-week fitness • map & compass • swimming 	<ul style="list-style-type: none"> • cooking • 4-week fitness • orienteering • swimming 	<ul style="list-style-type: none"> • Eagle-required merit badges 	<ul style="list-style-type: none"> • Eagle-required merit badges 	<ul style="list-style-type: none"> • Eagle-required merit badges • Eagle Scout service project
Total Activities since joining * (not counting regular troop & patrol meetings)	—	1 overnight in a tent	5 total activities, including 3 outdoor activities, at least 2 of which must be overnights in a tent	10 total activities, including 6 outdoor activities, at least 3 of which must be overnights in a tent	active	active	active
Fitness	—	30 days	4 weeks	4 weeks	active	active	active
Service	—	1 hour	2 hours	3 hours	6 hours	6 hours (min. 3 hrs conservation-related)	major project
Leadership	—	teach square knot using EDGE	—	invite non-Scout to join	4 months	6 months	6 months
Merit Badges	—	—	—	—	4 Eagle +2 additional (6 total)	total of 7 Eagle +4 additional (11 total)	total of 13 Eagle +8 additional (21 total)
Scout Handbook pages	439	440–441	442–444	445–447	448	449	450–451

- * (1) Note that effective 1 August 2017 BSA reduced the required number of overnights for Second Class & First Class from the number in the Scout Handbook.
 (2) Note that for Second Class & First Class, you can count ALL activities, ALL outdoor activities, and ALL overnights since joining a Scout troop.
 (3) Overnights require sleeping in a tent or other shelter you helped set up. Other outdoor activities can include day outings, outdoor service projects, etc. Non-outdoor activities can include a swim night, court of honor, merit badge session, or any other Scouting activity except regular troop or patrol meetings.

Scoutmaster Conference—For every rank, Scouts ask one of the uniformed adult leaders to discuss with them their progress and plans for advancement and for Scouting. Although it's called a 'Scoutmaster Conference', the Scout may ask any Assistant Scoutmaster to do the conference.

Board of Review—For every rank except Scout and Eagle, Scouts ask the troop advancement coordinator (ask the Scoutmaster if you're not sure who that is) to set up a board of review after they has completed all other requirements for the rank. The board consists of about three committee members or parents (but not the Scoutmaster or Assistant Scoutmasters), who will review their performance, help them with any weak areas, and encourage them to continue their success. This is a good experience for Scouts to learn to relate to adults. Note that the Scout rank doesn't have a board of review (the badge is earned when the Scoutmaster Conference is completed). The Eagle Scout board of review is conducted by the Longs Peak Council's Eagle advancement coordinator for our district.

Aims and Methods

Aims of Scouting

- Character Development
- Citizenship Training
- Physical, Emotional, and Mental Fitness

Methods of Scouting

The Troop Leader Guidebook compares the eight methods to an eight-cylinder engine: "When all eight pistons are firing, the car moves powerfully yet smoothly toward its destination. When a few pistons get fouled, the car lurches haltingly along. When only one or two pistons are firing, you might as well get out and walk." It is the combination of all eight methods that makes Scouting unique.

- Adult Association
- Advancement
- Ideals
- Leadership Development
- Outdoors
- Patrol Method
- Personal Growth
- Uniform

Scout Advancement Summary (& important hints inside)

Advancement Guidelines

Purpose—The rank advancement system (one of Scouting's eight "methods") teaches Scouts the necessary basic skills, and helps them develop leadership and initiative.

Who Signs off the Requirements—Scouts learn leadership (another of the eight methods) in part by teaching skills to other Scouts. Basic skills are taught by other Scouts and the troop's uniformed adult leaders *. Merit badges are taught by adult counselors, drawn mostly from our troop parents. It's good for a Scout to learn to approach others for help with advancement.

[* We refer to the Scoutmaster and Assistant Scoutmasters as our 'uniformed adult leaders', although committee members and other registered adults sometimes also wear a uniform.]

The Parts of Each Rank

Basic Skills—The first four ranks (Scout, Tenderfoot, Second Class, First Class) are composed mostly of basic Scouting skills and experience. Although these skills focus mostly on outdoor requirements, they help develop initiative, independence, and leadership.

Merit Badges—The BSA's more than 130 merit badges focus on a wide range of interests, some of which may lead to lifelong hobbies or vocations. Scouts may earn merit badges any time they want, although no merit badges are required for the first four ranks. We sometimes offer merit badge classes (Swimming, for example), but a Scout can (and should) find a buddy and earn badges himself by checking with our Scoutmaster to find out who the counselor is. If a Scout meets with a counselor outside of a troop meeting, remember that he should have a buddy or parent with him (no private one-on-one meetings between an adult and a Scout per BSA policy). For Star, Life, and Eagle, a Scout must earn a certain number of the 17 Eagle-required merit badges plus his choice of additional merit badges.

Leadership—Younger Scouts will begin to practice leadership in the course of their Scouting activities. For the higher ranks (Star, Life, Eagle), Scouts are required to hold one or more leadership positions for a certain period of time. These responsibilities are listed with the rank requirements.

Service—Service to others is a valuable trait, and all ranks after Scout require a certain number of hours of service to others. Scouts can (and should) do service on the own (buddy system, of course), and both the troop and our Eagle Scout candidates organize some group projects. Eagle Scout candidates are required to plan and lead a significant service project for the community.