



Rank Advancement Requirements

Reporting: At the end of the week, check the *Unit Advancement Summary* report on Blackpug. This will show which requirements your Scout completed. *It is up to the unit leader whether to sign off or test the Scout further.

Scout Rank Requirements

1a	Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain their meaning.
1f	Repeat from memory the Pledge of Allegiance. In your own words, explain its meaning.
3a	Explain the patrol method. Describe the types of patrols that are used in your troop.
3b	Become familiar with your patrol name, emblem, flag, and yell. Explain how these items create patrol spirit.
4a	Show how to tie a square knot, two half-hitches, and a taut-line hitch. Explain how each knot is used.
5	Tell what you need to know about pocketknife safety and responsibility.

Tenderfoot

3a	Demonstrate a practical use of a square knot.
3b	Demonstrate a practical use of two-half hitches.
3c	Demonstrate a practical use of the taut line hitch.
3d	Demonstrate proper care, sharpening, and use of the knife, saw, and ax. Describe when each should be used.
4a1-4a8	Show first aid for the following: ■ Simple cuts and scrapes ■ Blisters on the hand and foot ■ Minor (thermal/heat) burns or scalds (superficial, or first degree) ■ Bites or stings of insects or ticks ■ Venomous snakebite ■ Nosebleed ■ Frostbite and sunburn ■ Choking

4c	Tell what you can do while on a campout or other outdoor activity to prevent or reduce the occurrence of injuries or exposure listed in tenderfoot requirements 4a and 4b.
7a	Demonstrate how to display, raise, lower, and fold the U.S. flag.

Second Class

2a	Explain when it is appropriate to use a fire for cooking or other purposes and when it would not be appropriate to do so.
2b	Use a pocketknife, and a saw or axe if needed, to prepare tinder, kindling, and fuel wood for a cooking fire.
2c	Using a minimum-impact method, and at an approved outdoor location and time, use the tinder, kindling, and fuel wood from requirement 2b to demonstrate how to build a fire. Unless prohibited by local fire restrictions, light the fire. After allowing the flames to burn safely for at least two minutes, safely extinguish the flames with minimal impact to the fire site. Properly dispose of the ashes and any charred remains.
3a	Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.
3b	Using a compass and map together, take a 5-mile hike (or 10 miles by bike) approved by your adult leader and your parent or guardian.
5a	Tell what precautions must be taken for a safe swim.
5c	Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects.
5d	Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible. Explain why and how a rescuer should avoid contact with the victim.
8a	Participate in a flag ceremony for your school, religious institution, chartered organization, community, or Scouting activity.

First Class

1b	Explain why the Outdoor Code and Leave No Trace principles are important for protecting the outdoors.
4a	Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc.)

Awards

Firem'n Chit	All requirements.
Totin' Chip	All requirements.

