### 1910 TEMPORARY REQUIREMENTS

#### Tenderfoot
1. Know Scout Law, signs, & salute.
2. Know history of Stars & Stripes.
3. Tie 4 standard knots.

#### Second Class
1. 1 month as Tenderfoot.
2. Elementary first aid & bandaging.
3. Signalling (‘elementary’ knowledge of semaphore, Myer, or Morse). [note UK spelling of ‘signalling’]
4. Track 1/2 mile in 25 minutes (or if in a town, describe contents of 1 store window out of 4 observed for 1 minute).
5. Scout’s Pace (go a mile in 12 minutes).
6. Lay & light a fire, using no more than 2 matches.
7. Cook 1/4 pound of meat & 2 potatoes using only the regulation cook kit.
8. Have at least $1.00 in a savings bank (equivalent to about $27 in 2019).
9. Know the 16 principal points of the compass.

#### First Class
1. Swim 50 yards (or could run a mile in 8 minutes if doctor “certifies that bathing is dangerous to the boy’s health”).
2. Have $2.00 in a savings bank (equivalent to about $54 in 2019).
3. Signalling (send & receive a message in either Myer or Morse at 16 letters per minute).
4. Travel alone by foot or rowboat to a point at least 7 miles distant and return (15 miles if by vehicle or animal), and write a short report. It is preferable to take 2 days to do this.
5. Describe or show how to save life for 2 of these accidents: fire, drowning, runaway carriage, sewer gas, ice-breaking, or bandage an injured patient, or revive an apparently drowned person.
6. Cook 2 dishes: porridge, bacon, hunter’s stew, or skin & cook a rabbit, or pluck & cook a bird. Also, make a “damper” or camp sinker of half a pound of flour, or a “twist” baked on a thick stick.
7. Read a map correctly; draw an intelligible rough sketch map; point out compass directions without the help of a compass.
8. Use an axe for felling or trimming light timber; or produce an article of carpentry or joinery or metalwork.
9. Judge distance, size, numbers, and height within 25% error.
10. Train another boy to pass the Tenderfoot requirements.

#### Beyond First Class
Beyond First Class, there were 14 “badges of merit” (called merit badges by 1911) that could be earned by First Class Scouts and by Scoutmasters. Seton specifies “shoulder lines” for anyone who earns six badges of merit, and the “Silver Wolf” to any Scout who earns all 14. I don’t believe any Silver Wolf was ever awarded, since these temporary requirements were soon replaced by different permanent ones, culminating with the first Eagle Scout badge awarded in 1912.
# 1911 REQUIREMENTS

## Tenderfoot
- **1** Know Scout Law, sign, salute, & significance of the badge. [no clear requirement to memorize the Scout Oath]
- **2** Flag composition, history, & respect.
- **3** Tie 4 of these knots: square, sheet-bend, bowline, fisherman’s, sheep-shank, halter, clove hitch, timber hitch, two half hitches.

## Second Class
- **1** 1 month as Tenderfoot.
- **2** Elementary first aid & bandaging.
- **3** Elementary signaling (know semaphore, American Morse, or Myer).
- **4** Track 1/2 mile in 25 minutes (or if in a town, describe contents of 1 store window out of 4 observed for 1 minute).
- **5** Scout’s Pace (go a mile in 12 minutes).
- **6** Proper use of knife & hatchet.
- **7** Build a fire in the open, using no more than 2 matches.
- **8** Cook 1/4 pound of meat & 2 potatoes in the open without ordinary kitchen cooking utensils.
- **9** Earn & deposit $1 in a public bank.
- **10** Know the 16 principal points of the compass.

## First Class
- **1** Swim 50 yards.
- **2** Earn & deposit $2 in a public bank.
- **3** Send & receive a message by semaphore, American Morse, or Myer at 16 letters per minute.
- **4** Make a round trip alone or with another Scout by foot or rowboat to a point at least 7 miles away, and write a satisfactory account of the trip & things observed.
- **5** Advanced first aid (panic prevention, various accidents, runaway horse, mad dog, snake bite, dislocations, unconsciousness, poisoning, fainting, apoplexy, sun stroke, heat exhaustion, freezing, sunburn, ivy poisoning, bites/stings, nosebleed, earache, toothache, object in eye, stomach ache or cramp, chills; demonstrate artificial respiration [Schaefer prone-pressure method]).
- **6** Prepare & cook in the open two of the following, without regular kitchen utensils: eggs, bacon, hunter’s stew, fish, fowl, game, pancakes, hoe-cake, biscuit, hardtack, or twist on a stick. Explain to another Scout the methods followed.
- **7** Read a map correctly; draw an intelligible rough sketch map; point out a compass direction without the help of a compass.
- **8** Use an axe for felling or trimming light timber; or produce an article of carpentry or cabinet-making or metalwork. Explain the method followed.
- **9** Judge distance, size, number, height, and weight within 25%.
- **10** Describe 10 plant species or 6 wild bird species or 6 wild animal species. Find the North Star; name & describe 3 constellations.
- **11** Show evidence of living by the Scout Oath and Law.
- **12** Enlist a boy trained by himself as a Tenderfoot.

## Life (changed to Star in 1924)
[optional until 1936]
- Earn First Class plus these 5 merit badges: first aid, athletics, life-saving, personal health, public health.

## Star (changed to Life in 1924)
[optional until 1936]
- Earn First Class, the 5 badges for Life, plus any 5 more.

## Eagle
- **1** Earn First Class.
- **2** Earn any 21 merit badges.
### 1915 REQUIREMENTS

<table>
<thead>
<tr>
<th>Tenderfoot</th>
<th>Life (changed to Star in 1924)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Only change: Requirement now states to repeat Oath and Law in full.</td>
<td>Earn First Class plus these 5 merit badges: first aid, physical development, personal health, public health, and life saving or pioneering.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Second Class</th>
<th>Star (changed to Life in 1924)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Only change: Req. #3—Dropped American Morse &amp; Myer codes; added International Morse.</td>
<td>No change.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>First Class</th>
<th>Eagle</th>
</tr>
</thead>
<tbody>
<tr>
<td>Only change: Req. #3—Dropped American Morse &amp; Myer codes; added International Morse.</td>
<td>Earn First Class plus 21 merit badges, including these 11: first aid, physical development, life saving, personal health, public health, cooking, camping, bird study, pathfinding, pioneering, athletics.</td>
</tr>
</tbody>
</table>

### 1917 REQUIREMENTS

<table>
<thead>
<tr>
<th>Tenderfoot</th>
<th>Life (changed to Star in 1924)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Repeat the Oath and Law in full.</td>
<td>Earn First Class plus these 5 merit badges: first aid, physical development, personal health, public health, and life saving or pioneering.</td>
</tr>
<tr>
<td>1 Know Scout Law, motto, sign, salute, &amp; significance of the badge.</td>
<td>[optional until 1936]</td>
</tr>
<tr>
<td>2 Flag composition, history, &amp; respect.</td>
<td></td>
</tr>
<tr>
<td>3 Tie the following knots: square, sheet-bend, bowline, fisherman’s, sheep-shank, halter, clove hitch, timber hitch, two half hitches.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Second Class</th>
<th>Star (changed to Life in 1924)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Only change: Req. #8—Cook 1/4 pound of meat &amp; 2 potatoes in the open without any cooking utensils.</td>
<td>No change.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>First Class</th>
<th>Eagle</th>
</tr>
</thead>
<tbody>
<tr>
<td>Only changes: Be Second Class for 60 days.</td>
<td>Earn First Class plus 21 merit badges, including these 11: first aid, life saving, personal health, public health, cooking, camping, civics, bird study, pathfinding, pioneering, athletics or physical development.</td>
</tr>
<tr>
<td>Req. #3—Send &amp; receive a message by semaphore (30 letters/minute) or by International Morse (16 letters/minute).</td>
<td></td>
</tr>
</tbody>
</table>

### 1922 REQUIREMENTS

<table>
<thead>
<tr>
<th>Tenderfoot</th>
<th>Life (changed to Star in 1924)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Only change: Req. #3—Substituted slip knot for halter knot.</td>
<td>[optional until 1936]</td>
</tr>
<tr>
<td>No change.</td>
<td>No change.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Second Class</th>
<th>Star (changed to Life in 1924)</th>
</tr>
</thead>
<tbody>
<tr>
<td>No change.</td>
<td>[optional until 1936]</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>First Class</th>
<th>Eagle</th>
</tr>
</thead>
<tbody>
<tr>
<td>No change.</td>
<td>No change.</td>
</tr>
<tr>
<td>Tenderfoot</td>
<td>First Class</td>
</tr>
<tr>
<td>------------------------------------</td>
<td>----------------------------------</td>
</tr>
<tr>
<td>1 Know Scout Oath &amp; Law, Motto, Sign, Salute, &amp; significance of the badge.</td>
<td>1 Be Second Class for 2 months.</td>
</tr>
<tr>
<td>2 Flag composition, history, &amp; respect.</td>
<td>2 Swim 50 yards.</td>
</tr>
<tr>
<td>3 Tie the square knot &amp; any 8 of the following: sheet-bend, bowline, fisherman’s, sheep-shank, slip, clove hitch, timber hitch, two half hitches, carrick bend, miller’s knot, rope halters, pipe hitch, stevedore, barrel hitch, girth hitch, binder twine bend, lariat loop, hitching tie.</td>
<td>3 Earn &amp; deposit $2 in a public bank, or plant, raise and market a farm crop.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Second Class</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 month as Tenderfoot.</td>
<td>1 First Class for 2 months.</td>
</tr>
<tr>
<td>2 Elementary first aid &amp; bandaging.</td>
<td></td>
</tr>
<tr>
<td>3 Elementary signaling (know semaphore, International Morse, or the elementary signs of the Indian Sign Language Code).</td>
<td>2 Swim 50 yards.</td>
</tr>
<tr>
<td>4 Track 1/2 mile in 25 minutes (or if in a town, describe contents of 1 store window out of 4 observed for 1 minute).</td>
<td>3 Earn &amp; deposit $2 in a public bank, or plant, raise and market a farm crop.</td>
</tr>
<tr>
<td>5 Scout’s Pace (go a mile in 12 minutes); or lay out, measure by the stride method and stake a 4-acre tract of land.</td>
<td>4 Send &amp; receive a message by semaphore (30 letters/minute) or by International Morse (16 letters/minute) or by Indian Sign Language code (30 signs/minute).</td>
</tr>
<tr>
<td>6 Proper use of knife &amp; hatchet.</td>
<td>5 Make a round trip alone or with another Scout by foot or rowboat to a point at least 7 miles away, and write a satisfactory account of the trip &amp; things observed.</td>
</tr>
<tr>
<td>7 Build a fire in the open, using no more than 2 matches. Care for, and put it out.</td>
<td>6 Advanced first aid (similar to before, except removed panic prevention &amp; runaway horse).</td>
</tr>
<tr>
<td>8 Cook 1/4 pound of meat &amp; 2 potatoes in the open without any cooking utensils.</td>
<td>7 Prepare &amp; cook in the open of the following, without regular kitchen utensils: eggs, bacon, hunter’s stew, fish, fowl, game, pancakes, hoe-cake, biscuit, hardtack, or twist on a stick, and give an exact statement of the cost. Explain to another Scout the methods followed.</td>
</tr>
<tr>
<td>9 Earn &amp; deposit $1 in a public bank, or earn, own and raise some farm animal.</td>
<td>8 Read a map correctly; draw an intelligible rough sketch map; point out a compass direction without the help of a compass.</td>
</tr>
<tr>
<td>10 Know the 16 principal points of the compass.</td>
<td>9 Use an axe for felling or trimming light timber; or produce an article of carpentry or cabinet-making or metalwork; or demonstrate repair of a decaying or damaged tree. Explain the method followed.</td>
</tr>
<tr>
<td>11 Demonstrate practice of 5 rules of safety.</td>
<td>10 Judge distance, size, number, height, and weight within 25%.</td>
</tr>
<tr>
<td>12 Show evidence of living by the Scout Oath and Law.</td>
<td>11 Describe 10 plant species or 6 wild bird species or 6 wild animal species. Find the North Star; name &amp; describe 3 constellations.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Star [optional until 1936]</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1 First Class for 3 months.</td>
<td>1 First Class for 3 months.</td>
</tr>
<tr>
<td>2 Earn any 5 merit badges.</td>
<td>2 Earn any 5 merit badges.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Life [optional until 1936]</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1 First Class for 6 months.</td>
<td>1 First Class for 6 months.</td>
</tr>
<tr>
<td>2 Earn 10 merit badges, including: First Aid, Physical Development or Athletics, Personal Health, Public Health, Life Saving or Pioneering.</td>
<td>2 Earn 10 merit badges, including: First Aid, Physical Development or Athletics, Personal Health, Public Health, Life Saving or Pioneering.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Eagle</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1 First Class for 1 year.</td>
<td>1 First Class for 1 year.</td>
</tr>
<tr>
<td>2 Earn 21 merit badges, including these 11: first aid, life saving, personal health, public health, cooking, camping, civics, bird study, pathfinding, pioneering, athletics or physical development. [no change]</td>
<td>2 Earn 21 merit badges, including these 11: first aid, life saving, personal health, public health, cooking, camping, civics, bird study, pathfinding, pioneering, athletics or physical development. [no change]</td>
</tr>
</tbody>
</table>
1936 REQUIREMENTS

Tenderfoot
No change.

Second Class
Only changes:
Req. #3—Added option to learn Manual Alphabet for the Deaf, with one hand or
two hands.
Req. #9—Added option to earn and contribute $1 or equivalent to the family
budget or to welfare work in the community.

First Class
Only changes:
Req. #1—Added requirement to recognize leadership & service badges &
insignia.
Req. #3—Added option to earn and contribute $2 or equivalent to the family
budget or to welfare work in the community
Req. #4—Added option to send/receive message with Manual Alphabet for the
Deaf (30 letters/minute).

Star
No change except that Star is now mandatory for advancement to Eagle.
1 First Class for 3 months.
2 Earn any 5 merit badges.

Life
No change.
1 Star for 3 months.
2 Earn 10 merit badges, including: First Aid, Physical Development or
Athletics, Personal Health, Public Health, Life Saving or Pioneering or
Safety. [added optional Safety]

Eagle
No change.
1 Life for 6 months.
2 Earn 21 merit badges, including: First Aid, Life Saving, Personal Health,
Public Health, Cooking, Camping, Civics, Bird Study, Pathfinding, Safety,
Pioneering, Athletics or Physical Development [added Safety; plus
Swimming is now required for Life Saving].

1946 REQUIREMENTS

Tenderfoot
No change.

Second Class
Only changes:
Req. #3—Removed Indian Sign Language.
Req. #10—Follow a compass course with 3 changes in direction, using the
degree system, and explain how a compass works.

First Class
Only changes:
Req. #7—Added requirement to specify the number of persons intended to
serve.
Added new Req. #13—Enlist & train a boy as a Tenderfoot or as a Bobcat.
### Tenderfoot
1. Know Scout Oath, Law, Motto, Slogan.
2. Describe Scout Badge; when to wear the uniform.
4. Give your patrol name & yell; describe troop leaders & their jobs; explain what to do to earn Second Class & First Class.
5. Explain how to contact doctor, hospital, police/sheriff; how to report a fire.
6. Describe US flag & flag history, when to fly it, how to hoist, lower, display, fold, salute it.
7. Simple first aid, including tying a bandage with a square knot.
8. Basic fire-building safety. Describe harm to live tree from hacking with an axe or other sharp tool.

### Second Class
1. Explain how you live up to Scout Oath, Law, Motto, Slogan.
2. Be active in patrol & troop.
3. Be helpful at home, school, church, & community.
4. Take care of your things.
5. Maintain a personal savings plan.
7. Show how to use a compass. Follow a compass course with 3 changes in direction, including being able to measure distances by the length of your step. OR lay out in this manner and stake a 4-acre tract of land. Orient and follow a map.
8. Sharpen a knife & axe. Prepare kindling and build a fire with not more than 2 matches. Cook a meal on that fire from raw meat (or fish or poultry) and at least one raw vegetable.
9. Do either tracking for 1/4 mile OR trailing for 1/2 mile OR stalking for 1/2 mile. ['Trailing' means following trail signs.] Find & identify evidence of 6 different kinds of wild mammals, birds, reptiles, or fish.
10. After doing all of the above, take a 5-mile hike, using a map or map sketch.

### First Class
1. Explain how you live up to Scout Oath, Law, Motto, Slogan.
2. Be active in patrol & troop.
3. Be helpful at home, school, church, & community.
4. Take care of your things.
5. Maintain a personal savings plan.
7. Lay out a true north-south line using the sun and the North Star, and a magnetic north-south line using a compass. Determine a height you cannot reach and a width you cannot walk. Make a map sketch of your camp location & directions how to find it from at least 2 miles away.
8. Sharpen an axe & use it to cut tent pegs from light wood. Set up a tent. Use a taut-line hitch, and make a camp gadget with lashings. Identify 10 trees or shrubs.
9. Prepare a complete breakfast & complete dinner from raw ingredients for yourself and a companion. Identify 4 edible wild plants.
10. Swim 50 yards.
11. Send & receive a message of 20 words over a distance of 100 yards using the Morse Code.
12. After doing all of the above, camp overnight with your patrol, sleeping in a tent or improvised shelter, and cooking at least 1 hot meal.

### Star
- No change.

### Life
- No change.

### Eagle
- No change.
### 1958/59 REQUIREMENTS

#### Tenderfoot

**Minor rearranging & slight adjustments (1959):**

1. Give your patrol name & yell; describe troop leaders & their jobs.
2. Explain what to do to earn Second Class & First Class. Describe Scout Badge & explain its meaning.
3. Describe Scout uniform & when to wear it.
5. Tell why natural resources are important. Describe harm to live tree from hacking with an axe or tearing off its bark. Basic fire-building safety.
7. Explain how to contact doctor, hospital, police/sheriff; how to report a fire. How to care for cut or scratch, and tie a bandage with a square knot.
8. Describe US flag & flag history, when to fly it, how to hoist, lower, display, fold, salute it. Recite the pledge of allegiance.

#### Second Class

**Minor adjustments (1959):**

1. Be active in patrol & troop.
2. Take part in service projects.
4. Read 10 map symbols. Orient a map in the field. Follow a route on the map. Explain how a compass works; set & read a bearing in the field. Follow a course with 3 compass degree bearings, including being able to measure distances by the length of your step.
5. Find & identify evidence of 6 different kinds of wild mammals, birds, reptiles, or fish. Explain how plant life & wildlife live together.
6. Do either tracking for 1/4 mile OR trailing for 1/2 mile OR stalking for 1/2 mile.
7. Sharpen a knife & axe. Prepare kindling and build a fire with not more than 2 matches. Cook a meal on that fire from raw meat (or fish or poultry) and at least one raw vegetable.
8. Demonstrate basic first aid.
9. After doing all of the above, take a 5-mile hike, using a map or map sketch.

#### First Class

**Minor adjustments (1959):**

1. Be active in patrol & troop.
2. Take part in service projects.
3. Present yourself dressed & equipped for an overnight camp.
4. Select a campsite. Lay out a true north-south line using the sun and the North Star, and a magnetic north-south line using a compass. Determine a height you cannot reach and a width you cannot walk. Make a map sketch of your camp location & directions how to find it from at least 2 miles away.
5. Sharpen an axe & use it to cut tent pegs from light wood. Set up a tent. Use a taut-line hitch, and make a camp gadget with lashings. Identify 10 trees or shrubs. Explain proper methods to care for food, drinking water, fire protection, & waste disposal. Find 10 kinds of wild trees or shrubs.
6. Prepare a complete breakfast & complete dinner from raw ingredients for yourself and a companion. Identify 4 edible wild plants.
7. Swim 50 yards.
8. Send & receive a message of 20 words over a distance of 100 yards using the Morse Code.
10. After doing all of the above, camp overnight with your patrol, sleeping in a tent or improvised shelter, and cooking at least 1 hot meal.
### Star (1958)

1. Explain how you live up to Scout Oath, Law, Motto, Slogan.
2. Be active in patrol & troop for 3 months since First Class. Be helpful at home, school, church, & community. Take care of your things. Understand conservation, and take part in a conservation project.
3. Earn 1 merit badge from the CITIZENSHIP or PUBLIC SERVICE groups.
4. Earn 1 merit badge from any of these groups: CAMPRAFT, AQUATICS, OUTDOOR SPORTS, CONSERVATION, or Nature merit badge.
5. Earn any 3 additional merit badges (total of 5 merit badges, including two 'required' badges).

### Life (1958)

1. Explain how you live up to Scout Oath, Law, Motto, Slogan.
2. Be active in patrol & troop for 3 months since Star. Be helpful at home, school, church, & community. Take care of your things. Understand conservation, and take part in a conservation project.
3. Earn First Aid merit badge plus 2 badges from the CITIZENSHIP group.
4. Earn the following merit badges: 1 from CAMPRAFT; 1 from OUTDOOR SPORTS or AQUATICS; Nature or 1 from CONSERVATION; 1 from PERSONAL DEVELOPMENT; 1 from any of these groups: ANIMAL HUSBANDRY, PLANT CULTIVATION, COMMUNICATION, TRANSPORTATION, BUILDING.
5. Earn any 2 additional merit badges (total of 10 merit badges, including 8 'required' badges).

### Eagle (1958):

1. Explain how you live up to Scout Oath, Law, Motto, Slogan.
2. Be active in patrol & troop for 5 months since Life. Work actively as a leader in your troop. Be helpful at home, school, church, & community. Take care of your things.
3. Earn 1 merit badge from the CONSERVATION group.
4. Earn 3 merit badges from the CITIZENSHIP group.
5. Earn 1 merit badge from the OUTDOOR SPORTS group.
6. Earn 1 merit badge from any of the following groups: ANIMAL HUSBANDRY, PLANT CULTIVATION, COMMUNICATION, TRANSPORTATION, BUILDING.
8. Earn any 5 additional merit badges (total of 21 merit badges, including 16 'required' badges).

**NOTE on merit badge groups**—All merit badges were assigned to one of 15 groups.
<table>
<thead>
<tr>
<th>Tenderfoot</th>
<th>First Class</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Very minor rearranging &amp; slight adjustments (1965):</strong></td>
<td><strong>(1965):</strong></td>
</tr>
<tr>
<td>1 Know Scout Oath, Law, Motto, Slogan.</td>
<td>1 Describe campout preparations, equipment, &amp; site selection.</td>
</tr>
<tr>
<td>2 Give Scout sign, salute, &amp; handclasp.</td>
<td>2 Take 2 overnight camping trips. For each, submit a hike plan; present yourself dressed &amp; equipped for the outing. Backpack in and out at least once for 1.5 miles. Pitch tent &amp; sleep in it. Prepare a complete breakfast &amp; complete dinner from raw ingredients at least once.</td>
</tr>
<tr>
<td>3 Describe Scout uniform &amp; when to wear it.</td>
<td>3 Lash poles together with shear, square, &amp; diagonal lashings.</td>
</tr>
<tr>
<td>4 Describe Scout Badge &amp; explain its meaning.</td>
<td>4 Make a sketch map of an area using compass &amp; step measurements.</td>
</tr>
<tr>
<td>5 Describe US flag &amp; flag history, when to fly it, how to hoist, lower, display, fold, salute it. [Pledge of allegiance now assumed as part of Tenderfoot ceremony]</td>
<td>5 Point out in the sky the North Star &amp; 5 constellations.</td>
</tr>
<tr>
<td>6 Whip a rope. Tie square knot, sheet bend, clove hitch, two half hitches, bowline, taut-line hitch.</td>
<td>6 Identify 10 trees or shrubs &amp; explain their usefulness.</td>
</tr>
<tr>
<td>7 Understand the Outdoor Code.</td>
<td>7 Find 4 edible wild plants. Prepare &amp; eat one of them.</td>
</tr>
<tr>
<td>8 Give your patrol name &amp; yell; describe the importance of the patrol in your Scout activities.</td>
<td>8 Swim 50 yards.</td>
</tr>
<tr>
<td>9 Explain what to do to earn Second Class.</td>
<td>9 Send &amp; receive a message of 20 words using either Morse or semaphore codes.</td>
</tr>
<tr>
<td><strong>Second Class</strong></td>
<td><strong>First Class</strong></td>
</tr>
<tr>
<td><em>(1965):</em></td>
<td><em>(1965):</em></td>
</tr>
<tr>
<td>1 Tell what precautions must be taken for a safe hike.</td>
<td>1 Describe campout preparations, equipment, &amp; site selection.</td>
</tr>
<tr>
<td>2 Take three 5-mile hikes. For each, submit a hike plan; present yourself dressed &amp; equipped for the hike.</td>
<td>2 Take 2 overnight camping trips. For each, submit a hike plan; present yourself dressed &amp; equipped for the outing. Backpack in and out at least once for 1.5 miles. Pitch tent &amp; sleep in it. Prepare a complete breakfast &amp; complete dinner from raw ingredients at least once.</td>
</tr>
<tr>
<td>3 Identify 10 map symbols.</td>
<td>3 Lash poles together with shear, square, &amp; diagonal lashings.</td>
</tr>
<tr>
<td>4 Explain how a compass works. Read 3 bearings in degrees.</td>
<td>4 Make a sketch map of an area using compass &amp; step measurements.</td>
</tr>
<tr>
<td>5 Show how to orient a map. Follow a route on the map.</td>
<td>5 Point out in the sky the North Star &amp; 5 constellations.</td>
</tr>
<tr>
<td>6 Explain how to keep from getting lost, &amp; what to do if lost.</td>
<td>6 Identify 10 trees or shrubs &amp; explain their usefulness.</td>
</tr>
<tr>
<td>7 Identify poisonous plants. Find &amp; identify evidence of 10 different kinds of wild mammals, birds, reptiles, amphibians, fish, or insects. Explain how this wildlife depends on plants.</td>
<td>7 Find 4 edible wild plants. Prepare &amp; eat one of them.</td>
</tr>
<tr>
<td>8 Do two: tracking for 1/4 mile OR trailing for 1/2 mile OR stalking for 1/2 mile.</td>
<td>8 Swim 50 yards.</td>
</tr>
<tr>
<td>9 Sharpen a knife &amp; ax and explain their safe use.</td>
<td>9 Send &amp; receive a message of 20 words using either Morse or semaphore codes.</td>
</tr>
<tr>
<td>10 Prepare kindling and build a fire with not more than 2 matches. Cook a meal on that fire without utensils from raw meat (or fish or poultry) and at least one raw vegetable.</td>
<td>10 Demonstrate first aid.</td>
</tr>
<tr>
<td>11 Demonstrate basic first aid.</td>
<td>11 Explain how you live up to Scout Oath, Law, Motto, Slogan. Describe at least one service project in which you have taken part.</td>
</tr>
<tr>
<td>12 Explain how you live up to Scout Oath, Law, Motto, Slogan. Describe several Good Turns you have done.</td>
<td>12 Explain what to do to earn Star and to progress toward Eagle Scout.</td>
</tr>
<tr>
<td>13 Explain what to do to earn First Class.</td>
<td><strong>First Class</strong></td>
</tr>
</tbody>
</table>

**First Class** *(1965):* 
1 Describe campout preparations, equipment, & site selection. 
2 Take 2 overnight camping trips. For each, submit a hike plan; present yourself dressed & equipped for the outing. Backpack in and out at least once for 1.5 miles. Pitch tent & sleep in it. Prepare a complete breakfast & complete dinner from raw ingredients at least once. 
3 Lash poles together with shear, square, & diagonal lashings. 
4 Make a sketch map of an area using compass & step measurements. 
5 Point out in the sky the North Star & 5 constellations. 
6 Identify 10 trees or shrubs & explain their usefulness. 
7 Find 4 edible wild plants. Prepare & eat one of them. 
8 Swim 50 yards. 
9 Send & receive a message of 20 words using either Morse or semaphore codes. 
10 Demonstrate first aid. 
11 Explain how you live up to Scout Oath, Law, Motto, Slogan. Describe at least one service project in which you have taken part. 
12 Explain what to do to earn Star and to progress toward Eagle Scout.
### 1965/70 REQUIREMENTS (continued)

<table>
<thead>
<tr>
<th>Star</th>
<th>(1965):</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Be active in patrol &amp; troop for 3 months since First Class.</td>
</tr>
<tr>
<td>1</td>
<td>Earn 5 merit badges, including 1 from the Eagle list.</td>
</tr>
<tr>
<td>2</td>
<td>Take part in a service project.</td>
</tr>
<tr>
<td>3</td>
<td>Take part in a conservation project.</td>
</tr>
<tr>
<td>4</td>
<td>Serve as a troop “warrant officer” (patrol leader, senior patrol leader or assistant, jr assistant scoutmaster, instructor, scribe, quartermaster, librarian, den chief).</td>
</tr>
<tr>
<td>5</td>
<td>Scoutmaster conference: Oath, Law, Motto, Slogan; Look over requirements for Life.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Life</th>
<th>(1965):</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Be active in patrol &amp; troop for 3 months since Star.</td>
</tr>
<tr>
<td>1</td>
<td>Earn 10 merit badges, including 5 from the Eagle list.</td>
</tr>
<tr>
<td>2</td>
<td>Take part in a service project and a separate conservation project.</td>
</tr>
<tr>
<td>3</td>
<td>Serve as a troop “warrant officer” (patrol leader, senior patrol leader or assistant, jr assistant scoutmaster, instructor, scribe, quartermaster, librarian, den chief) for at least 3 months.</td>
</tr>
<tr>
<td>4</td>
<td>Scoutmaster conference: Oath, Law, Motto, Slogan; Look over requirements for Life.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Eagle</th>
<th>(1965):</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Be active in patrol &amp; troop for 6 months since Life.</td>
</tr>
<tr>
<td>2</td>
<td>Serve as a troop “warrant officer” (patrol leader, senior patrol leader or assistant, jr assistant scoutmaster, instructor, scribe, quartermaster, librarian, den chief) for at least 6 months.</td>
</tr>
<tr>
<td>3</td>
<td>Plan, develop, and carry out a service project helpful to your church or synagogue, school, or community.</td>
</tr>
<tr>
<td>4</td>
<td>Scoutmaster conference: Oath, Law, Motto, Slogan; future in Scouting.</td>
</tr>
</tbody>
</table>

(1970): Eagle required list changed to replace Soil & Water Conservation with the new Conservation of Natural Resources merit badge (which was soon to be replaced by Environmental Science merit badge).
### 1972 REQUIREMENTS

#### Tenderfoot
- Ranks now called “Progress Awards” as part of the disastrous “Improved Scouting Program” of 1972.
- 1. Be active for 2 months.
- 2. Memorize Scout Oath & Law [NOTE— Scouts now required to memorize not just the 12 points, but over 300 words of explanatory text!]
- 3. Earn Citizenship & 1 other skill award*.
- 4. Earn any 1 merit badge.
- 5. “Personal Growth Agreement Conference” (new name for Scoutmaster Conference).

*—12 metal belt loop skill awards now group basic skills into: Camping, Citizenship, Communications, Community Living, Conservation, Cooking, Environment, Family Life, First Aid, Hiking, Physical Fitness, Swimming.

#### Second Class
- 1. Be active for 3 months as a Tenderfoot.
- 2. Show Scout spirit.
- 3. Earn 3 more skill awards.
- 4. Earn any 2 more merit badges.
- 5. “Personal Growth Agreement Conference”.

#### First Class
- 1. Be active for 3 months as a Second Class Scout.
- 2. Show Scout spirit.
- 3. Earn 3 more skill awards.
- 4. Earn 2 more merit badges (total of 8 out of 12).
- 5. “Personal Growth Agreement Conference”.

#### Star
- 1. Be active for 4 months as a First Class Scout.
- 2. Show Scout spirit.
- 3. Earn a total of 9 merit badges, including 4 from the Eagle list.
- 4. Take part in service projects totaling 6 hours.
- 5. Serve for 4 months in one or more of the following “positions” (patrol leader, jr assistant scoutmaster, scribe, den chief, quartermaster, librarian, member of Leadership Corps, senior patrol leader or assistant, or instructor).
- 6. “Personal Growth Agreement Conference”.

#### Life
- 1. Be active for 6 months as a Star Scout.
- 2. Show Scout spirit.
- 3. Earn a total of 15 merit badges, including 7 from the Eagle list.
- 4. Take part in service projects totaling 6 hours.
- 5. Serve for 6 months in one or more of the “leadership positions” listed for Star.
- 6. “Personal Growth Agreement Conference”.

#### Eagle
- 1. Be active for 6 months as a Life Scout.
- 2. Show Scout spirit.
- 4. Serve for 6 months in one or more of the “positions” listed for Star.
- 5. Plan, develop, and give leadership to others in a service project helpful to your religious institution, school, or town.
- 6. “Personal Growth Agreement Conference”.

**NOTE**—Swimming and Lifesaving now no longer required. Camping and outdoor experience minimized.
### Tenderfoot

**1976 Changes:**

Req. #2—Returned to requiring memorizing only the 12 words of the Law and explaining their meaning in your own words.

Req. #4—Deleted. No merit badge required.

**1982 Changes:**
Eliminated complex & confusing terminology and restored tradition pre-1972 terminology (progress award back to rank; personal growth agreement conference back to Scoutmaster conference, etc).

### Second Class

**1976 Changes:**
Req. #3—Earn Hiking, First Aid, and 1 other skill award (total of 5).
Req. #4—Earn any 1 merit badge.

**1978 Change:**
Req. #4—Deleted. No merit badge required.

### First Class

**1976 Changes:**
Req. #3—Earn Camping, Cooking, and 1 other skill award (total of 8).
Req. #4—Earn 2 more merit badges (total of 3, must include First Aid).

**1978 Change:**
Req. #4—Earn First Aid merit badge.

**1982 Change:**
Added requirement to swim 50 yards.

### Star

**1976 Changes:**
Req. #3—Earn a total of 8 merit badges, including 4 from the Eagle list.
Req. #5—Add bugler, chaplain aide, & historian to the list of troop positions.

**1978 Change:**
Req. #3—Earn a total of 6 merit badges, including 4 from the Eagle list.

### Life

**1976 Change:**
Req. #5—Add bugler, chaplain aide, & historian to the list of troop positions.

**1978 Change:**
Req. #3—Earn a total of 11 merit badges, including 7 from the Eagle list.

### Eagle

**1976 Change:**
Req. #3—Add Camping merit badge to the Eagle required list.
Req. #5—NOTE that bugler, chaplain aide, & historian were NOT added to positions allowed for Eagles.

**1978 Change:**
Req. #3—Earn a total of 21 merit badges, including the 11 from the Eagle list.
<table>
<thead>
<tr>
<th>Tenderfoot</th>
<th>First Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eliminated the 12 skill awards.</td>
<td>1 Demonstrate how to find directions during the day &amp; at night without using a compass.</td>
</tr>
<tr>
<td>Present yourself properly dressed &amp; equipped for an overnight camping trip.</td>
<td>Using a compass, complete a 1-mile orienteering course, including measuring the height &amp; width of designated items.</td>
</tr>
<tr>
<td>Spend at least 1 night on a patrol or troop campout in a tent you helped pitch.</td>
<td>Since joining, have gone on 10 separate troop/patrol activities, including 3 overnight camps [troop/patrol meetings don't count].</td>
</tr>
<tr>
<td>Whip &amp; fuse the ends of a rope. Tie two half hitches &amp; a taut line hitch.</td>
<td>On one overnight, serve as patrol cook &amp; prepare breakfast, lunch, &amp; dinner that require cooking.</td>
</tr>
<tr>
<td>Explain why we use the buddy system in Scouting.</td>
<td>Discuss with an approved individual your constitutional rights &amp; obligations as a US citizen.</td>
</tr>
<tr>
<td>Demonstrate how to display, raise, lower, &amp; fold the American flag.</td>
<td>Identify or show evidence of 10 native plants.</td>
</tr>
<tr>
<td>Know and explain the Scout Oath, Law, motto, slogan.</td>
<td>Demonstrate tying a timber hitch, clove hitch, and square, shear, &amp; diagonal lashings. Use lashings to make a useful camp gadget.</td>
</tr>
<tr>
<td>Know your patrol name, yell, &amp; describe the patrol flag.</td>
<td>Demonstrate tying a bowline &amp; how it’s used in rescues. Show additional first aid treatments.</td>
</tr>
<tr>
<td>Record your best &amp; show improvement over 30 days in pushups, pullups, situps, standing long jump, 500 yard run/walk.</td>
<td>Swim 100 yards.</td>
</tr>
<tr>
<td>Identify poisonous plants and their treatment.</td>
<td>Show Scout spirit.</td>
</tr>
<tr>
<td>Show basic first aid.</td>
<td>Scoutmaster conference.</td>
</tr>
<tr>
<td>12 Scoutmaster conference.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Second Class</th>
<th>Star</th>
</tr>
</thead>
<tbody>
<tr>
<td>Demonstrate how a compass works &amp; how to orient a map. Explain what map symbols mean. Using a compass &amp; a map you’ve drawn, take a 5-mile hike (or 10 miles by bike).</td>
<td>Minor change.</td>
</tr>
<tr>
<td>Since joining, have gone on 5 separate troop/patrol activities, including 2 overnight camps [troop/patrol meetings don’t count]. Demonstrate proper care, sharpening, &amp; use of knife, saw, &amp; ax. Prepare tinder, kindling, &amp; fuel for a cooking fire. Light the fire &amp; assist with meal preparation &amp; cleanup. Select your patrol site &amp; sleep in a tent you pitched.</td>
<td>Req. #5—Leadership now called ‘positions of responsibility’. List drops Leadership Corps (which was discontinued by BSA), and adds troop guide.</td>
</tr>
<tr>
<td>Participate in a flag ceremony.</td>
<td></td>
</tr>
<tr>
<td>Participate in a 1-hour service project.</td>
<td></td>
</tr>
<tr>
<td>Identify or show evidence of 10 wild animals (birds, mammals, reptiles, fish, mollusks).</td>
<td></td>
</tr>
<tr>
<td>Show how to handle first aid “hurry cases”. Prepare a first aid kit. Demonstrate basic first aid.</td>
<td></td>
</tr>
<tr>
<td>Swim 50 yards.</td>
<td></td>
</tr>
<tr>
<td>Take part in a program on the dangers of drugs, alcohol, &amp; tobacco.</td>
<td></td>
</tr>
<tr>
<td>Show Scout spirit.</td>
<td></td>
</tr>
<tr>
<td>10 Scoutmaster conference.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Life</th>
<th>Eagle</th>
</tr>
</thead>
<tbody>
<tr>
<td>No changes except to positions of responsibility.</td>
<td>No changes except to positions of responsibility. Chaplain aide now allowed as an Eagle position, but not historian or bugler.</td>
</tr>
<tr>
<td>1994 Change:</td>
<td></td>
</tr>
<tr>
<td>Req. #3—Add Family Life merit badge to the Eagle required list.</td>
<td></td>
</tr>
</tbody>
</table>
### 1998 REQUIREMENTS

#### Tenderfoot

**Changes:**
- New Req. #3 added.
- Req. #10—Changed 500 yards to 1/4 mile (440 yards), and changed it from “run/walk” to “walk/run”.
- Req. #12—Added Heimlich maneuver.

1. Present yourself properly dressed & equipped for an overnight camping trip.
2. Spend at least 1 night on a patrol or troop campout in a tent you helped pitch.
3. On the campout, assist in preparing & cooking one of your patrol’s meals.
4. Whip & fuse the ends of a rope. Tie two half hitches & a taut line hitch.
5. Explain safe hiking rules, & what to do if lost.
6. Demonstrate how to display, raise, lower, & fold the American flag.
7. Know and explain the Scout Oath, Law, motto, slogan.
8. Explain why we use the buddy system in Scouting.
9. Record your best & show improvement over 30 days in pushups, pullups, situps, standing long jump, 1/4-mile walk/run.
10. Participate in a flag ceremony.
11. Participate in a 1-hour service project.
13. Show basic first aid, including Heimlich maneuver.

#### Second Class

**Changes:**
- Req. #2—Expanded, including requirement to light a lightweight stove
- Req. #7—Cut distance from 50 yards to 50 feet; added elementary water rescues.

1. Demonstrate how a compass works & how to orient a map. Explain what map symbols mean. Using a compass & a map you’ve drawn, take a 5-mile hike (or 10 miles by bike).
2. Since joining, have gone on 5 separate troop/patrol activities, including 2 overnight camps [troop/patrol meetings don’t count]. Select your patrol site & sleep in a tent you pitched. Demonstrate proper care, sharpening, & use of knife, saw, & ax. Prepare tinder, kindling, & fuel for a cooking fire. Discuss when it’s appropriate to use a cooking fire & a lightweight stove. Demonstrate how to light a fire & a lightweight stove. On one campout, plan & cook over an open fire one hot breakfast or lunch for yourself.
3. Participate in a flag ceremony.
4. Participate in a 1-hour service project.
5. Identify or show evidence of 10 wild animals (birds, mammals, reptiles, fish, mollusks). 
7. Swim 50 feet. Demonstrate elementary water rescues.
8. Take part in a program on the dangers of drugs, alcohol, & tobacco.
9. Show Scout spirit.
10. Scoutmaster conference.
### First Class

Various minor changes to several requirements:

1. Demonstrate how to find directions during the day & at night without using a compass.
2. Using a compass, complete a 1-mile orienteering course, including measuring the height & width of designated items.
3. Since joining, have gone on 10 separate troop/patrol activities, including 3 overnight camps [troop/patrol meetings don’t count].
4. On one overnight, serve as patrol cook & prepare breakfast, lunch, & dinner that require cooking. [Expanded to include more details]
5. Discuss with an approved individual your constitutional rights & obligations as a US citizen.
6. Identify or show evidence of 10 native plants.
7. Demonstrate tying a timber hitch, clove hitch, and square, shear, & diagonal lashings. Use lashings to make a useful camp gadget. [Added requirement to discuss when & when not to use lashings.]
8. Demonstrate tying a bowline & describe several uses. Show additional first aid treatments.
10. Show Scout spirit.

### Star

Minor change:

Req. #5—Expanded positions of responsibility list to include leadership positions for Varsity Scouting.

### Life

No changes except to positions of responsibility.

### Eagle

Changes:

Eagle required merit badge list—Personal Fitness now required (not optional); Sports option dropped; Scouts who don’t want to earn Swimming can now earn either Cycling or Hiking.

Positions of responsibility—Historian now allowed as Eagle position, but not bugler. Varsity list does not show historian, but this was probably an oversight.
### Tenderfoot

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Present yourself properly dressed &amp; equipped for an overnight camping trip.</td>
</tr>
<tr>
<td>2</td>
<td>Spend at least 1 night on a patrol or troop campout in a tent you helped pitch.</td>
</tr>
<tr>
<td>3</td>
<td>On the campout, assist in preparing &amp; cooking one of your patrol's meals.</td>
</tr>
<tr>
<td>4</td>
<td>Whip &amp; fuse the ends of a rope. Tie two half hitches &amp; a taut line hitch. Using the EDGE method, teach another person how to tie a square knot.</td>
</tr>
<tr>
<td>5</td>
<td>Explain safe hiking rules, &amp; what to do if lost.</td>
</tr>
<tr>
<td>6</td>
<td>Demonstrate how to display, raise, lower, &amp; fold the American flag.</td>
</tr>
<tr>
<td>7</td>
<td>Know and explain the Scout Oath, Law, motto, slogan.</td>
</tr>
<tr>
<td>8</td>
<td>Know your patrol name, yell, &amp; describe the patrol flag.</td>
</tr>
<tr>
<td>9</td>
<td>Explain why we use the buddy system in Scouting. Describe what a bully is and how to respond to one.</td>
</tr>
<tr>
<td>10</td>
<td>Record your best &amp; show improvement over 30 days in pushups, pullups, situps, standing long jump, 1/4-mile walk/run.</td>
</tr>
<tr>
<td>11</td>
<td>Identify poisonous plants and their treatment.</td>
</tr>
<tr>
<td>12</td>
<td>Show basic first aid, including treatment for choking.</td>
</tr>
<tr>
<td>13</td>
<td>Demonstrate Scout spirit. Discuss 4 examples of how you have lived the Scout Law in your daily life.</td>
</tr>
<tr>
<td>14</td>
<td>Scoutmaster conference.</td>
</tr>
</tbody>
</table>

### Second Class

<table>
<thead>
<tr>
<th>Requirement</th>
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<tbody>
<tr>
<td>1</td>
<td>Demonstrate how a compass works &amp; how to orient a map. Explain what map symbols mean. Using a compass &amp; a map you’ve drawn, take a 5-mile hike (or 10 miles by bike).</td>
</tr>
<tr>
<td>2</td>
<td>Discuss the principles of Leave No Trace.</td>
</tr>
<tr>
<td>3</td>
<td>Since joining, have gone on 5 separate troop/patrol activities, including 2 overnight camps [troop/patrol meetings don’t count]. Select your patrol site &amp; sleep in a tent you pitched. Demonstrate proper care, sharpening, &amp; use of knife, saw, &amp; ax. Prepare tinder, kindling, &amp; fuel for a cooking fire. Discuss when it’s appropriate to use a cooking fire &amp; a lightweight stove. Demonstrate how to build a fire and set up a lightweight stove (lighting the fire is not required). On one campout, plan &amp; cook one hot breakfast or lunch [not necessarily for yourself, and can be on fire or stove].</td>
</tr>
<tr>
<td>4</td>
<td>Participate in a flag ceremony.</td>
</tr>
<tr>
<td>5</td>
<td>Participate in a 1-hour service project.</td>
</tr>
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<td>6</td>
<td>Identify or show evidence of 10 wild animals (birds, mammals, reptiles, fish, mollusks).</td>
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<td>7</td>
<td>Show how to handle first aid “hurry cases”. Prepare a first aid kit. Demonstrate basic first aid.</td>
</tr>
<tr>
<td>8</td>
<td>Swim 50 feet. Demonstrate elementary water rescues.</td>
</tr>
<tr>
<td>9</td>
<td>Take part in a program on the dangers of drugs, alcohol, &amp; tobacco. Explain the three R's of personal safety and protection.</td>
</tr>
<tr>
<td>10</td>
<td>Earn an amount of money agreed upon by you and your parent, then save at least 50% of that money.</td>
</tr>
<tr>
<td>11</td>
<td>Demonstrate Scout spirit. Discuss 4 examples of how you have lived the Scout Law in your daily life.</td>
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</tr>
</tbody>
</table>
### First Class

<p>| | |</p>
<table>
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<tr>
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<tbody>
<tr>
<td>1</td>
<td>Demonstrate how to find directions during the day &amp; at night without using a compass.</td>
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<tr>
<td>2</td>
<td>Using a map &amp; compass, complete a 1-mile orienteering course, including measuring the height &amp; width of designated items.</td>
</tr>
<tr>
<td>3</td>
<td>Since joining, have gone on 10 separate troop/patrol activities, including 3 overnight camps [troop/patrol meetings don’t count]. Demonstrate the principles of Leave No Trace on these outings.</td>
</tr>
<tr>
<td>4</td>
<td>On one overnight, plan &amp; cook a hot breakfast, lunch, &amp; dinner.</td>
</tr>
<tr>
<td>5</td>
<td>Discuss with an approved individual your constitutional rights &amp; obligations as a US citizen.</td>
</tr>
<tr>
<td>6</td>
<td>Identify or show evidence of 10 native plants.</td>
</tr>
<tr>
<td>7</td>
<td>Discuss when &amp; when not to use lashings. Demonstrate tying a timber hitch, clove hitch, and square, shear, &amp; diagonal lashings. Use lashings to make a useful camp gadget.</td>
</tr>
<tr>
<td>8</td>
<td>Demonstrate tying a bowline &amp; describe several uses. Show additional first aid treatments.</td>
</tr>
<tr>
<td>9</td>
<td>Pass the BSA 100-yard swimmer test. Demonstrate line rescue.</td>
</tr>
<tr>
<td>10</td>
<td>Invite an inactive or non-Scout to a meeting and tell him about Scouting.</td>
</tr>
<tr>
<td>11</td>
<td>Describe the 3 things to avoid doing while using the Internet. Describe a cyberbully and how to respond to one.</td>
</tr>
<tr>
<td>12</td>
<td>Demonstrate Scout spirit. Discuss 4 examples of how you have lived the Scout Law in your daily life.</td>
</tr>
<tr>
<td>13</td>
<td>Scoutmaster conference.</td>
</tr>
</tbody>
</table>

### Star

- Minor change: 
  - Req. #5—Further expanded positions of responsibility list to include leadership positions for Venturing/Sea Scouting as well as new positions of Order of the Arrow troop representative, troop webmaster, & Leave No Trace trainer.

### Life

- Change: 
  - Expanded positions of responsibility list.
  - Added new Req. #6 to teach a younger Scout using the EDGE method.

### Eagle

- No changes except to positions of responsibility. 
  - 2013 Change: 
    - Added new Sustainability merit badge to the Eagle required list as an option with Environmental Science.
  - 2014 Change: 
    - Added Cooking merit badge to the Eagle required list [first time since 1972].
Scout (new rank, added 1/1/2016)

1a Memorize & explain Scout Oath/Law/Motto/Slogan.
1b Explain Scout Spirit & how you’ve practiced the Oath/Law/Motto/Slogan.
1c Demonstrate & explain Scout sign/salute/handshake.
1d Describe & explain meaning of First Class Scout badge.
1e Memorize & explain Outdoor Code.
1f Memorize & explain the Pledge of Allegiance.
2a Describe how Scouts provide the troop’s leadership.
2b Describe the 4 steps of Boy Scout advancement.
2c Describe the Boy Scout ranks & how they are earned.
2d Describe what merit badges are & how they are earned.
3a Explain patrol method & types of patrol in our troop.
3b Learn your patrol name/emblem/flag/yell.
4a Tie & explain use for a square knot, two half-hitches, & taut-line hitch.
4b Whip & fuse ropes.
5 Demonstrate pocketknife safety.
6 Do the Handbook child abuse exercises with your parents. Earn Cyber Chip for your grade.
7 Scoutmaster conference.

Tenderfoot

CAMPING and OUTDOOR ETHICS

1a Pack inspection.
1b Camp 1 night in a tent on a patrol or troop campout.
1c Tell how you practice the Outdoor Code.

COOKING

2a Help prepare a meal on a campout.
2b Demonstrate safe meal cleanup.
2c Explain eating as a patrol.

TOOLS

3a Demonstrate a practical use of the square knot.
3b Demonstrate a practical use of two half-hitches.
3c Demonstrate a practical use of the taut-line hitch.
3d Demonstrate care/sharpening/use of knife/saw/ax.

FIRST AID AND NATURE

4a Show basic first aid for the listed issues.
4b Describe local poisonous plants & treatment.
4c Tell how to prevent or reduce these hazards.
4d Assemble & explain a personal first aid kit.

HIKING

5a Explain & use the buddy system.
5b Describe what to do if lost.
5c Explain rules of safe hiking.

FITNESS

6a Record your best in push-ups, sit-ups, stretch-&-sit, 1-mile run.
6b Follow a plan to practice & improve these for 30 days.
6c Re-test and show improvement after 30 days.

CITIZENSHIP

7a Demonstrate how to display/raise/lower/fold the US flag.
7b 1 hour of service.

LEADERSHIP

8 Describe EDGE & teach the square knot using EDGE.

SCOUT SPIRIT

9 Tell how you have done your duty to God & lived 4 points of the Scout Law.
10 Scoutmaster Conference.
11 Board of Review.
2016 REQUIREMENTS (continued)

Second Class

Change (effective 1 August 2017):
Req. #1a—Number of overnight campouts reduced from 3 to 2, both in a tent

CAMPING AND OUTDOOR ETHICS
1a Since joining, take part in 5 separate troop/patrol activities, including 3 overnight campouts. At least 2 campouts must include sleeping in a tent/lean-to/snow cave you helped pitch.
1b Explain Leave No Trace & how you've practiced it.
1c Choose your patrol campsite.

COOKING AND TOOLS
2a Explain when & when not to cook on a fire.
2b Prepare tinder, kindling, & fuel wood for a cooking fire.
2c Build a cooking fire; light it if allowed; & extinguish the fire.
2d Explain when to use backpacking & propane stoves. Set up & light one of the stoves.
2e Cook a hot breakfast or lunch on a campout.
2f Tie & explain use for the sheet bend.
2g Tie & explain use for the bowline.

NAVIGATION
3a Demonstrate how a compass works & how to orient a map. Point out 5 map symbols.
3b Take a 5-mile hike (or 10-mile bike ride) using a map & compass.
3c Describe hiking hazards & how to avoid them.
3d Demonstrate finding directions during the day & night without a compass or electronic device.

NATURE
4 Identify evidence for 10 kinds of wild animals.

AQUATICS
5a Tell precautions for a safe swim.
5b Do the 50-foot beginner swim test.
5c Demonstrate basic reaching & throwing water rescues.
5d Explain dangers of a swimming rescue.

FIRST AID AND EMERGENCY PREPAREDNESS
6a Demonstrate first aid for the listed issues.
6b Show first aid for the 4 ‘hurry’ cases (stopped breathing/stroke/severe bleeding/ingested poisoning).
6c Tell how to prevent or reduce these hazards.
6d Explain how to handle home & backcountry accidents that require emergency response.
6e Tell how to handle a vehicular accident.

FITNESS
7a Be physically active for 30 minutes per day, five days a week for 4 weeks. Keep a record.
7b Share challenges & set goal for fitness.
7c Take part in a program on drug, alcohol, or tobacco use.

CITIZENSHIP
8a Take part in a flag ceremony.
8b Explain respect for the US flag.
8c Develop written plan and earn money for an item you would like to buy.
8d Compare costs at 3 location, and decide about how to spend the money you earned.
8e 2 hours of service.

PERSONAL SAFETY AWARENESS
9a Explain the 3 R’s of personal safety & protection. [Recognize/Resist/Report]
9b Describe bullying & how to handle it.

SCOUT SPIRIT
10 Tell how you have done your duty to God & lived 4 different points of the Scout Law.
11 Scoutmaster Conference.
12 Board of Review.
2016 REQUIREMENTS (continued)

First Class

Change (effective 1 August 2017):
   Req. #1a—Number of overnight campouts reduced from 6 to 3, all in a tent

CAMPING AND OUTDOOR ETHICS
1a Since joining, take part in 10 separate troop/patrol activities, including 6 overnight campouts. At least 5 campouts must include sleeping in a tent/lean-to/snow cave you helped pitch.
1b Explain Tread Lightly & how you’ve practiced it.

COOKING
2a Help plan a breakfast, lunch, & supper for a campout, including 2 hot meals.
2b Make a shopping list & budget, and buy the meal items to serve 3 or more people.
2c List the necessary utensils to cook & serve the meals.
2d Show safe food handling and garbage disposal.
2e Serve as cook and prepare these 3 meals on a campout.

TOOLS
3a Discuss when & when not to use lashings.
3b Tie the timber hitch & clove hitch.
3c Join two poles together using square, shear, & diagonal lashings.
3d Use lashings to make a useful camp gadget.

NAVIGATION
4a Complete a 1-mile orienteering course using map & compass. Measure height & width of designated items.
4b Use a GPS and follow a route to your designation.

NATURE
5a Identify evidence for 10 kinds of native plants.
5b Identify 2 ways to obtain a weather forecast.
5c Describe 3 natural indicators of impending hazardous weather & appropriate actions to take.
5d Describe extreme weather conditions & how to prepare and respond to them.

AQUATICS
6a Complete the 100-yard BSA swimmer test.
6b Tell precautions for a safe trip afloat.
6c Identify basic parts of a canoe, kayak, or other boat, and of a paddle or oar.
6d Describe proper body positioning in various watercraft.
6e Demonstrate a line rescue of a victim 30 feet from shore.

FIRST AID AND EMERGENCY PREPAREDNESS
7a Demonstrate listed bandages.
7b Demonstrate listed transport of an injured person.
7c Tell the 5 most common causes of heart attack. Explain how to do CPR.
7d List utility services & their hazards in your home or meeting place.
7e Develop home emergency action plan for fire, storm, power outage, & water outage.
7f Explain how to find potable water in an emergency.

FITNESS
8a Be physically active for 30 minutes per day, five days a week for 4 weeks. Keep a record.
8b Share challenges & set goal for fitness.

CITIZENSHIP
9a Discuss constitutional rights & obligations with a person selected by a uniformed leader.
9b Investigate a local environmental issue.
9c Observe trash on an outing & determine how to reduce/recycle/repurpose what you take. Put plan into action.
9d 3 hours of service.

LEADERSHIP
10 Invite a non-Scout to join.

SCOUT SPIRIT
11 Tell how you have done your duty to God & lived 4 different points of the Scout Law.
12 Scoutmaster Conference.
13 Board of Review.
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BSA Badges of Rank
There have been three main designs for the BSA rank badges, although collectors identify dozens (or hundreds) of variants, especially with the pre-1972 badges and with the Eagle badges, as for example with two variants of the Star rank badge here:

![Earlier Star Badge](image1)
![Later Star Badge](image2)

1911–1972 Rank Badges

1972–1990 Rank Badges (Eagle badges, both unpopular, lasted 1972–75 & 1975–85)

1990—present Rank Badges (Scout rank at left added 1 January 2016)