

SCOUT RANK



Troop 9 Definition of Requirements are in Red

1. Meet age requirements: Be a boy who has completed the fifth grade, or is 11 years old, or has earned the Arrow of Light Award, but is under 18 years old. **Met by joining Troop 9.**
2. Complete a Boy Scout application and health history signed by your parent or guardian. **Met by joining Troop 9.**
3. Find a Scout troop near your home. **(To find a troop, contact your local Boy Scout Council. The Council name, address and phone number can be found on [BSA's Council Locator Page](#).) Met by joining Troop 9.**
4. Repeat the Pledge of Allegiance. **Scout should repeat the Pledge of Allegiance from memory.**
5. Demonstrate the Scout sign, salute and handshake. **Scout should show the Scout sign, salute and handshake.**
6. Demonstrate tying the square knot (a joining knot). **Scout should tie a square knot.**
7. Understand and agree to live by the [Scout Oath or Promise](#), [Law](#), [Motto](#), and [Slogan](#), and the [Outdoor Code](#). **Scout will discuss the meaning of the Scout Oath or Promise, Law, Motto, Slogan and Outdoor Code and show that they understand their meanings.**

8. Describe the Scout badge. Scout should be able to identify from memory the parts of the Scout Badge.
9. Complete the Pamphlet Exercises. With your parent or guardian, complete the exercises in the pamphlet "*How to Protect Your Children from Child Abuse: A Parent's Guide*". Scout should read and discuss the pamphlet on Child Abuse with one or both of their parents or guardians prior to having their Scoutmaster's Conference.
10. Participate in a Scoutmaster conference. Turn in your Boy Scout application and health history form signed by your parent or guardian, then participate in a Scoutmaster conference. All requirements for Scout Rank are signed off at the Scoutmaster's Conference. **SCOUTS** (not parents) are to call the Scoutmaster for a Scoutmaster's Conference.

Scouts should call the Troop 9 Advancement Chair after their Scoutmaster's Conference so that the award can be ordered for the next Court of Honor.

TENDERFOOT RANK



Troop 9 Definition of Requirements are in Red

NOTE: These requirements may be worked on simultaneously with those for Second Class and First Class; however, these ranks must be earned in sequence.

1. Present yourself to your leader, properly dressed, before going on an overnight camping trip. Show the camping gear you will use. Show the right way to pack and carry it. **Scout should arrive at the designated drop-off site for a campout with personal camping equipment properly packed in a duffle bag or backpack. Scout should show the equipment they have packed and have all Troop 9 essentials with them.**
2. Spend at least one night on a patrol or troop campout. Sleep in a tent you have helped pitch. **Scout should PROPERLY pitch their tent with their tent partner and sleep in it on a Troop 9 or Patrol campout. Summer Camp does not count for this requirement.**
3. On the campout, assist in preparing and cooking one of your patrol's meals. Tell why it is important for each patrol member to share in meal preparation and cleanup, and explain the importance of eating together. **Scout**

should **ASSIST** in preparing and cooking a meal for their Patrol. Scout should be able to verbalize why it is important for Patrol members to share meal preparation and clean up, and why eating together is important.

4. a. Demonstrate how to whip and fuse the ends of a rope. **Scout should whip and fuse the ends of a rope.**
4. b. Demonstrate you know how to tie the following knots and tell what their uses are: two half hitches and the taut-line hitch. **Scout should tie a two half hitch and taut-line hitch and give tell when to use each knot.**
5. Explain the rules of safe hiking, both on the highway and cross-country, during the day and at night. Explain what to do if you are lost. **Scout should be able to verbalize the rules of safe hiking including hiking on highways, cross-country, during the day and night. Scout should also verbalize what to do if they are lost.**
6. Demonstrate how to display, raise, lower and fold the American flag. **Scout should be able to show how to display an American flag on a wall both vertically and horizontally, should show how to raise an American flag to full and half-staff, and lower the American flag. If a flagpole is not available, the Scout should tell how to raise and lower the American flag. Scout should also properly fold an American flag.**
7. Repeat from memory and explain in your own words the **Scout Oath**, **Law**, **Motto** and **Slogan**. **THIS REQUIREMENT IS SIGNED OFF AT THE SCOUTMASTER'S CONFERENCE.** Scout should be able to repeat from memory the Scout Oath, Law, Motto and Slogan AND be able to explain the meaning of each in their own words.

8. Know your patrol name, give the patrol yell and describe your patrol flag. Scout should be able to verbalize their Patrol name and Patrol yell. Scout should also be able to describe their Patrol flag. If a Patrol does not have a Patrol yell or flag, they cannot complete this requirement.
9. Explain why we use the buddy system in Scouting. Scout should be able to verbalize the reasons we use the Buddy System in Scouting.
10. a. Record your best in the following tests:
 - Push-ups
 - Pull-ups
 - Sit-ups
 - Standing long jump
 - 1/4 mile walk/run

Scout should do as many Push-ups, Pull-ups, and Sit-ups as possible. Scout should also measure how far they can jump in the Standing long jump and record how long it takes them to walk / run 1/4 mile. These results should be recorded in their Scout Handbook.

10. b. Show improvement in the activities listed in requirement 10a after practicing for 30 days. Scouts should practice Push-ups, Pull-ups, Sit-ups, Standing long jump, and 1/4 mile walk / run for at least 30 days. At the end of at least 30 days, Scout should demonstrate Push-ups, Pull-ups, Sit-ups, Standing long jump, and 1/4 mile walk / run again showing improvement from the record in Requirement 10a.
11. Identify local poisonous plants; tell how to treat for exposure to them. Scout should be able to describe or point

out local poisonous plants (Poison Oak and Stinging Nettle) and tell how to treat for exposure to them.

12. a. Demonstrate the Heimlich maneuver and tell when it is used. Scout should be able to demonstrate the Heimlich maneuver and tell when it should be used.
12. b. Show first aid for the following:
 - o Simple cuts and scratches
 - o Blisters on the hand and foot
 - o Minor burns or scalds (first degree)
 - o Bites and stings of insects and ticks
 - o Poisonous snakebite
 - o Nosebleed
 - o Frostbite and sunburn

Scout should be able to tell proper first aid for the injuries and conditions listed.

13. Demonstrate scout spirit by living the Scout Oath (Promise) and Scout Law in your everyday life. This Requirement is done at the Scoutmaster's Conference. Scout should be able to recite the Scout Oath and Law from memory and be able to give several examples from their personal life at Scouts, at school, at home, or in the community that show that they live the Scout Oath and Law in their everyday life. Scouts who have been charged or convicted of a crime within the previous three months will not be signed off on this requirement.
14. Participate in a Scoutmaster conference. Scout should contact the Scoutmaster to arrange a Scoutmaster's Conference when an authorized Adult or Scout signs off all Requirements for Tenderfoot EXCEPT 7, 13, 14 and 15.

15. Complete your board of review. Scout should **CALL** the Troop 9 Advancement Chair **AFTER COMPLETING** the Scoutmaster's Conference to arrange for a Board of Review.

SECOND CLASS RANK



Troop 9 Definition of Requirements are in Red

NOTE: These requirements may be worked on simultaneously with those for the Tenderfoot and First Class ranks; however, these ranks must be earned in sequence.

1. a. Demonstrate how a compass works and how to orient a map. Explain what map symbols mean. **Scout should be able to take a bearing on an object and be able to identify an object using a compass when given a bearing. Scout should be able to orient a topographical map and identify at least 10 map symbols.**
1. b. Using a compass and a map together, take a 5-mile hike (or 10 miles by bike) approved by your adult leader and your parent or guardian.* **The Scout should ride his bike during the Troop 9 May bike ride OR another Adult Leader pre-approved 10-mile bike ride or a 5-mile hike. Scout also should show the route taken on a map, tell the general compass directions of the trip and show where North is on the map used.**
2. a. Since joining, have participated in five separate troop/patrol activities (other than troop/patrol meetings),

two of which included camping overnight. Scout should have participated in at least five separate Troop 9 or Patrol activities (not including Troop 9 or Patrol meetings). Campouts, Court of Honors, Troop 9 Community Service and Fundraising Projects, and Patrol Outings will count for this Requirement. At least two of these activities should include camping over night. These activities should be listed in your Scout Handbook to be signed off.

2. b. On one of these campouts, select your patrol site and sleep in a tent that you pitched. Scout should select and arrange their Patrol campsite with the approval of their Patrol Leader and the Senior Patrol Leader. Scout should pitch properly their tent and sleep in it. The campout used for Tenderfoot cannot be used for this Requirement.
2. c. On one campout, demonstrate proper care, sharpening and use of the knife, saw and ax, and describe when they should be used. Scout will earn their Tot' N Chip to satisfy this Requirement.
2. d. Use the tools listed in requirement 2c to prepare tinder, kindling and fuel for a cooking fire. Scout should participate in building a fire. Building a campfire on a campout or participating in the Fire Building event at Camporee satisfies this Requirement.
2. e. Discuss when it is appropriate to use a cooking fire and a lightweight stove. Discuss the safety procedures for using both. Scout should verbalize the safety rules on using a stove and building a campfire properly. Scout should be able to properly set up a Coleman and backpacking stove.
2. f. Demonstrate how to light a fire and a lightweight stove. Scout should light a campfire, Coleman stove and Backpacking stove.

2. g. On one campout, plan and cook over an open fire one hot breakfast or lunch for yourself, selecting foods from the food pyramid. Explain the importance of good nutrition. Tell how to transport, store, and prepare the foods you selected. Scout should **COOK** their breakfast or lunch. Scout should be able to discuss the importance of good nutrition and how to transport, store, and prepare the foods used.
3. Participate in a flag ceremony for your school, religious institution, chartered organization, community or troop activity. Scout should properly **CALL** or be a member of the Color Guard at a flag ceremony. This Requirement is best done at a Troop 9 meeting when the Scout's Patrol is assigned to open or close a Troop 9 meeting.
4. Participate in an approved (minimum of one hour) service project. Scout should participate in a minimum of one-hour service project that benefits the community, a school or a religious institution. This should not be service that a Scout is paid for their services.
5. Identify or show evidence of at least ten kinds of wild animals (birds, mammals, reptiles, fish, mollusks) found in your community. Scout should be able to name at least 10 types of **WILD** animals that live in the Piedmont area of North Carolina.
6. a. Show what to do for "hurry" cases of stopped breathing, serious bleeding and internal poisoning. Scout should be able to demonstrate Mouth to Mouth Resuscitation on a mannequin, should demonstrate treatment of serious bleeding, and be able to tell how to identify and treat internal poisoning. Scouts earning the

First Aid Merit Badge can get this Requirement signed off automatically.

6. b. Prepare a personal first aid kit to take with you on a hike. First aid kit should be sufficient for an overnight backpacking trip and should be taken on a campout. Scouts earning the First Aid Merit Badge can get this Requirement signed off automatically.
6. c. Demonstrate first aid for the following:
 - o Object in the eye
 - o Bite of a suspected rabid animal
 - o Puncture wounds from a splinter, nail, and fishhook
 - o Serious burns (second degree)
 - o Heat exhaustion
 - o Shock
 - o Heatstroke, dehydration, hypothermia, and hyperventilation

Scout should be able to tell the proper treatment for the injuries and illnesses above. Scouts earning the First Aid Merit Badge can get this Requirement signed off automatically.

7. a. Tell what precautions must be taken for a safe swim. Scout should be able to verbalize the 8 points of the BSA Safe Swim Defense. Scouts earning the Swimming Merit Badge can get this Requirement signed off automatically.
7. b. Demonstrate your ability to jump feet first into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then

return to your starting place. Scouts should swim 50 yards with one turn after jumping in feet first on water over their head. Scouts who have passed the BSA Swimmer Test can have this Requirement automatically signed off.

7. c. Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible, and explain why and how a rescue swimmer should avoid contact with the victim.

Scout should demonstrate water rescue methods mentioned and tell why swimming rescues and contact with the victim should be avoided. Scouts earning the Swimming Merit Badge can get this Requirement signed off automatically.

8. Participate in a school, community or Troop program on the dangers of using drugs, alcohol, and tobacco, and other practices that could be harmful to your health. Discuss your participation in the program with your family.

Scouts should participate in a DARE program **WHILE A BOY SCOUT** or participate in a Troop 9 presentation on the dangers of using drugs, alcohol, and tobacco, and other practices that could be harmful to your health. Other programs should have the approval of the Scoutmaster.

9. Demonstrate scout spirit by living the Scout Oath (Promise) and Scout Law in your everyday life. This Requirement is done at the Scoutmaster's Conference. Scout should be able to recite the Scout Oath and Law from memory and be able to give several examples from their personal life at Scouts, at school, at home, or in the community that show that they live the Scout Oath and Law in their everyday life. Scouts who have three or more

minor write-ups or one or more major write-ups or have been charged or convicted of a crime in the previous three months will not be signed off on this requirement.

10. Participate in a Scoutmaster conference. Scout should contact the Scoutmaster to arrange a Scoutmaster's Conference when an authorized Adult or Scout signs off all Requirements for Second Class EXCEPT 9, 10 and 11.

Complete your board of review. Scout should CALL the Troop 9 Advancement Chair AFTER COMPLETING the Scoutmaster's Conference to arrange for a Board of Review.

FIRST CLASS RANK



Troop 9 Definition of Requirements are in Red

NOTE: These requirements and those for Tenderfoot and Second Class may be worked on simultaneously; however these ranks must be earned in sequence.

1. Demonstrate how to find directions during the day and at night without using a compass. **Scouts should be able to find direction in the day and night using methods that do not involve a compass.**
2. Using a 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.) **Scout should complete the orienteering course at the Scout Shack or a similar course.**
3. Since joining, have participated in ten separate troop/patrol activities (other than troop/patrol meetings), three of which included camping overnight. **Scout should have participated in at least ten separate Troop 9 or Patrol activities (not including Troop 9 weekly meetings). Campouts, Court of Honors, Troop 9 Community Service Projects and Patrol Outings will**

count for this Requirement. At least three of these activities should include camping over night. These activities should be listed in your Scout Handbook to be signed off.

4. a. Help plan a patrol menu for one campout that includes at least one breakfast, one lunch, and one dinner and that requires cooking at least two meals. Tell how the menu includes the foods from the food pyramid and meets nutritional needs. **Scout should participate in planning a menu for a campout that includes at least one breakfast, lunch and dinner and be able to tell how the menu meets nutritional needs.**
4. b. Using the menu planned in requirement 4a, make a list showing the cost and food amounts needed to feed three or more boys and secure the ingredients. **Scout should make a list of the food amounts and costs for the menu in Requirement 4a and then purchase the ingredients for at least three Scouts.**
4. c. Tell which pans, utensils, and other gear will be needed to cook and serve these meals. **Scout should list which pans, utensils, and other gear will be needed to cook and serve the meals from Requirement 4a and make sure they are brought on the campout.**
4. d. Explain the procedures to follow in the safe handling and storage of fresh meats, dairy products, eggs, vegetables, and other perishable food products. Tell how to properly dispose of camp garbage, cans, plastic containers and other rubbish. **Scout should be able to tell the proper way to handle and store fresh meats, dairy products, eggs, vegetables and other**

- perishable food products. Scout also should be able to explain proper disposal of trash on campouts.
4. e. On one campout, serve as your patrol's cook. Supervise your assistant(s) in using a stove or building a cooking fire. Prepare the breakfast, lunch, and dinner planned in requirement 4a. Lead your patrol in saying grace at the meals and supervise cleanup. Scout should be the cook for all of the meals they bought food for, for the menu planned in Requirement 4a, should lead **GRACE** at the meals, and supervise the clean up of the meals.
 5. Visit and discuss with a selected individual approved by your leader (elected official, judge, attorney, civil servant, principal, teacher) your constitutional rights and obligations as a U.S. citizen. Scout should produce a note from the individual they spoke with to get this Requirement signed off. Parents may not talk to their own sons to meet this Requirement.
 6. Identify or show evidence of at least ten kinds of native plants found in your community. Scout should be able to name at least 10 kinds of **WILD** plants that live in the Piedmont area of North Carolina.
 7. a. Discuss when you should and should not use lashings. Scout should be able to give at least three examples of when a lashing should be used and three examples of when to use a knot instead of a lashing. Scouts who earn the Pioneering Merit Badge can automatically get this Requirement signed off.
 7. b. Demonstrate tying the timber hitch and clove hitch and their use in square, shear and diagonal lashings by joining two or more poles or staves together. Scout

- should be able to correctly tie a timber hitch and clove hitch and use these knots while lashing two or more poles together using a shear, square, or diagonal lashing. Tying a lashing that uses both a clove hitch AND timber hitch during a Camporee event will satisfy this Requirement. Scouts who earn the Pioneering Merit Badge can automatically get this Requirement signed off.
7. c. Use lashing to make a useful camp gadget. Scout should tie at least one lashing to make a gadget that would be useful on a campout or build something by tying at least one lashing during a Camporee event where something is built. Scouts who earn the Pioneering Merit Badge can automatically get this Requirement signed off.
 8. a. Demonstrate tying the bowline knot and describe several ways it can be used. Scout should be able to tie a bowline and tell several ways that it can be used.
 8. b. Demonstrate bandages for a sprained ankle. In addition, for injuries on the head, the upper arm, and the collarbone. Scout should actually tie proper bandages for a sprained ankle, head (scalp) injury, upper arm and collarbone using a triangular bandage.
 8. c. Show how to transport by yourself, and with one other person, a person:
 - o from a smoke-filled room
 - o With a sprained ankle, for at least 25 yards.

Scout should demonstrate how to properly transport a person on his or her own from a smoke filled room

and with one other person carry a person with a simulated sprained ankle at least 25 yards.

8. d. Tell the five most common signs of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR). Scout should be able to tell the five most common signs of a heart attack and tell the steps to be taken when performing CPR.
9. a. Tell what precautions must be taken for a safe trip afloat. Scout should be able to tell the points in the BSA Safety Afloat Plan. Scouts who earn the Canoeing, Small Boat Sailing, Row boating or motor boating Merit Badge may automatically have this Requirement signed off.
9. b. Successfully complete the [BSA swimmer test](#). Scout should be able to complete the BSA Swimmer Test. This is the test given at Camp Cherokee, but can be done in a pool or other body of water. Scouts who earn the Swimming Merit Badge may automatically have this Requirement signed off.
9. c. With a helper and a practice victim, show a line rescue both as tender and rescuer. (The practice victim should be approximately 30 feet from shore in deep water.) Scout should simulate the rescue of a victim in water over their head as both tender and rescuer. Two rescues, one in each position, should be done to complete this Requirement. Scouts who earn the Swimming Merit Badge may automatically have this Requirement signed off.
10. Demonstrate scout spirit by living the Scout Oath (Promise) and Scout Law in your everyday life. This

Requirement is done at the Scoutmaster's Conference. Scout should be able to recite the Scout Oath and Law from memory and be able to give several examples from their personal life at Scouts, at school, at home, or in the community that show that they live the Scout Oath and Law in their everyday life. Scouts who have three or more minor write-ups or one or more major write-ups or have been charged or convicted of a crime in the previous three months will not be signed off on this requirement.

11. Participate in a Scoutmaster conference. Scout should contact the Scoutmaster to arrange a Scoutmaster's Conference when an authorized Adult or Scout signs off all Requirements for First Class EXCEPT 10, 11 and 12.

Complete your board of review. Scout should **CALL** the Troop 9 Advancement Chair **AFTER COMPLETING** the Scoutmaster's Conference to arrange for a Board of Review.

STAR RANK



Troop 9 Definition of Requirements are in Red

All Requirements except the Board of Review are signed off during the Scoutmaster's Conference

1. Be active in your troop and patrol for at least 4 months as a First Class Scout. Time starts the date of the Scout's successful completion of their Board of Review for First Class. Scouts should attend at least 2 campouts and 75% of Troop 9 and Patrol meetings in the previous 4 months to be considered active. Summer is included in the time calculation.
2. Demonstrate scout spirit by living the Scout Oath (Promise) and Scout Law in your everyday life. Scout should be able to recite the Scout Oath and Law from memory and be able to give several examples from their personal life at Scouts, at school, at home, or in the community that show that they live the Scout Oath and Law in their everyday life. Scouts who have been charged or convicted of a crime in the previous three months will not be signed off on this requirement.
3. Earn 6 merit badges, including 4 from [the required list for Eagle](#).*

4. While a First Class Scout, take part in service projects totaling at least 6 hours of work. These projects must be approved by your Scoutmaster. **Scout should participate in a minimum of 6 hours service project that benefits the community, a school or a religious institution. This should not be service that a Scout is paid for their services. Community Service done after the First Class Scoutmaster's Conference and before the First Class Board of Review will also be counted for this Requirement.**

While a First Class Scout, serve actively 4 months in one or more of the following positions of responsibility (or carry out a Scoutmaster-assigned leadership project to help the troop):

- Patrol leader,
- assistant senior patrol leader,
- senior patrol leader,
- troop guide,
- Order of the Arrow troop representative,
- den chief,
- scribe,
- librarian,
- historian,
- quartermaster,
- bugler,
- junior assistant Scoutmaster,
- chaplain aide, or
- instructor.

Scout should serve actively in their assigned Leadership position, fulfilling most of the Requirements listed on their Job Description for at least 4 months to get this Requirement signed off.

6. Take part in a Scoutmaster conference. Scout should contact the Scoutmaster to arrange a Scoutmaster's Conference when all Requirements for Star Rank have been completed.
7. Complete your board of review. Scout should **CALL** the Troop 9 Advancement Chair **AFTER** **COMPLETING** the Scoutmaster's Conference to arrange for a Board of Review.

* A Scout may choose any of the 15 required merit badges in the 12 categories to fulfill requirement 3.

LIFE RANK



Troop 9 Definition of Requirements are in Red

All Requirements except the Board of Review are signed off during the Scoutmaster's Conference

1. Be active in your troop and patrol for at least 6 months as a Star Scout. Time starts the date of the Scout's successful completion of their Board of Review for Star Rank. Scout should attend at least four campouts and 75% of Troop 9 and Patrol meetings in the previous 6 months to be considered active. Summer is included in the time calculation.
2. Demonstrate Scout spirit by living the Scout Oath (Promise) and Scout Law in your everyday life. Scout should be able to recite the Scout Oath and Law from memory and be able to give several examples from their personal life at Scouts, at school, at home, or in the community that show that they live the Scout Oath and Law in their everyday life. Scouts who have been charged or convicted of a crime in the previous three months will not be signed off on this requirement.
3. Earn 5 more merit badges (so that you have 11 in all), including any 3 more from the [required list for Eagle](#).

4. While a Star Scout, take part in service projects totaling at least 6 hours of work. These projects must be approved by your Scoutmaster. **Scout should participate in a minimum of 6 hours service project that benefits the community, a school or a religious institution. This should not be service that a Scout is paid for their services. Community Service done after the Star Rank Scoutmaster's Conference and before the Star Rank Board of Review will also be counted for this Requirement.**
5. While a Star Scout, serve actively 6 months in one or more of the positions of responsibility listed in [requirement 5 for Star Scout](#) (or carry out a Scoutmaster-assigned leadership project to help the troop). **Scout should serve actively in their assigned Leadership position, fulfilling most of the Requirements listed on their Job Description for at least 6 months to get this Requirement signed off.**
6. Take part in a Scoutmaster conference. **Scout should contact the Scoutmaster to arrange a Scoutmaster's Conference when all Requirements for Life Rank have been completed.**
7. Complete your board of review. **Scout should CALL the Troop 9 Advancement Chair AFTER COMPLETING the Scoutmaster's Conference to arrange for a Board of Review.**

* A Scout may choose any of the 15 required merit badges in the 12 categories to fulfill requirement 3.

NOTE: The footnote to Requirement 3 means that, for example, a Scout can use both Lifesaving AND Emergency Preparedness and/or Swimming, Hiking AND Cycling toward the requirement of 3 more (7 total) from the required list for Eagle when working toward Life Scout.) *Also note that the asterisks are specifically placed on the lines marked "(required for Eagle)" signifying that the note applies to these badges.*