Earning the First Scouts BSA Rank: SCOUT

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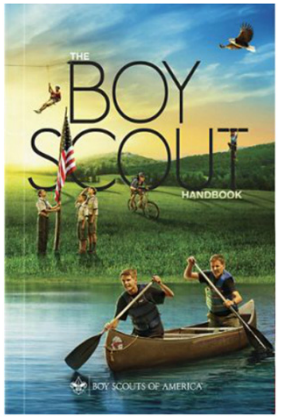
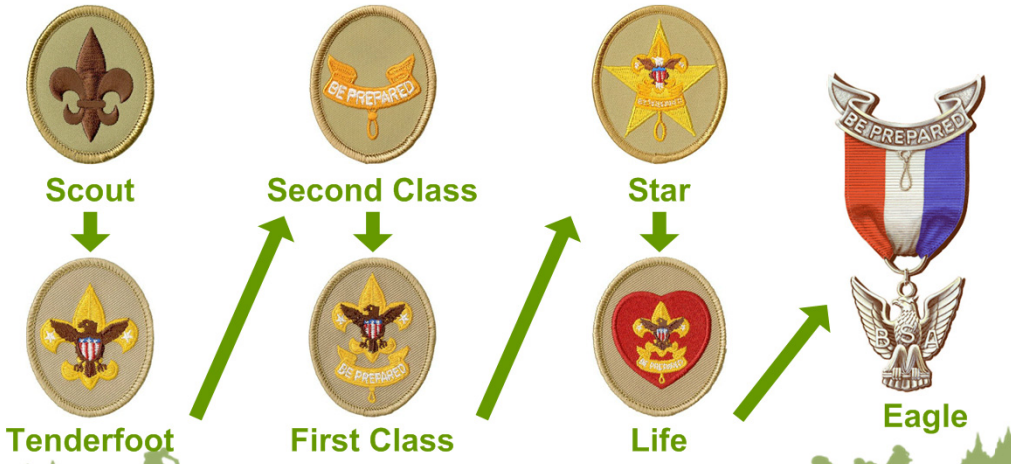
Earning the Scout Rank

- All requirements for Scout rank must be completed as a member of a Troop.
- If you already completed these requirements as part of the Webelos Scouting Adventure, simply demonstrate your knowledge or skills to your Scoutmaster or other designated leader after joining the Troop.





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SCOUTS BSA

Earning the First Scouts BSA Rank: SCOUT

1. a. Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain their meaning.
   b. Explain what Scout spirit is. Describe some ways you have shown Scout spirit by practicing the Scout Oath, Scout Law, Scout motto, and Scout slogan.
   c. Demonstrate the Scout sign, salute, and handshake. Explain when they should be used.
   d. Describe the First Class Scout badge and tell what each part stands for. Explain the significance of the First Class Scout badge.
   e. Repeat from memory the Outdoor Code. In your own words, explain what the Outdoor Code means to you.
   f. Repeat from memory the Pledge of Allegiance. In your own words, explain its meaning.
2. After attending at least one Scouts BSA Troop meeting, do the following:
   a. Describe how the Scouts in the Troop provide its leadership.
   b. Describe the four steps of Scouts BSA advancement.
   c. Describe what the Scouts BSA ranks are and how they are earned.
   d. Describe what merit badges are and how they are earned.

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3. a. Explain the patrol method. Describe the types of patrols that are used in your Troop.
   b. Become familiar with your patrol name, emblem, flag, and yell. Explain how these items create patrol spirit.
4. a. Show how to tie a square knot, two half-hitches, and a taut-line hitch. Explain how each knot is used.
   b. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.
5. Demonstrate your knowledge of pocketknife safety.
6. With your parent or guardian, complete the exercises in the pamphlet "How to Protect Your Children from Child Abuse: A Parents Guide" and earn the Cyber Chip Award for your grade.
7. Since joining the Troop and while working on the Scout rank, participate in a Scoutmaster conference.

Scout Requirement 1a:
Scout Oath, Law, Motto and Slogan

- Scout Oath
  - On my honor I will do my best to do my duty to God and my country and to obey the Scout Law; to help other people at all times; to keep myself physically strong, mentally awake, and morally straight.
- Scout Law
  - A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.
- Scout Motto
  - Be Prepared
- Scout Slogan
  - Do a Good Turn Daily

Scout Requirement 1c:
Scout Sign, Salute, and Handshake

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- Scout Sign
  - Right hand, three fingers up, thumb touches pinky, elbow at 90 degrees

- Scout Salute
  - Scout sign held at the brim of your hat or to your forehead

- Scout Handshake
  - Shake with your left hands
  - Ask a Scout why …

Scout Requirement 1d:
First Class Scout Badge

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1. Three Points - The three points of the trefoil are like the three fingers used in the Scout sign. They stand for the three parts of the Scout Oath: duty to God & country; duty to others; duty to yourself.

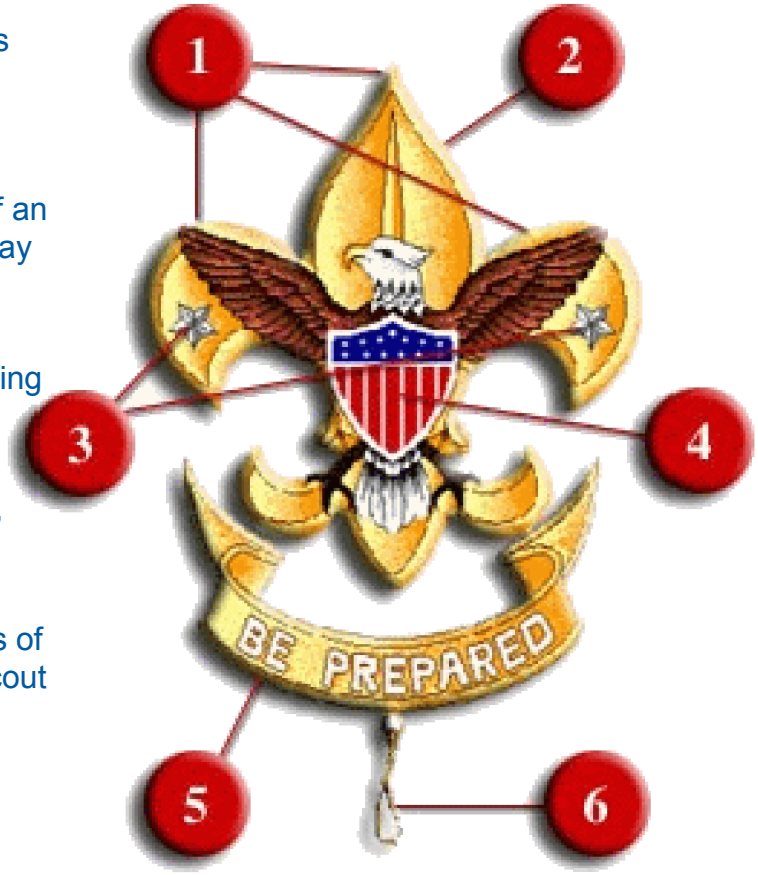
2. Shape - The three-point design of the top half is like the north point of an old sailor's compass. This shows that a Scout is able to point the right way in life as truly as the compass points it in the field.

3. Two Stars - The two stars stand for truth and knowledge of the Scouting movement. They guide you by night and suggest a Scout's outdoor life

4. Eagle and Shield - The eagle and shield, national emblem of the US, stand for freedom and a Scout's readiness to defend that freedom.

5. Scroll - The scroll is turned up at the ends to remind us of the corners of a Scout's mouth raised in a smile while performing cheerful duty. The Scout motto is printed across the scroll.

6. Knot - The knot attached to the bottom of the scroll represents the Scout slogan, Do a Good Turn Daily.



Scout Requirement 1e:
The Outdoor Code

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- The Outdoor Code
  - As an American, I will do my best to – be clean in my outdoor manners, be careful with fire, be considerate in the outdoors, and be conservation-minded.

- Troop 1028's Outdoor Toad (from ASM Bob Warring)
  - As an **amphibian**, I will do my best to – be **green** in my outdoor manners, be **really** careful with fire, be considerate in the outdoors, and be **conversation**-minded.

Scout Requirement 1f:
The Pledge of Allegiance

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I pledge allegiance to the Flag of the United States of America and to the Republic for which it stands, one nation, under God, indivisible, with liberty and justice for all.

Scout Requirement 2b:
Four Steps to Advancement

1. **You learn**
   - At Troop meetings and on outings you learn and practice skills
2. **You are tested**
   - When you are ready, a leader tests and passes you on your new skills for each rank requirement. When you finish all requirements for a rank, you sit for a Scoutmaster Conference.
3. **You are reviewed**
   - You meet with a Board of Review to go over your achievements and you provide them feedback on your Scouting experience.
4. **You are recognized**
   - You receive your award at the next Court of Honor (COH)

Scout Requirement 3a:
Troop 1028 Patrol Organization

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- Troop 1028 operates four permanent Patrols

Aces

Falcons

Raptors

Spartans

- Each Patrol has a Patrol Leader (PL), Assistant Patrol Leader (APL), Quartermaster (QM) and an adult ASM Patrol Mentor
  - Some activities and all event planning are organized by Patrol

Scout Requirement 3a:
Troop 1029 Patrol Organization

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- Troop 1029 operates three permanent Scout Patrols

Bald Eagles

Platypus

White Tigers

- Each Patrol has a Patrol Leader (PL), Assistant Patrol Leader (APL), Quartermaster (QM) and an adult ASM Patrol Mentor
  - Some activities and all event planning are organized by Patrol

Scout Requirement 3b:
Troop 1028/9 New Scout Integration

- New Scouts are placed in a temporary new Scout Patrol called the Phoenix Patrol
- Phoenix Patrols have an experienced Troop Scout who serves as Patrol Leader plus an adult Patrol Mentor
- Scouts stay in Phoenix for about three months and concentrate on core Scout skills requirements
- Scouts then pick a regular Patrol they want to join

Scout Requirement 4a:
Square Knot

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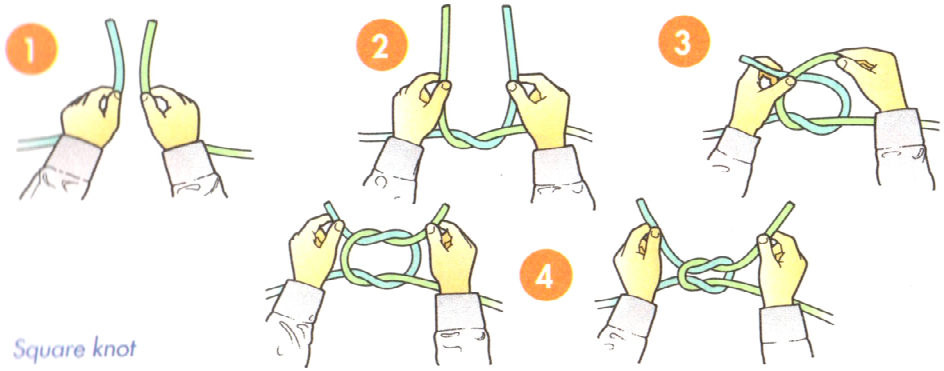
SQUARE KNOT

The square knot has many uses, from securing bandages and packages to joining two ropes together. A square knot works best when pressed against something else and the ropes are of the same diameter. It should not be used to hold a heavy load.

Tying a square knot is as easy as right over left, left over right. Here's how:

1. Hold a rope end in each hand.
2. Pass the right end over and under the rope in your left hand.
3. Pass the rope end now in your left hand over and under the one now in your right.
4. Tighten the knot by pulling both running ends at the same time.



Square knot

Square Knot (Almost) Lookalikes

If you follow the square knot instructions but go right over left and then right over left again (instead of left over right), you'll end up with a granny knot. Although it looks very similar to the square knot, the granny knot is dangerous because it pulls apart easily when the rope is holding a load.

The thief knot also looks a lot like the square knot but is less secure and is dangerous if used to hold a load. It's tied by weaving the running end of one rope through a bight made in the other rope. Legend has it that sailors used to tie their sea bags with this knot and tuck the ends inside. Someone going through a bag would probably retie it with a regular square knot, thus giving himself away.

On the other hand, the surgeon's knot is an improvement on the square knot. To tie it, simply modify Step 2 of tying the square knot by passing the right end over and under the rope in your left hand twice.

Granny knot *Thief knot* *Surgeon's knot*

Scout Requirement 4a:
Two Half-Hitches and Taut-Line Hitch

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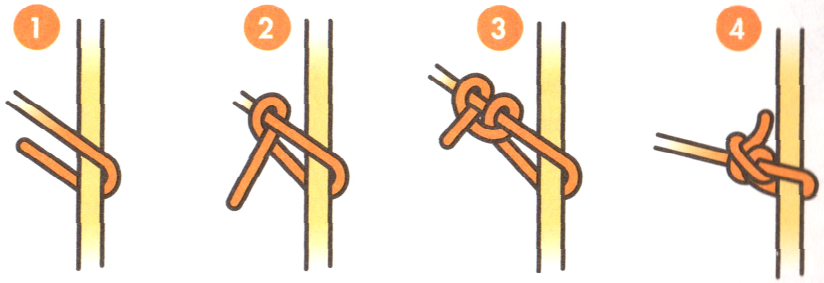
TWO HALF-HITCHES

Two half-hitches can be described as a clove hitch tied around its own standing part instead of a pole, or another way as a taut-line hitch with an extra loop. However you describe it, two half-hitches (also called a double half-hitch) form a loop that can secure the rope to a post or grommet. Two half-hitches are commonly used to tie guy lines onto a dining fly.

1. Pass the running end of the rope around the post or through the grommet.
2. Bring the end over and around the standing part of the rope, then back through the loop that has formed. This makes a half-hitch.
3. Continue taking the end around the standing part to tie another half-hitch (this time outside the loop). Be sure to go around the standing part in the same direction.
4. Pull the knot snug and slide it against the pole or grommet.

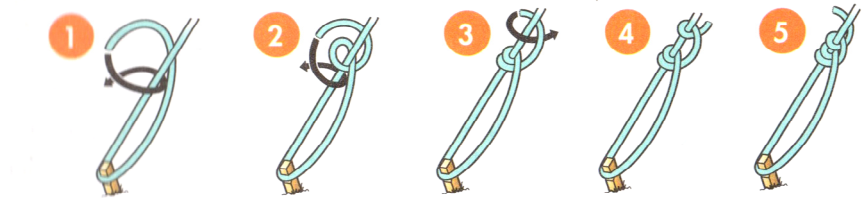


Two half-hitches

TAUT-LINE HITCH

Two half-hitches will tend to slide until the knot is cinched close to the post or grommet. To create an adjustable loop that stays in place, use the taut-line hitch. This is the knot to use for staking out the guy lines of your tent or dining fly.

1. Pass the running end of the rope around the tent stake.
2. Bring the end over and around the standing part, then back through the loop that has formed. Go around the standing part inside the loop again (this time closer to the tent stake).
3. Going in the same direction, take the end around the standing part outside the loop to tie another half-hitch.
4. Work any slack out of the knot.
5. Slide the hitch to tighten or loosen the line.



Taut-line hitch

Scout Requirement 4b:
Whip a Rope

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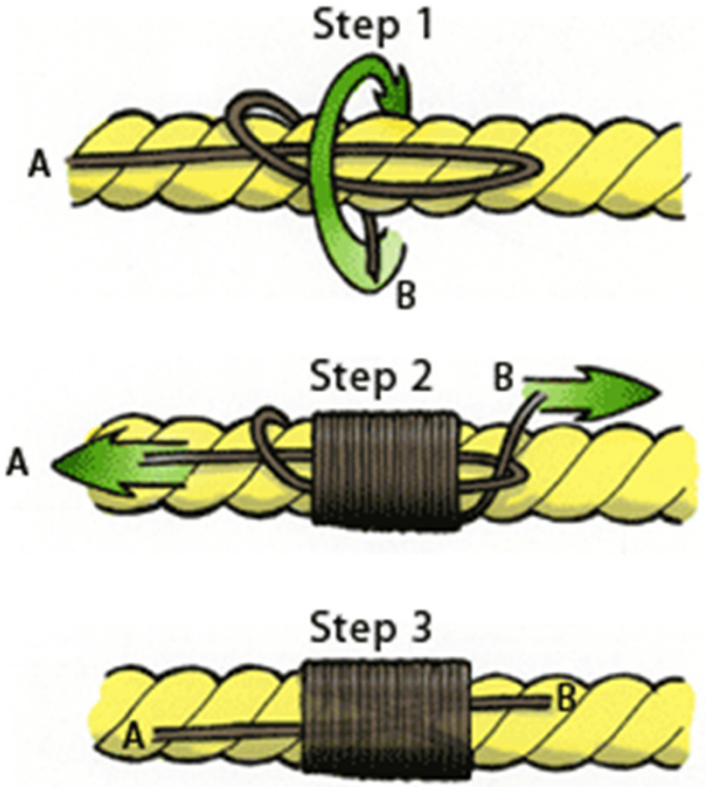
- Ropes are made of twisted fibers. As long as the rope is in one piece, the fibers stay in place, but when the rope is cut, the fibers in the two ends begin to unravel. "Whip" them in place with string, fuse them, or wrap them with tape.

- Whip a Rope
  - Start with a 2-foot length of small twine or string. Form it into a loop and place it at one end of the rope. Wrap the twine tightly around the rope, starting ¼ inch from the rope end. When the whipping is as wide as the rope is thick, pull out the ends hard and trim off the extra twine or string.



Scout Requirement 4b:
Fuse a Rope

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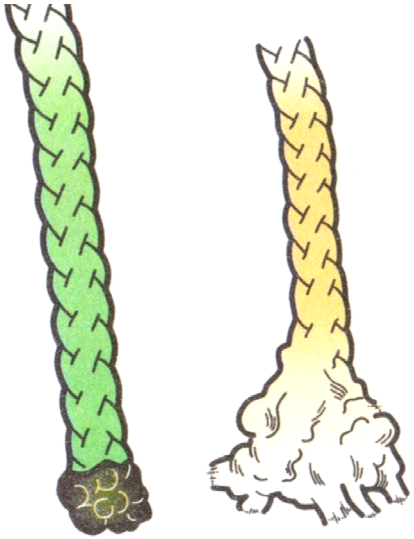
- Ropes are made of twisted fibers. As long as the rope is in one piece, the fibers stay in place, but when the rope is cut, the fibers in the two ends begin to unravel. "Whip" them in place with string, fuse them, or wrap them with tape.

Fusing. Fusing is a technique that you can use with rope and cord made of plastic or nylon. This method uses heat to melt (fuse) the fibers, forming a permanent bond that will prevent unraveling. Start by cutting off the frayed part of the rope. (With rope that comes untwisted very easily, it's helpful to wrap the ends with electrical tape before



Fusing a rope

Scout Requirement 5:
Pocketknife Safety

Your Boy Scout knife is very useful tool and can perform many outdoor tasks. With the cutting blade you can cut rope, peel an apple, cut food, make shavings to start a fire, and carve all kinds of amazing things. You must be very careful and think ahead when you whittle or carve. Always take good care of your knife and use it carefully so that you don't hurt anyone or spoil what you are carving.

Knife Safety: Mr. Cutright's 12 Good Things to Remember

1. Know the safety rules for handling, using, and passing a knife (thank you !).
2. A knife is a tool, not a toy. No horseplay is allowed or tolerated.
3. Be careful that you do not cut yourself or any person nearby – before you start using a knife, you should be able to completely stretch out your arms and not touch anyone in any direction – this is called a "blood circle." Always be aware of your surroundings and people moving around you.
4. Always cut away from your body and hands – never towards them in case the blade slips.
5. Easy does it - when you are using the cutting blade, do not try to make big shavings or chips.
6. Keep your knife dry, and keep the blade clean, sharp, and free from rust.
7. Know how to detect a dull blade and how to sharpen a knife. A sharp knife is safer because it cuts more easily with less effort so you are less likely to lose control and hurt yourself.
8. A knife should never be used on something that will dull or break it. Do not pry anything with the tip.
9. When you are done using a knife, close it and put it away. Close the blade carefully, keeping your fingers totally out of the way of the blade. Carry your closed knife in a case whenever possible.
10. A knife should never be used to cut living things (plants or animals). Never strip the bark from a tree. Do not carve your initials into anything that does not belong to you, especially not anything living.
11. Never carry an open knife in your hand (just like the "no running with scissors" rule).
12. Never throw a knife for any reason.

Scout Requirement 6:
Youth Protection and Cyber Chip

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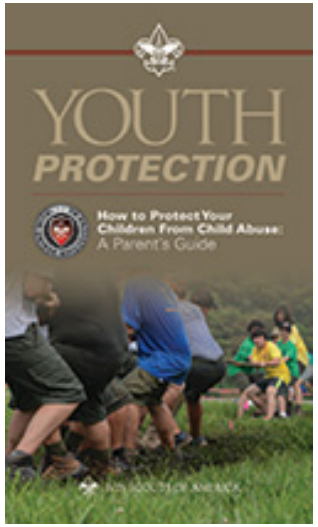

BSA Cyber Chip: My Household Technology Contract

Work together with your parents and use this area to write the special technology rules for your household. Here are some examples:

- No entertainment technology use until homework is complete and _____
- I am allowed to use entertainment technology between these hours on weekdays: _____ to _____
- I am allowed to use entertainment technology between these hours on weekends: _____ to _____
- Breaking these rules will result in loss of technology and _____
- I will follow the Scout Law when using technology
- I will notify my parents immediately if I experience cyber-bullying or if anything I see on-line makes me feel uneasy or suspicious
- Signing the front of this contract means you agree to follow your household rules on this side as well

BSA Cyber Chip Requirements

CYBER CHIP REQUIREMENTS GRADES 6-8
Complete these steps to earn your Cyber Chip!

#1 **Read, commit to, and sign** the Internet Safety Pledge on your Level II Cyber Chip (green card). You can purchase your Cyber Chip card from your local Scout Shop or online at www.scoutstuff.org.

Level II Cyber Chip

#2 **Write and sign** a personalized contract with your parent or guardian that outlines rules for using the computer and mobile devices, including what you can download, what you can post, and consequences for inappropriate use.

#3 **Watch** the video "Friend or Fake?" and 2 more videos of your choosing to see how friends can help each other stay safer online.

Friend or Fake?

#4 **Teach** your Troop or another Patrol about Internet safety rules and appropriate online behavior using Mini Activities of your choosing. You will play the part of the teacher. Your Patrol members will be your students. Be sure to refer to the EDGE method for teaching techniques. Each member of the Patrol must have a role and present part of the lesson. You are encouraged to use any additional material and information you have researched.

Mini Activities

#5 **Talk** to your unit leader about the acceptable standards and practices for using allowed electronic devices, such as phones and games, at your meetings and other Scouting events.

Be sure to have your Leader sign your Cyber Chip card to make it official. CONGRATULATIONS!