

# Boy Scout Advancement Requirements Changes

Effective January 1, 2010

---

When there is a conflict between two published lists of requirements, such as *Boy Scout Requirements* (BSA Publication No. 33216) and a Merit Badge Pamphlet or the *Boy Scout Handbook*, the requirements book should be considered to be the controlling document, until a newer edition of *Boy Scout Requirements* is issued.

*A new edition of Boy Scout Requirements is due to be released in mid January. As soon as we can get a copy, we'll post whatever changes have been made. At this point, we are only aware of the changes shown below.*

*The New addition has been released and is in the ScoutShop.*

A new 12th edition of the *Boy Scout Handbook* (34622) was issued in the summer of 2009. That book contains new requirements for each rank listed below, which do not officially take effect until January 1, 2010. **Scouts working toward ranks in 2009 may use the new requirements, or may continue to use the old requirements, at their option. If a Scout has started work toward a rank before January 1, 2010, using requirements that were current before January 1, 2010, he may complete that rank only using the old requirements. Any progress toward a rank that is begun after January 1, 2010, must use the requirements as they are presented in the *Boy Scout Handbook* (34622) or in the *2010 Boy Scout Requirements* book (33216).**

**Scouts starting work on any of these badges after January 1, 2010, must use the new requirements.**

BSA issued new editions of ALL of the merit badge pamphlets on August 1, 2008. The primary change to most of the pamphlets was the introduction of color photographs and diagrams, and new covers. The actual text and requirements, in most cases did not change from the previous editions. In some cases, however, the new editions do contain new information, and new requirements. *If the copyright date in the new pamphlet is not 2008 or later, the text in the pamphlet, including the requirements, did not change, only the cover and illustrations.* In addition, two of the old pamphlets, for the **Architecture and Landscape Architecture** Merit Badges were combined into a single pamphlet, although the Merit Badges remain separate and distinct from each other. Also, one Merit Badge, **Auto Mechanics**, was renamed to **Automotive Maintenance**, (and the emblem on the badge was changed). Although a new

edition of the **Lifesaving** merit badge pamphlet was issued, the requirements did not change. However, the footnote relative to alternative requirements for the Second Class and First Class rank swimming requirements was deleted.

A NEW merit badge, for **Scuba Diving**, was released and made available to Scouts as of December 1, 2009. In addition, BSA has announced that four other new merit badges will be released later in 2010. These will include **Inventing** in the first quarter, **Scouting Heritage** and **Geocaching** in the 2nd quarter, and **Robotics** in the fourth quarter. We'll add those as soon as they are released.

BSA has also announced a special program in honor of the 100th anniversary of the founding of the BSA, which includes the reintroduction, for ONE YEAR ONLY, of four Historical Merit Badges - **Carpentry, Pathfinding, Signaling, and Tracking**.

**The basics of the 2010 Historical Merit Badge program include:**

- **The merit badges will closely resemble the original designs of the merit badges with the exception of the borders. The borders will be embroidered with a shiny gold thread that will be immediately identifiable as a 2010 Historical Merit Badge.**
- **The original merit badge requirements will be used wherever possible. Exceptions will be made when current safety or social standards dictate. Adaptations can also be made for special needs Scouts. The requirements are listed below.**
- **The merit badges will count for towards a boy's rank advancement.**
- **Work on the badges is not to commence prior to January 1, 2010 and is to be finished no later than December 31, 2010.**
- **The Supply Division will not create or reprint pamphlets for the merit badges. Any and all material will be posted to a special section of the 100th Anniversary web site that can be accessed by the interested boys and their merit badge counselors.**

---

## REVISED RANK REQUIREMENTS

### Joining Requirement (Scout)

Tenderfoot  
Second Class  
First Class  
Star  
Life  
Eagle  
Eagle Palm

## NEW MERIT BADGES

Scuba Diving

## REVISED MERIT BADGES

### Computers

## HISTORICAL MERIT BADGES

These four Historical Merit Badges can be earned only during calendar year 2010, in honor of the 100th anniversary of the Boy Scouts of America.

### Carpentry

### Pathfinding

### Signaling

### Tracking

---

In the revisions below, where the requirements weren't completely rewritten, the wording changes are shown as follows:

**New text is in bold GREEN underlined Serif text like this sentence.**

*~~Deleted portions are struck through RED italic text like this sentence.~~*

---



### Joining Requirement (Scout)

The wording of requirement 1 was revised in 2005 (we had not noticed the change) to clarify the age requirement. A Boy who has earned the Arrow of Light or has completed the 5th grade must ALSO be at least 10 years old before he can join a Boy Scout Troop. The revision to the wording is as follows:

1. Meet age requirements: *~~Be a boy who has completed the fifth grade and be at least 10 years old, or be 11 years old, or have earned the Arrow of Light Award and be at least 10 years old, and be under 18 years old.~~*

**Be a boy who is 11 years old, or one who has completed the fifth grade or earned the Arrow of Light Award and is at least 10 years old, but is not yet 18 years old.**

---



## Tenderfoot

A new requirement 4c was added and the wording of requirement 13 was revised. The revisions are as follows:

4.
    - C. Using the EDGE method teach another person how to tie the square knot.
  13. Demonstrate scout spirit by living the Scout Oath (Promise) and Scout Law in your everyday life. Discuss four specific examples of how you have lived the points of the Scout Law in your daily life.
- 



## Second Class

New requirements 2 and 10 were added (and old requirements 2-11 renumbered as 3-9 and 11-13), and the wording of requirements 3b, 3c, 3d, 3f, 3g, 4, 9a, and 11 (old 2b, 2c, 2d, 3, 8a, and 9) were revised. The revised requirements are as follows:

1.
  - A. Demonstrate how a compass works and how to orient a map. Explain what map symbols mean.
  - 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.\*
2. Discuss the principles of "Leave No Trace"
3. ~~2.~~
  - A. Since joining, have participated in five separate troop/patrol activities (other than troop/patrol meetings), two of which included camping overnight.
  - B. On one of these campouts, select your patrol site and sleep in a tent that you pitched. Explain what factors you should consider when choosing a patrol site and where to pitch a tent.
  - C. ~~On one campout, demonstrate~~ **Demonstrate** proper care, sharpening, and use of the knife, saw, and ax, and describe when they should be used.
  - D. Use the tools listed in requirement ~~2e~~ **3c** to prepare tinder, kindling, and fuel for a cooking fire.
  - E. Discuss when it is appropriate to use a cooking fire and a lightweight stove. Discuss the safety procedures for using both..
  - F. In an approved place and at an approved time, demonstrate ~~Demonstrate~~ how to ~~light~~ **build** a fire and **set up** a lightweight stove. Lighting the fire is not required.

- 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.
4. ~~3.~~ Participate in a flag ceremony for your school, religious institution, chartered organization, community, or troop activity. **Explain to your leader what respect is due the flag of the United States.**
  5. ~~4.~~ Participate in an approved (minimum of one hour) [service project](#).
  6. ~~5.~~ Identify or show evidence of at least ten kinds of wild animals (birds, mammals, reptiles, fish, mollusks) found in your community.
  7. ~~6.~~
    - A. Show what to do for "hurry" cases of stopped breathing, serious bleeding, and ingested poisoning.
    - B. Prepare a personal first aid kit to take with you on a hike.
    - C. Demonstrate first aid for the following:
      - Object in the eye
      - Bite of a suspected rabid animal
      - Puncture wounds from a splinter, nail, and fishhook
      - Serious burns (partial thickness, or second degree)
      - Heat exhaustion
      - Shock
      - Heatstroke, dehydration, hypothermia, and hyperventilation
  8. ~~7.~~
    - A. Tell what precautions must be taken for a safe swim.
    - B. Demonstrate your ability to jump feetfirst 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.
    - 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.
  9. ~~8.~~
    - A. 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, **and explain the dangers of substance addictions.**
    - B. Explain the three R's of personal safety and protection.
  10. **Earn an amount of money agreed upon by you and your parent, then save at least 50 percent of that money.**
  11. ~~9.~~ Demonstrate scout spirit by living the Scout Oath (Promise) and Scout Law in your everyday life. **Discuss four specific examples (different from those used for Tenderfoot requirement 13) of how you have lived the points of the Scout Law in your daily life.**
  12. ~~10.~~ Participate in a Scoutmaster conference.
  13. ~~11.~~ Complete your board of review.



## First Class

Old requirements 10, 11, and 12 were renumbered as 12, 10 and 11 respectively. Requirements 7a and 7b were combined, and 7c was renumbered as 7b. The wording of requirements 2, 3, 4a, and 12 (old 10) were revised. The revised requirements are as follows:

2. Using a **map and** compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc.)
3. Since joining, have participated in ten separate troop/patrol activities (other than troop/patrol meetings), three of which included camping overnight. **Demonstrate the principles of Leave No Trace on these outings.**
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 **of the** meals. Tell how the menu includes the foods from the food pyramid and meets nutritional needs.
7.
  - A. Discuss when you should and should not use lashings. **Then 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.**  
~~*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.*~~
  - B. ~~e.~~ Use lashing to make a useful camp gadget.
10. ~~*Demonstrate scout spirit by living the Scout Oath (Promise) and Scout Law in your everyday life.*~~  
~~*11.*~~ Tell someone who is eligible to join Boy Scouts, or an inactive Boy Scout, about your troop's activities. Invite him to a troop outing, activity, service project or meeting. Tell him how to join, or encourage the inactive Boy Scout to become active.
11. ~~12.~~ Describe the three things you should avoid doing related to use of the Internet. Describe a cyberbully and how you should respond to one.
12. **Demonstrate scout spirit by living the Scout Oath (Promise) and Scout Law in your everyday life. Discuss four specific examples (different from those used for Tenderfoot requirement 13 and Second Class requirement 11) of how you have lived the points of the Scout Law in your daily life.**



Star

The lists of positions of responsibility for requirement 5 were revised by adding some positions. The revised lists are as follows:

**Boy Scout troop.**

- Patrol leader,
- Venture 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, ~~;~~
- troop webmaster, or
- Leave No Trace trainer.

**Varsity Scout team.**

- Captain,
- cocaptain,
- program manager,
- squad leader,
- team secretary,
- Order of the Arrow team representative,
- librarian,
- historian,
- quartermaster,
- chaplain aide,
- instructor, ~~or~~
- den chief, ~~;~~
- team webmaster, or
- Leave No Trace trainer.

**Venturing crew / Sea Scout ship.**

- President,
  - vice president,
  - secretary,
  - treasurer,
  - den chief,
  - quartermaster,
  - historian,
  - guide,
  - boatswain,
  - boatswain's mate,
  - yeoman,
  - purser, ~~or~~
  - storekeeper, ~~;~~
  - crew/ship webmaster,
  - or
  - Leave No Trace trainer.
-



## Life

A new requirement 6 was added and old requirements 6 and 7 were renumbered as 7 and 8. In addition, the lists of positions of responsibility for requirement 5 were revised by adding some positions (see the list above). The revisions are as follows:

6. While a Star Scout, use the EDGE method to teach a younger Scout the skills from ONE of the following six choices, so that he is prepared to pass those requirements to his unit leader's satisfaction.
    - A. Second Class - 7a and 7c (first aid)
    - B. Second Class - 1a (outdoor skills)
    - C. Second Class - 3c, 3d, 3e, and 3f (cooking/camping)
    - D. First Class - 8a, 8b, 8c, and 8d (first aid)
    - E. First Class - 1, 7a, and 7c (outdoor skills)
    - F. First Class - 4a, 4b, and 4d (cooking/camping)
  7. ~~6.~~ Take part in a Scoutmaster conference
  8. ~~7.~~ Complete your board of review.
-



## Eagle

The wording of requirements 1, 2, and 5 were revised slightly, and the lists of positions of responsibility for requirement 4 were revised by adding some positions (but see the note under those lists below, regarding some errors we detected.) The revised lists are as follows:

1. Be active in your troop, team, crew, or ship *and patrol* for a period of at least 6 months *as-a* after you have achieved the rank of Life Scout.
2. Demonstrate Scout spirit by living the Scout Oath (*Promise*) and *Scout* Law in your *everyday* daily life. List the names of individuals who know you personally and would be willing to provide a recommendation on your behalf, including parents/guardians, religious, educational, and employer references.
4. While a Life Scout, serve actively for a period of 6 months in one or more of the following positions of responsibility:

### Boy Scout troop.

- Patrol leader,
- ~~Venture patrol leader,~~
- assistant senior patrol leader,
- senior patrol leader,
- Venture patrol leader,
- troop guide,
- Order of the Arrow troop representative,
- den chief,
- scribe,
- librarian,
- historian,
- quartermaster,
- ~~Bugler,~~
- junior assistant Scoutmaster,
- chaplain aide,
- instructor,
- \*\*troop webmaster, and

### Varsity Scout team.

- Captain,
- cocaptain,
- program manager,
- squad leader,
- team secretary,
- Order of the Arrow team representative,
- librarian,
- historian
- quartermaster,
- chaplain aide,
- instructor, or
- den chief.
- **\*\*team webmaster, or**
- **\*\*Leave No Trace trainer**
- 

### Venturing crew / Sea Scout ship.

- President,
- vice president,
- secretary,
- treasurer,
- ~~den chief,~~
- quartermaster
- historian
- den chief,
- guide
- boatswain,
- boatswain's mate,
- yeoman,
- purser,
- storekeeper
- **\*\*crew/ship webmaster, or**
- **\*\*Leave No Trace trainer**

- **\*\*Leave No Trace trainer**

***\*\*The troop webmaster and Leave No Trace trainer positions for Troops do not appear in the new Boy Scout Handbook, but do appear on the current Application for Eagle (effective Jan 1, 2010). They do not appear either in the Handbook nor on the application for Teams nor for Crews /Ships. We assume these are errors and that the positions are valid for boys in Troops. Teams, Crews, and/or Ships, since the positions are all listed under the Star requirements (and thus are also valid for Life advancement). Also, Troop Bugler appears in the Handbook, but not on the application. Bugler has never before been a valid position for Eagle, even though it has been for Star/Life.***

5. While a Life Scout, plan, develop, and give leadership to others in a [service project](#) helpful to any religious institution, **any** school, or **your** community. (The project should benefit an organization other than Boy Scouting.) The project ~~idea~~ **plan** must be approved by the organization benefiting from the effort, your Scoutmaster and troop committee and the council or district before you start. You must use the [Eagle Scout Leadership Service Project Workbook](#), No. 512-927, in meeting this requirement.



### **Eagle Palm**

**The wording of requirement 1 was revised slightly, and a footnote to that requirement was added, clarifying the tenure requirement. The revised requirement, and footnote are as follows:**

1. Be active in your troop and patrol for at least 3 months after becoming an Eagle Scout or after the award of ~~your~~ last Palm.\*

**\* Eagle Palms must be earned in sequence, and the three-month tenure requirement must be observed for each Palm.**



### **Scuba Diving**

**This is a NEW Merit Badge, which became available on December 1, 2009.**

---

All scuba instruction must be conducted by recreational diving instructors in good standing with a scuba agency recognized by the Boy Scouts of America and approved by the BSA local council.

The requirements are as follows:

1. **Do the following:**
  - A. **Show that you know first aid for injuries or illnesses that could occur while scuba diving, including hypothermia, hyperventilation, squeezes, decompression illness, nitrogen narcosis, motion sickness, fatigue, overexertion, heat reactions, dehydration, injuries by aquatic life, and cuts and scrapes.**
  - B. **Identify the conditions that must exist before performing CPR on a person, and explain how to recognize such conditions. Demonstrate the proper technique for performing CPR using a training device approved by your counselor.**
2. **Before completing requirements 3 through 6, earn the Swimming merit badge.**
3. **Discuss the Scuba Diver's Code with your merit badge counselor, and explain the importance of each guideline to a scuba diver's safety.**
4. **Earn an Open Water Diver Certification from a scuba organization recognized by the Boy Scouts of America scuba policy.**
5. **Explain what an ecosystem is, and describe four aquatic ecosystems a diver might experience.**
6. **Find out about three career opportunities in the scuba industry. Pick one and find out the education, training, and experience required for this profession. Discuss this with your counselor, and explain why this profession might interest you.**

#### Notes for Requirement 4:

Agencies recognized by the BSA for scuba training are PADI (Professional Association of Diving Instructors); NAUI (National Association of Underwater Instructors); SSI (Scuba Schools International); IDEA (International Diving Educators Association); PDIC (Professional Diving Instructors Corporation); and SDI (Scuba Diving International). In addition to the agencies listed by name, any current member of the World Recreational Scuba Training Council (WRSTC) is also recognized.

Unlike many other merit badges, the Scuba Diving critical prerequisites, knowledge, and skills are not itemized in the requirements nor adequately covered in the merit badge pamphlet. The requirement to earn Open Water Diver Certification means the Scout must meet training requirements set by outside agencies and must supplement the material in the merit badge pamphlet with an entry-level scuba diver manual.

Scuba industry standards for Open Water Diver Certification require the student to be at least 15 years of age. Students under the minimum age who meet open water scuba performance requirements may qualify for a special certification that allows them to dive with an adult buddy

who has, as a minimum, an open water scuba certification. Several of the scuba organizations recognized by the BSA offer “junior” open water certifications for those as young as 10; others have a minimum age of 12. Such junior open water diver certifications satisfy Scuba Diving merit badge requirement 4.

---



## Computers

A new pamphlet with revised requirements has been released, but we haven't seen the changes yet. We'll update this page and our requirements page as soon as we can.

---



## Carpentry

This Historical Merit Badge can be earned only during calendar year 2010, in honor of the 100th anniversary of the Boy Scouts of America.

It was first offered in 1911 and discontinued in 1952.

The requirements are as follows:

1. Demonstrate the use of the rule, square, level, plumb-line, miter, chalk-line and bevel.
  2. Demonstrate the proper way to drive, set, and clinch a nail, draw a spike with a claw-hammer, and to join two pieces of wood with screws.
  3. Show correct use of the cross-cut saw and of the rip-saw.
  4. Show how to plane the edge, end and the broad surface of a board.
  5. Demonstrate how to lay shingles.
  6. Make a simple article of furniture for practical use in the home or on the home grounds, finished in a workmanlike manner, all work to be done without assistance.
- 



## Pathfinding

This Historical Merit Badge can be earned only during calendar year 2010, in honor of the 100th anniversary of the Boy Scouts of America.  
It was first offered in 1911 and discontinued in 1952.

The requirements are as follows:

1. Demonstrate a general knowledge of the district within a three-mile radius of the local Scout Headquarters, or his house so as to be able to guide people at any time day or night to points within this area.
2. Know the population of the five principal neighboring towns and cities as selected by his Guide or Counselor. Demonstrate direction for reaching them from Scout Headquarters or his house.
3. If in the country, know the breeds of horses, cattle, sheep and hogs owned on the five neighboring farms; if in the city, demonstrate directions to tourist camp and to five places for purchasing food supplies.
4. Demonstrate how to direct tourists from his home to gas, oil, tire, and general auto repair.
5. Give telephone number, if any, and directions for reaching the nearest police station, fire-fighting apparatus, Court House or Municipal Building, the nearest Country Farm Agent's office, doctor, veterinarian and hospital.
6. Know something of the history of his community and the location of its principal places of interest and public buildings.
7. Submit a scale map, not necessarily drawn by himself, upon which he has personally indicated as much of the above-required information.



## Signaling

This Historical Merit Badge can be earned only during calendar year 2010, in honor of the 100th anniversary of the Boy Scouts of America.  
It was first offered in 1910 (as Signaller) and discontinued in 1992.

The requirements are as follows:

1. Make an electric buzzer outfit, wireless, blinker, or other signaling device. Send and receive in the International Morse Code, by buzzer or other sound device, a complete message of not less than 35 words, at a rate of not less than 35 letters per minute.

2. Demonstrate an ability to send and receive a message in the International Morse Code by wigwag and by blinker or other light signaling device at a rate of not less than 20 letters per minute.
  3. Send and receive by Semaphore Code at the rate of not less than 30 letters per minute.
  4. Know the proper application of the International Morse Code and Semaphore Codes; when, where, and how they can be used to best advantage.
  5. Discuss briefly various other codes and methods of signaling which are in common use.
- 



## Tracking

This Historical Merit Badge can be earned only during calendar year 2010, in honor of the 100th anniversary of the Boy Scouts of America.

It was first offered (as Stalking) in 1911 and discontinued in 1952.

The requirements are as follows:

1. Demonstrate by means of a stalking game or otherwise, ability to stalk skillfully in shelter and wind, etc., when occasion demands.
2. Know and recognize the tracks of ten different kinds of animals or birds in his vicinity, three of which may be domestic.
3. Submit satisfactory evidence that he has trailed two different kinds of wild animals or birds on ordinary ground far enough to determine the direction in which they were going, and their gait or speed. Give names of animals or birds trailed, their direction of travel, and describe gait and speed; or submit satisfactory evidence that he has trailed six different kinds of wild animal or birds in snow, sand, dust or mud, far enough to determine the direction in which they were going, and their gait or speed. Give names of animals or birds trailed, their direction of travel, and describe gait and speed.
4. Submit evidence the he has scored at least 30 points from the following groups: [Group (f) and 4 of the 5 groups (a), (b), (c), (d), (e) must be represented in the score of 30 and at least 7 points must be scored from (a), (b), or (c)].

### Make a clear photograph of:

- |  |             |
|--|-------------|
| a. Live bird away from nest              | 4<br>points |
| b. Live woodchuck or smaller wild animal | 3           |

- c. Live wild animal larger than woodchuck 4 points
- d. Live bird on nest 3 points
- e. Tracks of live wild animal or bird 2 points
- f. Make satisfactory plaster cast of wild animal or bird tracks with identification imprint on back of each 2 points