

## Boy Scout Venturing Advancement Tracker

This spreadsheet is current for Requirements as of January 1, 2005.

**STOP!! Do you have the latest version? This is version v1r1. Please check the following website to make sure you have the most recent version of the file before beginning!**  
**[www.madsenco.com/scouting.shtml](http://www.madsenco.com/scouting.shtml)**

Each sheet contains columns for each scout where a "C" may be entered as the requirements are completed and a date when the award is completed and awarded.

To customize the file, just type in the scout names in place of generic scout 1, 2, 3, etc.

This file is set up to track the advancement progress of up to 20 scouts in your crew. If you have fewer scouts, just delete the number in row 2 for that column and hide the unneeded column.

As scouts complete a step, enter a "C" without the quotes for complete in the appropriate cell. Do not enter anything in the colored cells as they are formula cells. The worksheets are locked to prevent accidental overriding of a formula. To unlock the sheets, the password is "venture" all lower case without the quotes.

If you have any questions, contact me at [Roxanne@madsenco.com](mailto:Roxanne@madsenco.com)

YIS

Roxanne Madsen  
Former Den and Webelos Leader  
Pack 215, Walnut Creek, CA  
Former Scoutmaster  
Troop 277, Pleasant Hill, CA

v1r1 released 2/05

- first release of venturing tracker

CREW		Total #										
SCOUT RANK ADVANCEMENTS		20	1	2	3	4	5	6	7	8	9	10
#	DESCRIPTION	# of Scouts Lacking This Requirement	Scout 1	Scout 2	Scout 3	Scout 4	Scout 5	Scout 6	Scout 7	Scout 8	Scout 9	Scout 10
<b>Brnz Arts/Hobbie:</b>		<b>Need 9 - # remaining</b>	9	9	9	9	9	9	9	9	9	9
1	Visit a drafting company that uses state-of-the-art CAD systems and see how the new technology is used.	20										
2	<b>Do all 3</b>	20										
	a Choose a product that you are familiar with. Create an advertising plan for this product, then design an advertising plan layout.											
	b Using your resources, create a clean, attractive tabletop display highlighting your advertising plan for your chosen product.											
	c Show your display at your crew meeting or other public place.											
3	<b>Do both</b>	20										
	a Learn about backstage support for artistic productions.											
	b Attend a theater production. Then critique the work of the artist in set design, decoration, and costume design.											
4	<b>Do all 4</b>	20										
	a Choose a new hobby such as CD, sports card, or stamp collecting; in-line skating; or marksmanship.											
	b Keep a log for at least 90 days of each time you participate in your hobby.											
	c Take pictures and/or keep other memorabilia related to your hobby.											
	d After participating in your hobby for at least 90 days, make a presentation or tabletop display on what you have learned for your crew, another crew, a Cub Scout or Boy Scout group, or another youth group.											
5	<b>Do a OR b</b>	20										
	a Tour a golf course. Talk to the golf pro, caddy, groundskeeper, manager, or other golf course employee about what it takes to operate a golf course. Play at least nine holes of golf.											
	b Tour a golf driving range. Talk to the manager or other driving range employee about what it takes to manage a driving range. Hit a bucket of balls.											
6	<b>Do all 4</b>	20										
	a Develop a plan to assess the physical skill level of each member of a group such as your crew, a Cub Scout or Boy Scout group, a retirement home, or a church group											
	b Once you have determined your starting point or base, develop a plan with each member of your group to develop a physical training improvement program.											
	c Test your group members on a regular basis over a 90-day period to see if there is improvement.											
	d Share your results with the group and/or your crew.											
7	<b>Do both</b>	20										
	a Lead or participate in a crew discussion on the merits of a young person choosing a sports hobby such as golf, jogging, or cycling for a lifetime. Discuss health benefits, opportunity to associate with friends, costs, etc.											
	b Ask an adult who is not active in your crew and who has an active sports hobby to join your discussion to get his or her point of view.											
8	Visit a hobby store. Talk with the manager about what the most popular hobby is relative to what is purchased and the type and age of people who participate in different hobbies. If they have free literature about beginning hobbies, share it with your crew members.	20										
9	Teach disadvantage or disabled people a sport and organize suitable competitions, or help them develop an appreciation for an art or hobby new to them.	20										
10	Organize a hobby meet (a place where people gather to display and share information about their hobbies) for your crew, a church group, a Cub Scout or Boy Scout group, a retirement home, a group home, or another group.	20										
11	Organize a photography contest in your crew, a church group, a Cub Scout or Boy Scout group, a retirement home, a group home, or another group. Secure prizes and judges. Plan an awards program.	20										
12	Using your artistic ability, volunteer to do the artwork for an activity for your crew, another crew, a Cub Scout or Boy Scout group, a district, or council. Example: do the posters and promotional materials for a district Cub Scout day camp.	20										
	<b>Date Complete</b>											
	<b>Date Awarded</b>											
<b>Brnz Arts/Hobbie:</b>		<b>Need 9 - # remaining</b>	9	9	9	9	9	9	9	9	9	9
<b>Brnz Sports</b>		<b>Need 9 - # remaining</b>	9	9	9	9	9	9	9	9	9	9
<b>Brnz Outdoor</b>		<b>Need both - # remaining</b>	2	2	2	2	2	2	2	2	2	2
<b>Brnz Religious</b>		<b>Need 9 - # remaining</b>	9	9	9	9	9	9	9	9	9	9
<b>Brnz Sea Scout</b>		<b>Need 18 - # remaining</b>	18	18	18	18	18	18	18	18	18	18

CREW			Total #										
SCOUT RANK ADVANCEMENTS			20	1	2	3	4	5	6	7	8	9	10
#	DESCRIPTION		# of Scouts Lacking This Requirement	Scout 1	Scout 2	Scout 3	Scout 4	Scout 5	Scout 6	Scout 7	Scout 8	Scout 9	Scout 10
<b>Brnz Sports</b>			<b>Need 9 - # remaining</b>	9	9	9	9	9	9	9	9	9	9
1		Demonstrate by means of a presentation at a crew meeting, Cub Scout or Boy Scout meeting, or other group meeting that you know first aid for injuries or illnesses that could occur while playing sports, including hypothermia; heatstroke; heat exhaustion; frostbite; dehydration; sunburn; blisters; hyperventilation; bruises; strains; sprains; muscle cramps; broken, chipped, loosened, or knocked-out teeth; bone fractures; nausea; and suspected injuries to the back, neck, and head.	20										
2		<b>Do a OR b</b>	20										
	a	Write an essay of at least 500 words that explains sportsmanship and tells why it is important. Give several examples of good sportsmanship in sports. Relate at least one of these to everyday leadership off the sports field.											
	b	Make a presentation to your crew or a Cub Scout or Boy Scout group of at least 30 minutes with the same requirements as for the essay.											
3		Take part as a member of an organized team (defined in requirements book or any other approved by advisor other than boxing or karate)	20										
4		Organize and manage a sports competition, such as a softball game, between your crew and another crew, between two Cub Scout dens or packs, between two Boy Scout patrols or troops, or between any other youth groups. You must recruit at least two other people to help you manage the competition.	20										
5		Make a set of training rules for a sport you pick. Design an exercise plan including selected exercises for this sport. Determine for this sport the appropriate target heart rates and desired training effects. Follow your training plan for at least 90 days, keeping a record showing your improvement.	20										
6		Make a tabletop display or give a presentation for your crew, another crew, a Cub Scout or Boy Scout group, or another youth group that explains the attributes of a good team leader and a good team player. Select athletes that exemplify these attributes.	20										
7		Make a display or presentation on a selected sport for your crew or another group covering etiquette for your sport, equipment needed, protective equipment needed and why it is needed, history of the sport and the basic rules	20										
8		Research and then, at a crew meeting or other youth group meeting, manage a discussion on drug problems as they relate to athletes. What drugs banned, what impact of banned drugs on the human body and mind, where drug information can be found, how some sports organizations fight sports drug abuse.	20										
9		Research and then, at a crew meeting or other youth group meeting, manage a discussion on recent training techniques being used by world-class athletes. Compare them to training techniques of 25 and 50 years ago. (This must be different than the discussion in requirement 8).	20										
10		Study ways of testing athletes for body density. Fat content can be measured by skin-fold calipers, body measurements, and hydrostatic weighing. Then recruit a consultant to assist you as you determine the body density and fat content for your fellow crew members at a crew meeting or special activity.	20										
11		Select a favorite Olympic athlete, a highly respected athlete in your city, or a favorite professional athlete and research his or her life. Make an oral presentation or tabletop display for your crew or another group.	20										
12		Explain the importance of proper nutrition as it relates to training for athletes. Explain the common eating disorders anorexia and bulimia and why they are harmful to athletes.	20										
		<b>Date Complete</b>											
		<b>Date Awarded</b>											
<b>Need 9 - # remaining</b>				9	9	9	9	9	9	9	9	9	9

CREW			Total #										
SCOUT RANK ADVANCEMENTS			20	1	2	3	4	5	6	7	8	9	10
#	DESCRIPTION		# of Scouts Lacking This Requirement	Scout 1	Scout 2	Scout 3	Scout 4	Scout 5	Scout 6	Scout 7	Scout 8	Scout 9	Scout 10
<b>Brnz Outdoor</b>			<b>Need both - # remaining</b>	2	2	2	2	2	2	2	2	2	2
<b>Core</b>	<b>Do at least 4</b>		20										
1	Standard First Aid												
2	Wilderness Survival												
3	Communications												
4	Leave No Trace												
5	Cooking												
6	Land Navigation												
7	Emergency Preparedness												
8	Conservation												
<b>Elective</b>	<b>Do at least 2</b>		20										
1	Backpacking												
2	Cave Exploring												
3	Cycling/Mountain Biking												
4	Ecology												
5	Equestrian												
6	First Aid												
7	Fishing												
8	Hunting												
9	Lifesaver												
10	Mountaineering												
11	Outdoor Living History												
12	Physical Fitness												
13	Plants and Wildlife												
14	Project COPE												
15	Scuba Certification												
16	Shooting Sports												
17	Watercraft												
18	Winter Sports												
	<b>Date Complete</b>												
	<b>Date Awarded</b>												
<b>Need both - # remaining</b>				2	2	2	2	2	2	2	2	2	2

CREW			Total #										
SCOUT RANK ADVANCEMENTS			20	1	2	3	4	5	6	7	8	9	10
#	DESCRIPTION		# of Scouts Lacking This Requirement	Scout 1	Scout 2	Scout 3	Scout 4	Scout 5	Scout 6	Scout 7	Scout 8	Scout 9	Scout 10
<b>Brnz Religious</b>			<b>Need 9 - # remaining</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>
1	Earn your denomination's Venturing-age religious award		20										
2	<b>Do a, d and b OR c</b>		20										
	a	Learn about cultural diversity											
	b	Make a presentation or tabletop display using the information you learned in (a) above											
	c	Invite someone from a different cultural background from yours and the majority of your crew's members to give a presentation on a subject of his or her choosing. <u>Introduce your quest.</u>											
	d	Participate in a discussion about cultural diversity with your crew, Sunday school class, or other group											
3	Plan and lead a service project such as helping to build a Habitat for Humanity house, participating in a community cleanup project, or taking on a fix-up project for a nursing home or nursery		20										
4	<b>Do all 3</b>		20										
	a	Serve as a volunteer in your church or synagogue or other nonprofit organization for at least three months											
	b	Keep a personal journal of your experiences each time you worked as a volunteer											
	c	After you have served as a volunteer for at least three months, share your experiences and how you feel about your service with others											
5	Go on a religious retreat or religious trek lasting at least two days		20										
6	Produce or be a cast member in some type of entertainment production with a religious or ethical theme, such as a play, a puppet show, or concert for a group such as a play, a puppet show, or concert for a group such as a children's group, retirement home, homeless shelter, or Cub Scout or Boy Scout group		20										
7	Serve as president, leader, or officer of your Sunday school class or youth group.		20										
8	Complete a Standard First Aid course or higher course or its equivalent		20										
9	<b>Do all 3</b>		20										
	a	Participate in at least two Ethical Controversies activities as a participant											
	b	Be a facilitator for at least two Ethical Controversies activities for your crew, another crew, your school class, a Boy Scout troop, or another group											
	c	Lead or be a staff member putting on an Ethics Forum for your crew, your church or synagogue, or your school class											
10	Serve as a Sunday school teacher or assistant for a children's Sunday school class for at least three months, or as a volunteer for a church/synagogue children's activity such as vacation Bible school (this must be different than req 4 above)		20										
11	Meet with your church or synagogue minister/rabbi/leader to find out what he or she does, what they had to do to become your leader, and what they think is the most important element of their job		20										
	Date Complete												
	Date Awarded												
<b>Need 9 - # remaining</b>				<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>

CREW			Total #										
SCOUT RANK ADVANCEMENTS			20	1	2	3	4	5	6	7	8	9	10
#	DESCRIPTION		# of Scouts Lacking This Requirement	Scout 1	Scout 2	Scout 3	Scout 4	Scout 5	Scout 6	Scout 7	Scout 8	Scout 9	Scout 10
<b>Brnz Sea Scout</b>			<b>Need 18 - # remaining</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>
	1	Give explanation	20										
	2	History of flag	20										
	3	Seventy-five percent attendance	20										
	4	Complete quarterdeck training	20										
	5	Recruit new member	20										
	6	Boats	20										
	7	Marlinspike seamanship	20										
	8	Ground tackle	20										
	9	Piloting	20										
	10	Communications	20										
	11	Time	20										
	12	Swimming	20										
	13	Cruising	20										
	14	Safety	20										
	15	Galley	20										
	16	Sailing	20										
	17	Work	20										
	18	Do any 3	20										
	a	Drill											
	b	Signaling											
	c	Compass											
	d	Yacht racing											
	e	Sailing											
	f	Ornamental ropework											
	g	Engines											
		Date Complete											
		Date Awarded											
<b>Brnz Sea Scout</b>			<b>Need 18 - # remaining</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>

CREW		Total #										
SCOUT RANK ADVANCEMENTS		20	11	12	13	14	15	16	17	18	19	20
#	DESCRIPTION	# of Scouts Lacking This Requirement	Scout 11	Scout 12	Scout 13	Scout 14	Scout 15	Scout 16	Scout 17	Scout 18	Scout 19	Scout 20
<b>Brnz Arts/Hobbie:</b>		<b>Need 9 - # remaining</b>	9	9	9	9	9	9	9	9	9	9
1	Visit a drafting company that uses state-of-the-art CAD systems and see how the new technology is used.	20										
2	<b>Do all 3</b>	20										
	a Choose a product that you are familiar with. Create an advertising plan for this product, then design an advertising plan layout.											
	b Using your resources, create a clean, attractive tabletop display highlighting your advertising plan for your chosen product.											
	c Show your display at your crew meeting or other public place.											
3	<b>Do both</b>	20										
	a Learn about backstage support for artistic productions.											
	b Attend a theater production. Then critique the work of the artist in set design, decoration, and costume design.											
4	<b>Do all 4</b>	20										
	a Choose a new hobby such as CD, sports card, or stamp collecting; in-line skating; or marksmanship.											
	b Keep a log for at least 90 days of each time you participate in your hobby.											
	c Take pictures and/or keep other memorabilia related to your hobby.											
	d After participating in your hobby for at least 90 days, make a presentation or tabletop display on what you have learned for your crew, another crew, a Cub Scout or Boy Scout group, or another youth group.											
5	<b>Do a OR b</b>	20										
	a Tour a golf course. Talk to the golf pro, caddy, groundskeeper, manager, or other golf course employee about what it takes to operate a golf course. Play at least nine holes of golf.											
	b Tour a golf driving range. Talk to the manager or other driving range employee about what it takes to manage a driving range. Hit a bucket of balls.											
6	<b>Do all 4</b>	20										
	a Develop a plan to assess the physical skill level of each member of a group such as your crew, a Cub Scout or Boy Scout group, a retirement home, or a church group											
	b Once you have determined your starting point or base, develop a plan with each member of your group to develop a physical training improvement program.											
	c Test your group members on a regular basis over a 90-day period to see if there is improvement.											
	d Share your results with the group and/or your crew.											
7	<b>Do both</b>	20										
	a Lead or participate in a crew discussion on the merits of a young person choosing a sports hobby such as golf, jogging, or cycling for a lifetime. Discuss health benefits, opportunity to associate with friends, costs, etc.											
	b Ask an adult who is not active in your crew and who has an active sports hobby to join your discussion to get his or her point of view.											
8	Visit a hobby store. Talk with the manager about what the most popular hobby is relative to what is purchased and the type and age of people who participate in different hobbies. If they have free literature about beginning hobbies, share it with your crew members.	20										
9	Teach disadvantage or disabled people a sport and organize suitable competitions, or help them develop an appreciation for an art or hobby new to them.	20										
10	Organize a hobby meet (a place where people gather to display and share information about their hobbies) for your crew, a church group, a Cub Scout or Boy Scout group, a retirement home, a group home, or another group.	20										
11	Organize a photography contest in your crew, a church group, a Cub Scout or Boy Scout group, a retirement home, a group home, or another group. Secure prizes and judges. Plan an awards program.	20										
12	Using your artistic ability, volunteer to do the artwork for an activity for your crew, another crew, a Cub Scout or Boy Scout group, a district, or council. Example: do the posters and promotional materials for a district Cub Scout day camp.	20										
	<b>Date Complete</b>											
	<b>Date Awarded</b>											
<b>Brnz Arts/Hobbie:</b>		<b>Need 9 - # remaining</b>	9	9	9	9	9	9	9	9	9	9
<b>Brnz Sports</b>		<b>Need 9 - # remaining</b>	9	9	9	9	9	9	9	9	9	9
<b>Brnz Outdoor</b>		<b>Need both - # remaining</b>	2	2	2	2	2	2	2	2	2	2
<b>Brnz Religious</b>		<b>Need 9 - # remaining</b>	9	9	9	9	9	9	9	9	9	9
<b>Brnz Sea Scout</b>		<b>Need 18 - # remaining</b>	18	18	18	18	18	18	18	18	18	18

CREW			Total #										
SCOUT RANK ADVANCEMENTS			20	11	12	13	14	15	16	17	18	19	20
#	DESCRIPTION		# of Scouts Lacking This Requirement	Scout 11	Scout 12	Scout 13	Scout 14	Scout 15	Scout 16	Scout 17	Scout 18	Scout 19	Scout 20
<b>Brnz Sports</b>			<b>Need 9 - # remaining</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>
1		Demonstrate by means of a presentation at a crew meeting, Cub Scout or Boy Scout meeting, or other group meeting that you know first aid for injuries or illnesses that could occur while playing sports, including hypothermia; heatstroke; heat exhaustion; frostbite; dehydration; sunburn; blisters; hyperventilation; bruises; strains; sprains; muscle cramps; broken, chipped, loosened, or knocked-out teeth; bone fractures; nausea; and suspected injuries to the back, neck, and head.	20										
2		<b>Do a OR b</b>	20										
	a	Write an essay of at least 500 words that explains sportsmanship and tells why it is important. Give several examples of good sportsmanship in sports. Relate at least one of these to everyday leadership off the sports field.											
	b	Make a presentation to your crew or a Cub Scout or Boy Scout group of at least 30 minutes with the same requirements as for the essay.											
3		Take part as a member of an organized team (defined in requirements book or any other approved by advisor other than boxing or karate)	20										
4		Organize and manage a sports competition, such as a softball game, between your crew and another crew, between two Cub Scout dens or packs, between two Boy Scout patrols or troops, or between any other youth groups. You must recruit at least two other people to help you manage the competition.	20										
5		Make a set of training rules for a sport you pick. Design an exercise plan including selected exercises for this sport. Determine for this sport the appropriate target heart rates and desired training effects. Follow your training plan for at least 90 days, keeping a record showing your improvement.	20										
6		Make a tabletop display or give a presentation for your crew, another crew, a Cub Scout or Boy Scout group, or another youth group that explains the attributes of a good team leader and a good team player. Select athletes that exemplify these attributes.	20										
7		Make a display or presentation on a selected sport for your crew or another group covering etiquette for your sport, equipment needed, protective equipment needed and why it is needed, history of the sport and the basic rules	20										
8		Research and then, at a crew meeting or other youth group meeting, manage a discussion on drug problems as they relate to athletes. What drugs banned, what impact of banned drugs on the human body and mind, where drug information can be found, how some sports organizations fight sports drug abuse.	20										
9		Research and then, at a crew meeting or other youth group meeting, manage a discussion on recent training techniques being used by world-class athletes. Compare them to training techniques of 25 and 50 years ago. (This must be different than the discussion in requirement 8).	20										
10		Study ways of testing athletes for body density. Fat content can be measured by skin-fold calipers, body measurements, and hydrostatic weighing. Then recruit a consultant to assist you as you determine the body density and fat content for your fellow crew members at a crew meeting or special activity.	20										
11		Select a favorite Olympic athlete, a highly respected athlete in your city, or a favorite professional athlete and research his or her life. Make an oral presentation or tabletop display for your crew or another group.	20										
12		Explain the importance of proper nutrition as it relates to training for athletes. Explain the common eating disorders anorexia and bulimia and why they are harmful to athletes.	20										
		<b>Date Complete</b>											
		<b>Date Awarded</b>											
<b>Need 9 - # remaining</b>			<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>



CREW			Total #	11	12	13	14	15	16	17	18	19	20
SCOUT RANK ADVANCEMENTS			20										
#	DESCRIPTION	# of Scouts Lacking This Requirement	Scout 11	Scout 12	Scout 13	Scout 14	Scout 15	Scout 16	Scout 17	Scout 18	Scout 19	Scout 20	Scout 20
<b>Brnz Outdoor</b>			<b>Need both - # remaining</b>	2	2	2	2	2	2	2	2	2	2
<b>Core</b>	<b>Do at least 4</b>	<b>20</b>											
1	Standard First Aid												
2	Wilderness Survival												
3	Communications												
4	Leave No Trace												
5	Cooking												
6	Land Navigation												
7	Emergency Preparedness												
8	Conservation												
<b>Elective</b>	<b>Do at least 2</b>	<b>20</b>											
1	Backpacking												
2	Cave Exploring												
3	Cycling/Mountain Biking												
4	Ecology												
5	Equestrian												
6	First Aid												
7	Fishing												
8	Hunting												
9	Lifesaver												
10	Mountaineering												
11	Outdoor Living History												
12	Physical Fitness												
13	Plants and Wildlife												
14	Project COPE												
15	Scuba Certification												
16	Shooting Sports												
17	Watercraft												
18	Winter Sports												
	<b>Date Complete</b>												
	<b>Date Awarded</b>												
<b>Need both - # remaining</b>			2	2	2	2	2	2	2	2	2	2	2

CREW				Total #											
SCOUT RANK ADVANCEMENTS				20	11	12	13	14	15	16	17	18	19	20	
#	DESCRIPTION			# of Scouts Lacking This Requirement	Scout 11	Scout 12	Scout 13	Scout 14	Scout 15	Scout 16	Scout 17	Scout 18	Scout 19	Scout 20	
<b>Brnz Religious</b>				<b>Need 9 - # remaining</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	
1	Earn your denomination's Venturing-age religious award			20											
2	<b>Do a, d and b OR c</b>			20											
	a	Learn about cultural diversity													
	b	Make a presentation or tabletop display using the information you learned in (a) above													
	c	Invite someone from a different cultural background from yours and the majority of your crew's members to give a presentation on a subject of his or her choosing. <u>Introduce your quest.</u>													
	d	Participate in a discussion about cultural diversity with your crew, Sunday school class, or other group													
3	Plan and lead a service project such as helping to build a Habitat for Humanity house, participating in a community cleanup project, or taking on a fix-up project for a nursing home or nursery			20											
4	<b>Do all 3</b>			20											
	a	Serve as a volunteer in your church or synagogue or other nonprofit organization for at least three months													
	b	Keep a personal journal of your experiences each time you worked as a volunteer													
	c	After you have served as a volunteer for at least three months, share your experiences and how you feel about your service with others													
5	Go on a religious retreat or religious trek lasting at least two days			20											
6	Produce or be a cast member in some type of entertainment production with a religious or ethical theme, such as a play, a puppet show, or concert for a group such as a play, a puppet show, or concert for a group such as a children's group, retirement home, homeless shelter, or Cub Scout or Boy Scout group			20											
7	Serve as president, leader, or officer of your Sunday school class or youth group.			20											
8	Complete a Standard First Aid course or higher course or its equivalent			20											
9	<b>Do all 3</b>			20											
	a	Participate in at least two Ethical Controversies activities as a participant													
	b	Be a facilitator for at least two Ethical Controversies activities for your crew, another crew, your school class, a Boy Scout troop, or another group													
	c	Lead or be a staff member putting on an Ethics Forum for your crew, your church or synagogue, or your school class													
10	Serve as a Sunday school teacher or assistant for a children's Sunday school class for at least three months, or as a volunteer for a church/synagogue children's activity such as vacation Bible school (this must be different than req 4 above)			20											
11	Meet with your church or synagogue minister/rabbi/leader to find out what he or she does, what they had to do to become your leader, and what they think is the most important element of their job			20											
	Date Complete														
	Date Awarded														
<b>Need 9 - # remaining</b>					<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	

CREW			Total #										
SCOUT RANK ADVANCEMENTS			20	11	12	13	14	15	16	17	18	19	20
#	DESCRIPTION		# of Scouts Lacking This Requirement	Scout 11	Scout 12	Scout 13	Scout 14	Scout 15	Scout 16	Scout 17	Scout 18	Scout 19	Scout 20
<b>Brnz Sea Scout</b>			<b>Need 18 - # remaining</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>
	1	Give explanation	20										
	2	History of flag	20										
	3	Seventy-five percent attendance	20										
	4	Complete quarterdeck training	20										
	5	Recruit new member	20										
	6	Boats	20										
	7	Marlinspike seamanship	20										
	8	Ground tackle	20										
	9	Piloting	20										
	10	Communications	20										
	11	Time	20										
	12	Swimming	20										
	13	Cruising	20										
	14	Safety	20										
	15	Galley	20										
	16	Sailing	20										
	17	Work	20										
	18	Do any 3	20										
	a	Drill											
	b	Signaling											
	c	Compass											
	d	Yacht racing											
	e	Sailing											
	f	Ornamental ropework											
	g	Engines											
		Date Complete											
		Date Awarded											
<b>Brnz Sea Scout</b>			<b>Need 18 - # remaining</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>

CREW		Total #										
SCOUT RANK ADVANCEMENTS		20	1	2	3	4	5	6	7	8	9	10
#	DESCRIPTION	# of Scouts Lacking This Requirement	Scout 1	Scout 2	Scout 3	Scout 4	Scout 5	Scout 6	Scout 7	Scout 8	Scout 9	Scout 10
<b>Gold Award</b>		<b>Need 10 - # remaining</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>
1	Earn at least one Bronze Award	20										
2	The candidate must have at least 12 months tenure as an active, registered Venturer before final qualification.	20										
3	The candidate must have been an active member of the Venturing crew, and served in one or a combination of leadership roles within the past 12 months (roles may be concurrent) as follows: Crew job - crew officer, officers' assoc member or committee member, activities chairman or Outside job - elected youth officer of church or school organization, elected or appointed team leader.	20										
4	The candidate must have participated in a district/Venturing division, council, area, region, or national event.	20										
5	The candidate must, in consultation with the crew Advisor or a member of the crew committee, set one personal growth goal related to each of the following areas: citizenship, leadership, service to others, community/family, outdoor experience, and total fitness.	20										
6	The candidate must plan, prepare for, and lead to completion two or more crew activity projects that relate to at least two of the following areas: citizenship, leadership, service to others, community/family, outdoor experience, and total fitness. Suggested crew activity projects are listed separately below. For crew/ship activities, the action should involve at least five Venturers, and it should require a minimum of four to six months from inception to completion; the project should be approved and the goals of the project set by the crew Advisor and/or member of the crew committee and the Venturer candidate. Both parties should certify the completion of the project(s). Activities should be arranged to fit into normal crew programming.	20										
7	The candidate must be able to recite the Venturing Oath.	20										
8	The candidate must submit three letters of recommendation to the crew Advisor that confirm he or she lives in accordance with the principles of the Venturing Oath. The letters should come from adults outside the crew, such as school or church leaders, employers, or community leaders.	20										
9	After completing all other requirements, the candidate should prepare evidence of completion of the work and submit it to the crew Advisor. The crew president, in conjunction with the crew Advisor, should then appoint a review committee of four to six people including Venturers and adults. The committee should review the candidate's written presentation and interview the candidate to determine whether that person grew as a result of the pursuit of the Gold Award.	20										
10	Finally, the candidate must have qualified for the Gold Award before his or her 21st birthday.	20										
	<b>Date Complete</b>											
	<b>Date Awarded</b>											
<b>Gold Award</b>		<b>Need 10 - # remaining</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>
<b>Silver Award</b>		<b>Need 11 - # remaining</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>
<b>Quest Award</b>		<b>Need both - # remaining</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>
<b>Ranger Award</b>		<b>Need Both - # remaining</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>
<b>Qrtmstr Award</b>		<b>Need all 4 - # remaining</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>

CREW			Total #										
SCOUT RANK ADVANCEMENTS			20	1	2	3	4	5	6	7	8	9	10
#	DESCRIPTION		# of Scouts Lacking This Requirement	Scout 1	Scout 2	Scout 3	Scout 4	Scout 5	Scout 6	Scout 7	Scout 8	Scout 9	Scout 10
<b>Silver Award</b>			<b>Need 11 - # remaining</b>	11	11	11	11	11	11	11	11	11	11
1	Earn at least one Bronze Award		20										
2	Earn the Gold Award		20										
3	Become certified in Standard First Aid or equivalent course		20										
4	Become certified in CPR		20										
5	Complete the BSA Safe Swim Defense training course		20										
6	Either lead or participate in a group swim using BSA Safe Swim Defense		20										
7	Successfully complete the Venturing Leadership Skills Course		20										
8	Successfully serve for at least six months in an elected or appointed crew, district, or council leadership position		20										
9	Participate in at least two Ethical Controversies Activities from chapter 9 of the Venturing Leader Manual		20										
10	Either organize and lead, or help to organize and lead, an Ethics Forum for your crew, another crew, school class, or other youth group		20										
11	After completing all requirements, the candidate should prepare evidence of completion of work. It should be submitted to the crew Advisor along with the completed and personally signed Silver Award Progress Record and Application. The crew president, in conjunction with the crew Advisor, should then appoint a review committee of four to six people including Venturers and adults. The review committee should review the candidate's written documentation and interview the candidate to determine whether the candidate complete all work and grew as a result of the pursuit of the Silver Award. The application is then approved by the crew Advisor and crew committee chairman and submitted to your council service center.		20										
	<b>Date Complete</b>												
	<b>Date Awarded</b>												
<b>Need 11 - # remaining</b>				11	11	11	11	11	11	11	11	11	11

CREW			Total #										
SCOUT RANK ADVANCEMENTS			20	1	2	3	4	5	6	7	8	9	10
#	DESCRIPTION		# of Scouts Lacking This Requirement	Scout 1	Scout 2	Scout 3	Scout 4	Scout 5	Scout 6	Scout 7	Scout 8	Scout 9	Scout 10
<b>Quest Award</b>			<b>Need both - # remaining</b>	2	2	2	2	2	2	2	2	2	2
<b>Quest Award</b>	<b>Core</b>	<b>Do all 5</b>	20										
	1	Earn the Sports Bronze Award											
	2	Complete an American Red Cross Sport Safety Training Course or equivalent											
	3	Complete the Fitness for Life program											
	4	Learn and do fitness assessments											
	5	Sports Disciplines (Choose a sport from a list provide in the Quest Handbook or another sport approved by your advisor)											
	<b>Elective</b>	<b>Do at least 1</b>	20										
	1	History and Heritage of Sports											
	2	Sports Nutrition											
	3	Drug Free Sports											
	4	Communications											
	5	History & Heritage of Disabled Sports Movement											
		<b>Date Complete</b>											
		<b>Date Awarded</b>											
<b>Need both - # remaining</b>				2	2	2	2	2	2	2	2	2	2

CREW			Total #										
SCOUT RANK ADVANCEMENTS			20	1	2	3	4	5	6	7	8	9	10
#	DESCRIPTION		# of Scouts Lacking This Requirement	Scout 1	Scout 2	Scout 3	Scout 4	Scout 5	Scout 6	Scout 7	Scout 8	Scout 9	Scout 10
<b>Ranger Award</b>			<b>Need Both - # remaining</b>	2	2	2	2	2	2	2	2	2	2
	<b>Core</b>	<b>Do all 8</b>	20										
	1	Standard First Aid											
	2	Wilderness Survival											
	3	Communications											
	4	Leave No Trace											
	5	Cooking											
	6	Land Navigation											
	7	Emergency Preparedness											
	8	Conservation											
	<b>Elective</b>	<b>Do at least 4</b>	20										
	1	Backpacking											
	2	Cave Exploring											
	3	Cycling/Mountain Biking											
	4	Ecology											
	5	Equestrian											
	6	First Aid											
	7	Fishing											
	8	Hunting											
	9	Lifesaver											
	10	Mountaineering											
	11	Outdoor Living History											
	12	Physical Fitness											
	13	Plants and Wildlife											
	14	Project COPE											
	15	Scuba Certification											
	16	Shooting Sports											
	17	Watercraft											
	18	Winter Sports											
		<b>Date Complete</b>											
		<b>Date Awarded</b>											
<b>Need Both - # remaining</b>				2	2	2	2	2	2	2	2	2	2

CREW			Total #										
SCOUT RANK ADVANCEMENTS			20	1	2	3	4	5	6	7	8	9	10
#	DESCRIPTION		# of Scouts Lacking This Requirement	Scout 1	Scout 2	Scout 3	Scout 4	Scout 5	Scout 6	Scout 7	Scout 8	Scout 9	Scout 10
<b>Qrtmstr Award</b>			<b>Need all 4 - # remaining</b>	4	4	4	4	4	4	4	4	4	4
1		Ideals. Must lead a discussion on "participating citizenship" and submit a paper on the "World Brotherhood of Scouting."	20										
2		Membership. Attend at least 75 percent of ship meetings and activities for 18 months. Present a talk on Sea Scouting and complete a service project	20										
3		<b>Do all</b>	20										
	<b>a</b>	Boats											
	<b>b</b>	Marlinspike Seamanship											
	<b>c</b>	Ground Tackle											
	<b>d</b>	Piloting											
	<b>e</b>	Signaling											
	<b>f</b>	Swimming											
	<b>g</b>	Cruising											
	<b>h</b>	Safety											
	<b>i</b>	First Aid											
	<b>j</b>	Rules of the Road											
	<b>k</b>	Weather											
4		<b>Do at least 4</b>	20										
	<b>a</b>	Sailing											
	<b>b</b>	Engine											
	<b>c</b>	Radio											
	<b>d</b>	Boat maintenance											
	<b>e</b>	Electricity											
	<b>f</b>	Navigation											
	<b>g</b>	Drill											
	<b>h</b>	Piloting											
	<b>i</b>	Rigging											
	<b>j</b>	Yacht racing crew											
		<b>Date Complete</b>											
		<b>Date Awarded</b>											
<b>Need all 4 - # remaining</b>				4	4	4	4	4	4	4	4	4	4



CREW		Total #										
SCOUT RANK ADVANCEMENTS		20	11	12	13	14	15	16	17	18	19	20
#	DESCRIPTION	# of Scouts Lacking This Requirement	Scout 11	Scout 12	Scout 13	Scout 14	Scout 15	Scout 16	Scout 17	Scout 18	Scout 19	Scout 20
<b>Gold Award</b>		<b>Need 10 - # remaining</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>
1	Earn at least one Bronze Award	20										
2	The candidate must have at least 12 months tenure as an active, registered Venturer before final qualification.	20										
3	The candidate must have been an active member of the Venturing crew, and served in one or a combination of leadership roles within the past 12 months (roles may be concurrent) as follows: Crew job - crew officer, officers' assoc member or committee member, activities chairman or Outside job - elected youth officer of church or school organization, elected or appointed team leader.	20										
4	The candidate must have participated in a district/Venturing division, council, area, region, or national event.	20										
5	The candidate must, in consultation with the crew Advisor or a member of the crew committee, set one personal growth goal related to each of the following areas: citizenship, leadership, service to others, community/family, outdoor experience, and total fitness.	20										
6	The candidate must plan, prepare for, and lead to completion two or more crew activity projects that relate to at least two of the following areas: citizenship, leadership, service to others, community/family, outdoor experience, and total fitness. Suggested crew activity projects are listed separately below. For crew/ship activities, the action should involve at least five Venturers, and it should require a minimum of four to six months from inception to completion; the project should be approved and the goals of the project set by the crew Advisor and/or member of the crew committee and the Venturer candidate. Both parties should certify the completion of the project(s). Activities should be arranged to fit into normal crew programming.	20										
7	The candidate must be able to recite the Venturing Oath.	20										
8	The candidate must submit three letters of recommendation to the crew Advisor that confirm he or she lives in accordance with the principles of the Venturing Oath. The letters should come from adults outside the crew, such as school or church leaders, employers, or community leaders.	20										
9	After completing all other requirements, the candidate should prepare evidence of completion of the work and submit it to the crew Advisor. The crew president, in conjunction with the crew Advisor, should then appoint a review committee of four to six people including Venturers and adults. The committee should review the candidate's written presentation and interview the candidate to determine whether that person grew as a result of the pursuit of the Gold Award.	20										
10	Finally, the candidate must have qualified for the Gold Award before his or her 21st birthday.	20										
	<b>Date Complete</b>											
	<b>Date Awarded</b>											
<b>Gold Award</b>		<b>Need 10 - # remaining</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>
<b>Silver Award</b>		<b>Need 11 - # remaining</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>
<b>Quest Award</b>		<b>Need both - # remaining</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>
<b>Ranger Award</b>		<b>Need Both - # remaining</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>
<b>Qrtmstr Award</b>		<b>Need all 4 - # remaining</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>

CREW				Total #										
SCOUT RANK ADVANCEMENTS				20	11	12	13	14	15	16	17	18	19	20
#	DESCRIPTION			# of Scouts Lacking This Requirement	Scout 11	Scout 12	Scout 13	Scout 14	Scout 15	Scout 16	Scout 17	Scout 18	Scout 19	Scout 20
<b>Silver Award</b>				<b>Need 11 - # remaining</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>
	1	Earn at least one Bronze Award		20										
	2	Earn the Gold Award		20										
	3	Become certified in Standard First Aid or equivalent course		20										
	4	Become certified in CPR		20										
	5	Complete the BSA Safe Swim Defense training course		20										
	6	Either lead or participate in a group swim using BSA Safe Swim Defense		20										
	7	Successfully complete the Venturing Leadership Skills Course		20										
	8	Successfully serve for at least six months in an elected or appointed crew, district, or council leadership position		20										
	9	Participate in at least two Ethical Controversies Activities from chapter 9 of the Venturing Leader Manual		20										
	10	Either organize and lead, or help to organize and lead, an Ethics Forum for your crew, another crew, school class, or other youth group		20										
	11	After completing all requirements, the candidate should prepare evidence of completion of work. It should be submitted to the crew Advisor along with the completed and personally signed Silver Award Progress Record and Application. The crew president, in conjunction with the crew Advisor, should then appoint a review committee of four to six people including Venturers and adults. The review committee should review the candidate's written documentation and interview the candidate to determine whether the candidate complete all work and grew as a result of the pursuit of the Silver Award. The application is then approved by the crew Advisor and crew committee chairman and submitted to your council service center.		20										
		<b>Date Complete</b>												
		<b>Date Awarded</b>												
<b>Need 11 - # remaining</b>					<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>	<b>11</b>

CREW			Total #										
SCOUT RANK ADVANCEMENTS			20	11	12	13	14	15	16	17	18	19	20
#	DESCRIPTION		# of Scouts Lacking This Requirement	Scout 11	Scout 12	Scout 13	Scout 14	Scout 15	Scout 16	Scout 17	Scout 18	Scout 19	Scout 20
<b>Quest Award</b>			<b>Need both - # remaining</b>	2	2	2	2	2	2	2	2	2	2
<b>Quest Award</b>	<b>Core</b>	<b>Do all 5</b>	20										
	1	Earn the Sports Bronze Award											
	2	Complete an American Red Cross Sport Safety Training Course or equivalent											
	3	Complete the Fitness for Life program											
	4	Learn and do fitness assessments											
	5	Sports Disciplines (Choose a sport from a list provide in the Quest Handbook or another sport approved by your advisor)											
	<b>Elective</b>	<b>Do at least 1</b>	20										
	1	History and Heritage of Sports											
	2	Sports Nutrition											
	3	Drug Free Sports											
	4	Communications											
	5	History & Heritage of Disabled Sports Movement											
		<b>Date Complete</b>											
		<b>Date Awarded</b>											
<b>Need both - # remaining</b>				2	2	2	2	2	2	2	2	2	2

CREW			Total #	11	12	13	14	15	16	17	18	19	20
SCOUT RANK ADVANCEMENTS			20										
#	DESCRIPTION	# of Scouts Lacking This Requirement	Scout 11	Scout 12	Scout 13	Scout 14	Scout 15	Scout 16	Scout 17	Scout 18	Scout 19	Scout 20	Scout 20
<b>Ranger Award</b>			<b>Need Both - # remaining</b>	2	2	2	2	2	2	2	2	2	2
<b>Core</b>	<b>Do all 8</b>	<b>20</b>											
1	Standard First Aid												
2	Wilderness Survival												
3	Communications												
4	Leave No Trace												
5	Cooking												
6	Land Navigation												
7	Emergency Preparedness												
8	Conservation												
<b>Elective</b>	<b>Do at least 4</b>	<b>20</b>											
1	Backpacking												
2	Cave Exploring												
3	Cycling/Mountain Biking												
4	Ecology												
5	Equestrian												
6	First Aid												
7	Fishing												
8	Hunting												
9	Lifesaver												
10	Mountaineering												
11	Outdoor Living History												
12	Physical Fitness												
13	Plants and Wildlife												
14	Project COPE												
15	Scuba Certification												
16	Shooting Sports												
17	Watercraft												
18	Winter Sports												
	<b>Date Complete</b>												
	<b>Date Awarded</b>												
<b>Need Both - # remaining</b>			2	2	2	2	2	2	2	2	2	2	2

CREW			Total #										
SCOUT RANK ADVANCEMENTS			20	11	12	13	14	15	16	17	18	19	20
#	DESCRIPTION		# of Scouts Lacking This Requirement	Scout 11	Scout 12	Scout 13	Scout 14	Scout 15	Scout 16	Scout 17	Scout 18	Scout 19	Scout 20
<b>Qrtmstr Award</b>			<b>Need all 4 - # remaining</b>	4	4	4	4	4	4	4	4	4	4
1		Ideals. Must lead a discussion on "participating citizenship" and submit a paper on the "World Brotherhood of Scouting."	20										
2		Membership. Attend at least 75 percent of ship meetings and activities for 18 months. Present a talk on Sea Scouting and complete a service project	20										
3		<b>Do all</b>	20										
	a	Boats											
	b	Marlinspike Seamanship											
	c	Ground Tackle											
	d	Piloting											
	e	Signaling											
	f	Swimming											
	g	Cruising											
	h	Safety											
	i	First Aid											
	j	Rules of the Road											
	k	Weather											
4		<b>Do at least 4</b>	20										
	a	Sailing											
	b	Engine											
	c	Radio											
	d	Boat maintenance											
	e	Electricity											
	f	Navigation											
	g	Drill											
	h	Piloting											
	i	Rigging											
	j	Yacht racing crew											
		<b>Date Complete</b>											
		<b>Date Awarded</b>											
<b>Need all 4 - # remaining</b>				4	4	4	4	4	4	4	4	4	4