

## WORTH RANCH SCOUT AWARD

**Eligibility:**

- Be at least third session of long-term camp.
- Be star rank or higher
- Approval of Scoutmaster and Program Dir.

**Complete ALL of the following:**

- **Swimming:** Demonstrate the following strokes in good form for 25 yards: Elementary Backstroke, Back Crawl, Breaststroke, American Crawl, Trudgen. 50 yards on each side for sidestroke.
- **Lifesaving:** Show in good forms the reach throw and go water rescues. 2 positions of reach with two different objects; throw a rope accurately 3 times in 60 seconds and demonstrate throwing a ring buoy; Go w/equipment on all three types of victims and without equipment on the three types of victims.
- **Canoeing:** By yourself, properly launch and paddle a canoe over a designated course showing basic canoe strokes: complete solo canoe test for requirements.
- **Rowing:** Properly row a rowboat over a designated course showing pivots, sculling, backwater, and rowing a straight line.
- **Rifle and/or Shotgun:** Clean rifle, run range for three rounds, know and explain safety rules, shoot 2 qualifying targets with 5 shots or shoot 13 out of 25 target rounds (shotgun).
- **Archery:** Demonstrate an understanding of range safety procedures and shoot at least two qualifying targets at long range.
- **Pioneering:** Properly tie and identify 10 knots and the square, diagonal, and sheer lashings. Use lashing to make a camp gadget.
- **Nature:** Identify (in the field) 15 species of wild plants and 10 animals by common name. This should include trees and edible plants.
- **Astronomy:** Identify in the sky at least 5 constellations w/scientific name and assist in one astronomy observation.
- **First Aid:** Earn First Aid Merit Badge. If already have it, review the following First Aid skill with the camp health officer: all first aid req. for tenderfoot, 2<sup>nd</sup> class, and 1<sup>st</sup> class; Explain how you would obtain emergency medical assistance from your home, on a wilderness camping trip, and during an activity on open water; explain signs and actions for heart attack, stroke, hypothermia, convulsions, frostbite, bruises, strains, sprains, burns, abdominal pain, chipped tooth, knocked-out tooth, bee stings, life threatening stings, severe lacerations on arm, leg, and wrist, broken bones, fractures; explain justification and dangers of tourniquet; Describe signs and procedure for dealing with compound fractures of the forearm, wrist, upper leg, and lower leg use improvised materials; Describe complications and symptoms and demonstrate proper procedure for treating suspected injuries to the neck, back, and head; explain what measure can be taken to reduce the possibility of further complicating above injuries; with help improvise stretcher and move presumably unconscious person.
- **Climbing:** Properly identify and explore what a figure 8, carabiner, and ATV are. Demonstrate proper belaying of 3 different people. Explain safety rules and purpose of the safety rules in climbing gardens or climbing environment.
- **Instruction:** Aid in the instruction of one merit badge for at least an hour per day during the week. See the Program Director for Merit Badge class assignment.

Note: A scout is not expected to know all of these skills when he arrives at camp. It is hoped that during the course of the week, along with the aid of the staff and his troop leaders, that he will accomplish these tasks. This award should not take away from the Scout's responsibility in his unit.

Name: \_\_\_\_\_ Troop: \_\_\_\_\_ Phone: \_\_\_\_\_  
 Address: \_\_\_\_\_ City, State: \_\_\_\_\_ Zip: \_\_\_\_\_

Aquatics Dir. \_\_\_\_\_ Pool Man. \_\_\_\_\_ BD. Man. \_\_\_\_\_  
 Shoot Sports Dir. \_\_\_\_\_ Archery Man. \_\_\_\_\_ NECO Dir. \_\_\_\_\_  
 Scoutcraft Dir. \_\_\_\_\_ Climbing Dir. \_\_\_\_\_ Health off. \_\_\_\_\_  
 Program Dir. \_\_\_\_\_ Counselor of class \_\_\_\_\_ S.M. \_\_\_\_\_