

Ranger Award Mountaineering



Elective Requirements Checklist

This Checklist can help you document your progress as you work toward earning the award.

The Venturer must do each requirement.

No one may add or subtract from the official requirements found In <u>Venturing Awards and Requirements</u>

The requirements were last revised in 2014 • This workbook was updated in November 2016.

Venturer's Name:		Unit:
		http://www.USScouts.Org •http://www.MeritBadge.Org ase submit errors, omissions, comments or suggestions about this checklist to: Workbooks@USScouts.Org or suggestions for changes to the requirements for the award should be sent to: Advancement.Team@Scouting.Org
	Note: Yo	ou must complete the first aid core requirement before you begin this elective.
	a. Do the fo	i. Explain the difference between bouldering and technical climbing. ii. Tell how bouldering can help your crew get ready for more advanced climbing. iii. Demonstrate bouldering using the three-point stance and proper clothing.
	b. Do the fo	
	☐ Figu ☐ Wat ☐ Bow ☐ Figu	nd then teach the following climbing knots to your crew, another crew, a Scout group, or another group: ure eight on a bight er knot vline on a coil ure eight follow-through pevine or fisherman's knot
	d. Do the fo	 i. Learn about the different types of ropes available for climbing and explain the uses of each and the characteristics of each. ii. Learn proper climbing rope care. Know and practice proper coiling and storage. iii. Know how to keep proper records on climbing rope and how to inspect it for wear and damage. Know when to retire a rope. iv. Using the knowledge acquired above, make a tabletop display or a presentation for your crew, another crew, a Cub Scout or Boy Scout unit, or another group.
	e Do the fo	 i. Demonstrate the difference between natural and artificial anchors. ii. Be able to identify and describe the use of at least three different types of hardware and setups. iii. Tell about proper climbing safety both before and during a climb. iv. Learn about rescue equipment and techniques. v. Learn about appropriate clothing, footwear, gloves, helmets, and other climbing gear.

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Venturing Mountaineering F	Ranger Elective	Venturer's Name:		
Commercially Diaper sling Knotted leg-lo	made climbing harness	rs how to put on at least two of the following:		
Swiss seat sli g. Do the following:	ng			
ii. Lear	onstrate three types of belays. n and then demonstrate that you know poer and belayer.	proper verbal climbing and belaying signals used between		
☐ h. Do h(i), h(ii), or h(i	•			
	er the supervision of a qualified rappellir tificial obstacle.	ng or climbing instructor, rappel at least 30 feet down a natural		
ii. Unde		instructor, climb at least 30 feet up a natural or artificial		
	nd a two-day rock climbing clinic/course de some instruction on technical rock cl	led by a qualified climbing instructor. This course should imbing.		
i. Lead your crew, a		or another teenage group on a climbing and/or rappelling		
Important excerpts from the Guide To Advancement - 2015, No. 33088 (SKU-620573)				
[1.0.0.0] — Introduction The current edition of the <i>Guide to Advancement</i> is the official source for administering advancement in all Boy Scouts of America programs: Cub Scouting, Boy Scouting, Varsity Scouting, Venturing, and Sea Scouts. It replaces any previous BSA advancement manuals and previous editions of the <i>Guide to Advancement</i> .				
[Page 2, and 5.0.1.4] — Policy on Unauthorized Changes to Advancement Program No council, committee, district, unit, or individual has the authority to add to, or subtract from, advancement requirements. There are limited exceptions relating only to youth members with special needs. For details see section 10, "Advancement for Members With Special Needs".				

[Page 2] — The "Guide to Safe Scouting" Applies
Policies and procedures outlined in the *Guide to Safe Scouting*, No. 34416, apply to all BSA activities, including those related to advancement and Eagle Scout service projects.