

Ranger Award Cave Exploration



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:			me			Unit:		
	C	omme		ase submit errors, omissions, comme	nts or suggestions abo	www.MeritBadge.Org but this checklist to: Workbooks@USScouts.Org ard should be sent to: Advancement.Team@Scouting.Org		
	a.	Lear	n al	oout caving				
			i.	Write the National Speleological S and cavers near you.	Society (NSS) to requ	uest information about caving and information about cave		
			ii.	Learn about the different types of	caves			
			iii.	Learn about caving courtesy, caving do's and don'ts, and what the BSA policy is on cave exploring. Read at least one book about caving.				
			i۷.					
	b.	Knot	S					
			i.	Learn the following knots used in	caving:			
				Endline knots:	Jo	iner knots:		
				bowline,] water knot,		
				figure eight,] fisherman,		
				figure eight on a bight] figure eight on bend		
				Midline knots:	As	scending knots:		
				bowline on a bight		Prusik knot		
				☐ butterfly				
			ii.	Teach these knots to your crew, a	another crew, a Cub	Scout or Boy Scout unit, or another group.		
	C.	Rope	es					
			 i. Learn about the different types of ropes available for climbing and caving and explain the u characteristics of each. 					
		☐ ii.		Learn proper climbing rope care. Know and practice proper coding and storage.				
			iii.	now how to keep proper records or retire a rope.	on climbing rope and	how to inspect it for wear and damage. Know when to		
			iv.	Using the knowledge acquired ab Cub Scout or Boy Scout unit, or a	p display or a presentation for your crew, another crew, a			
	d.	d. Rappelling and belaying						
			i.	Demonstrate that you know how t	o properly and safely	y rappel a distance of at least 30 feet.		
			ii.	Demonstrate that you know how t knots. Ascend at least 30 feet.	o ascend a rope usir	ng mechanical ascenders or Prusik or other ascending		

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Vent	urir	ng Cave I	Exploration Ranger Elective	Venturer's Name:			
		☐ iii.	Know and explain the differences, advantages, and for rappelling and belaying,.	disadvantages of single rope (SRT) and double rope (DRT)			
		iv.	Learn how to properly pack and carry a backpacking	ack and carry a backpacking stove and fuel.			
	e.	Outfitting					
		i.		zation or have them make a presentation to your crew so g helmets, light sources, backup lighting sources, clothing,			
		☐ ii.	Find out what the American National Standards Ins	titute requirements are for helmets.			
	f.	First aid					
		i.	Make a list of what you need in your personal cave gear.	pack. Include your personal first aid kit and cave survival			
		☐ ii.	Learn what crew equipment is, including a first aid	kit, caving ropes, and ascending equipment.			
		☐ iii.	Help make a first aid kit for your crew or group and	demonstrate that you can keep it up.			
		iv.	Demonstrate to your crew, another crew, a Cub Sc a personal and crew first aid kit.	out or Boy Scout unit, or another group how to construct both			
	g.	. Caves					
		i.	Learn about the many types of cave formations.				
		☐ ii.		mations and caving conservation for your crew, another oup. Include practices such as proper carbide removal; care eave No Trace.			
	h.	h. Find a cave you would like to visit; get permission to enter it; make a trip plan including cave location, a list of participants, expected time in the cave, expected date and time of return, and an emergency contact; and then go in cave, led by a qualified caver					
	i.	From a cave expert, learn about natural and fabricated hazards such as mudslides, loose rocks, pits, deep water, critters, complex routes, wooden ladders, and flooding.					
	j.	Maps					
		☐ i.	Using a three-dimensional cave map, learn what th	e standard map symbols represent.			
		☐ ii.	Using the knowledge above, make a tabletop displar or Boy Scout unit, or another group.	ay or presentation for your crew, another crew, a Cub Scout			
		I	mportant excerpts from the Guide To Advand	ement - 2015, No. 33088 (SKU-620573)			
The c	urre Scou	ting, Varsit	f the Guide to Advancement is the official source for administeri	ng advancement in all Boy Scouts of America programs: Cub Scouting, BSA advancement manuals and previous editions of the <i>Guide to</i>			
No c	ound	cil, commi] — Policy on Unauthorized Changes to Advancement Prog ttee, district, unit, or individual has the authority to add to, only to youth members with special needs. For details see section	r subtract from, advancement requirements. There are limited			
[Page	2] -	— The "Gu	ride 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.