



# Star Rank

## Workbook

This Workbook can help you organize your thoughts as you read your Boy Scout Handbook. You still must satisfy your Scoutmaster that you can demonstrate each skill and have learned the information.

The work space provided for each requirement should be used by the Scout to keep track of which requirements he has completed, and to make notes for discussing the item with his leader, not for providing the full and complete answers.

The Scout must do each requirement.

No one may add or subtract from the official requirements found in **Boy Scout Requirements** (Pub. 33216 – SKU 616334).

The requirements were last revised in 2013 • This workbook was updated in January 2013.

Scout's Name: \_\_\_\_\_ Unit: \_\_\_\_\_

<http://www.USScouts.Org> • <http://www.MeritBadge.Org>

Please submit errors, omissions, comments or suggestions about this **workbook** to: [Workbooks@USScouts.Org](mailto:Workbooks@USScouts.Org)  
Comments or suggestions for changes to the **requirements** for the **rank** should be sent to: [Advancement.Team@Scouting.Org](mailto:Advancement.Team@Scouting.Org)

- 1. Be active in your unit (and patrol if you are in one) for at least four months as a First Class Scout.
- 2. Demonstrate Scout spirit by living the Scout Oath and Scout Law in your everyday life.
- 3. Earn 6 merit badges, including 4 from the required list for Eagle.\*
  - \_\_\_\_\_ (required for Eagle)\*
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- 4. While a First Class Scout, take part in service project(s) totaling at least 6 hours of work. These projects must be approved by your Scoutmaster.
- 5. While a First Class Scout, serve in your unit for four months in one or more of the following positions of responsibility (or carry out a unit leader-assigned leadership project to help your unit)
  - Boy Scout troop.** Patrol leader, senior patrol leader, assistant 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, 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, 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, storekeeper, crew/ship Webmaster, or Leave No Trace trainer.
- 6. Take part in a Scoutmaster conference.
- 7. Complete your board of review.

**Note:**  
\* A Scout may choose any of the 15 required merit badges in the 12 categories to fulfill requirement 3..  
(See the excerpt from the [Guide to Advancement](#) [Section 7.0.4.5] at the end of this workbook.)

**Requirement resources can be found here:**  
[http://www.meritbadge.org/wiki/index.php/Star\\_Rank/#Requirement\\_resources](http://www.meritbadge.org/wiki/index.php/Star_Rank/#Requirement_resources)

## Important excerpts from the [‘Guide To Advancement’](#), No. 33088:

Effective January 1, 2012, the ‘Guide to Advancement’ (which replaced the publication ‘Advancement Committee Policies and Procedures’) is now the official Boy Scouts of America source on advancement policies and procedures.

- **[ Inside front cover, and 5.0.1.4 ] — 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 disabilities. For details see section 10, “Advancement for Members With Special Needs”.)
- **[ Inside front cover, and 7.0.1.1 ] — 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. [Note: Always reference the online version, which is updated quarterly.]
- **[4.2.3.3] — Service Projects**  
Basic to the lessons in Scouting, especially regarding citizenship, service projects are a key element in the Journey to Excellence recognition program for councils, districts, and units. They should be a regular and critical part of the program in every pack, troop, team, crew, and ship.  
  
Service projects required for Second Class, Star, and Life ranks may be conducted individually or through participation in patrol or troop efforts. They also may be approved for those assisting on Eagle Scout projects. Second Class requires a minimum of one hour on an approved project. An approval is important because it calls on a boy to think about what might be accepted, and to be prepared to discuss it. It is up to the unit to determine how this is done. In many troops, it is the Scoutmaster’s prerogative.  
  
Star and Life ranks require at least six hours of service on a Scoutmaster preapproved project. Time spent on Eagle Scout service projects should be allowed in meeting these requirements. Note that Eagle projects do not have a minimum time requirement, but call for planning and development, and leadership of others, and must be preapproved by the council or district. (See “The Eagle Scout Service Project,” 9.0.2.0.)
- **[7.0.4.5] — Earning Eagle-Required Merit Badges for Star or Life Rank**  
Candidates for Star or Life, in the selection of “any four” or “any three,” respectively, of the merit badges required for Eagle, may choose from all those listed, including where alternatives are available: Emergency Preparedness OR Lifesaving; and Cycling OR Hiking OR Swimming. For example, Cycling, Hiking, and Swimming could count for Life rank, but only one of those would serve toward the 12 required merit badges for the Eagle Scout rank.