

Explorer Scout Advancement Requirements 1944 – 1949

(from BSA Explorer Scout Manual, 1st edition, 1946)

Apprentice Requirements

1. Present your Explorer Scout Application and evidence of a physical checkup, together with a list of hobbies, skills and sports which interest you and an outline record of your camping and other experiences in outdoor life.
2. Know the Scout Oath and the Scout Law and interpret to you Post Advisor their practical meaning in your daily life and in your life plans.
3. In a Post Ceremonial, formally declare your adherence to the Scout Oath and Law and your allegiance to the United States of America and to its Flag.

For each of the ranks of [Woodsman](#), [Frontiersman](#), or [Ranger](#), the Apprentice must meet at least one requirement from each of the seven activity groups, I-VII, under that rank; then select five more as preferred from any of the activity groups under that rank for a total of twelve requirements out of twenty listed for each rank.

Woodsman Requirements

I. PHYSICAL FITNESS

1. Physical Skills

As part of a plan for physical fitness, develop and demonstrate at least average proficiency in some outdoor skill or sport — such as swimming, rowing, canoeing, skiing, fishing, wrestling, boxing, baseball, or an equivalent as approved by the Post Council.

2. Special Toughening Skills

Establish as a basis for personal improvement, your own fitness scores on the Step-Test and on any two of pull-up, push-up, or vertical jump.

II. CAMPCRAFT

3. Trail Equipment

On a hike, demonstrate how to improvise and use personal emergency trail equipment — pack, improvised from trousers, sack, or the like — cooking kit made from cans — shelter of coat, poncho or native materials — sleeping bag from blankets or tarp and emergency cover of leaves or snow.

4. Fire and Food

- a) Find in the field suitable local tinder and wood and without matches, produce and use fires for boiling and broiling.
- b) Find and prepare for meal, cooked or raw, three wild edible plants or fruits.

5. Backwoods Engineering
On a hike, demonstrate proper development of temporary camp site covering shelter, food cache, and measures for cooking, water supply, and sanitation.
6. Weather
On 4 or more hikes, point out the usual local signs indicating bad or changing weather and demonstrate bad weather fire-making and cooking with only improvised shelter; also point out the four types of lous.

III. FIELD CRAFT

7. Stalking and Concealing
 - a) Creep and crawl without being seen to within 25 feet of a person.
 - b) From a distance of 25 yards, approach a blind-folded listener to within 12 feet without being heard.
 - c) At command, "freeze" and remain rigidly motionless for 1 minute.
8. Orientation
On a hike, follow a compass course (magnetic azimuth) for one mile or more with reasonable accuracy, and with at least four changes of direction and submit sketch map of route.
9. Communications
On a hike or in camp, send and receive messages of at least 20 words (minimum of 100 letters) by International Morse Code, using any improvised source of sound; OR make a radio receiving set, any type, OR log at least 20 short wave stations and list Federal Communications Commission rules for licensing of station.
10. Trail First Aid
On a hike or in camp, demonstrate on others and self, how to improvise, on the trail, sterile dressings for stings, burns and other wounds; splints; non equipment snake-bite treatment, emergency trail handling of shock, heat exhaustion, sunstroke, freezing, and poisoning.

IV. EXPEDITIONS

11. Expeditions
Help plan and participate in at least one expedition of at least two nights.
12. Camping
Take part in three or more overnight camping or fishing or hunting trips.

V. LIFE EXPLORATIONS

13. Hobbies and Skills
Select and develop a hobby or skill.
14. Vocations
Hold a job for 30 days or more, and present evidence of success.
15. Farm Project
Determine the soil conditions of an approved soil area, reporting for what crops it is best suited, and what treatment the soil needed for improved production of one crop; OR prepare a plan for adequate water supply for such an area, including a summary from Weather Bureau records of the average rainfall expectations.

16. Social Observances
Demonstrate the proper way to introduce two people; to handle formal and informal invitations; the role of an escort; respects due ladies and older people; calling at a home; going to receptions, public events, restaurants, theaters, church.

VI. COMMUNITY PARTICIPATION

17. Community Service Projects
 - a) Carry out, alone or jointly, at least one community service project developed in consultation with his Post Advisor
 - b) Explore and report on what provision is made by your city or county government to protect health and provide for health needs.
18. Conservation
From field research, find out how a local conservation problem arose and offer one or more possible solutions.
19. Continuing Community Duties
Take your share helping meet volunteer leadership needs in the community through church, school, Scouting, or other community projects.

VII. GROUP PARTICIPATION RECORD

20. Satisfactory Record
Render at least three months satisfactory service as an Apprentice Explorer.

Frontiersman Requirements

I. PHYSICAL FITNESS

1. Physical Skills
Continue your physical fitness plan and demonstrate proficiency in one added physical skill or sport.
2. Special Toughening Skills
 - a) Climb overhand an 18-foot rope in not more than 25 seconds.
 - b) Establish your own best record at your least fatiguing gait, for one mile; or establish, at the basis for improvement, your own records in high jump, broad jump, and hand vault.

II. CAMPCRAFT

3. Trail Equipment
Make and use a back-packing outfit — pack frame, sack, or basket; OR make and use own snowshoes; OR make and demonstrate two or more snares and box traps such as would be used for emergency wilderness food supply.
4. Fire and Food
On a hike, or in camp, prepare for two or more companions, one of the following: bean hole beans, imu, roast on spit, barbecue, clambake, or fish fry.
5. Backwoods Engineering
On a hike, with one or more companions, cross a 20-foot or wide raven, stream or body of water, using rope, vines, temporary improvised bridge or raft; OR build a needed trail bridge.

6. Weather
From a study of weather records select the best winter season and the best hot weather season for expeditions, and submit plans for necessary clothing and gear for both seasons — demonstrating for one season on a hike; find out what seasons are more free from insect pests and on a hike show how to protect from insects.

III. FIELD CRAFT

7. Stalking and Concealing
Stalk a wild animal or bird for photographing or for bow and arrow hunting, in season; OR track and trail through suitable cover, a companion keeping within 66 feet to 100 feet for ½ mile without being detected.
8. Orientation
On an expedition make a sketch map covering the trip, and showing compass bearings and approximate distances, also places where wild animal life was seen.
9. Communications
On a hike or in camp, send and receive messages of at least 30 words (minimum of 150 letters) by International Morse Code, over a distance of ¼ mile or more using heliograph, or special improvised visual means; OR make a short wave receiving set; OR demonstrate your ability to meet the first half of the Federal Communications Commission requirements for Radio Amateur's license.
10. Trail First Aid
On a night hike, demonstrate artificial respiration, five types of emergency splinting and bandaging, done entirely in the dark.

IV. EXPEDITIONS

11. Expeditions
Participate in expedition of at least three days and two nights' duration, involving transportation by foot, horse, boat, and so forth, and involving more than one campsite.
12. Camping
Hike 15 miles with a pack weighting not less than 25 lb., limit of drinking water 1 pint, only meat to be emergency rations prepared by self.

V. LIFE EXPLORATIONS

13. Hobbies and Skills
Select and develop a new hobby or skill and report or demonstrate in Post Meeting.
14. Vocations
Explore and report in Post Meeting on qualities and preparation needed, as well as the future outlook for a young man in any vocation of own choosing.
15. Farm Project
Carry through your own approved garden, chicken, stock, pigeon, bee or rabbit, or similar project. (May be 4H Club or Future Farmers of America projects if desired.)
16. Social Observances
Give evidence of knowledge of proper table etiquette including table arrangement, seating of guests, grace at meals, and the serving and passing of food.

VI. COMMUNITY PARTICIPATION

17. Community Service Projects
 - a) Continue your effort, alone or jointly, to do your part in helping with community affairs.
 - b) Report what non government agencies there are in your community which seek to benefit youth.
18. Conservation
Develop and carry out an original conservation project in consultation with his Post Advisor and government or other conservation leaders.
19. Continuing Community Duties
Help find others to help as needed community leaders in church, school, Scouting, and so forth, in addition to your own continuing service.

VII. GROUP PARTICIPATION RECORD

20. Satisfactory Record
Render at least three months satisfactory service as an Explorer Woodsman.

Ranger Requirements

I. PHYSICAL FITNESS

1. Physical Skills
Progress in your physical fitness plan and demonstrate proficiency in one added physical skill or sport.
2. Special Toughening Skills
Build an approved obstacle course of at least five units and establish your record for the course.

II. CAMPCRAFT

3. Trail Equipment
Make and use a sleeping bag or a tent suitable for your climate, OR a reflector oven and a water bag, OR make a pair of skis or snowshoes, OR build a canoe, kayak, or rowboat.
4. Fire and Food
Cook a meal for two or more companions, built around fish, fowl or other game in season secured on the trip.
5. Backwoods Engineering
With ropes available and poles to lash, rig a rescue device across a 25-foot body of water or stream bed, with the help of the "marooned" person; OR build some needed camp equipment such as permanent fireplace, dutch oven; OR, with others, if needed, build a cabin.
6. Weather
Outline methods of survival for emergencies in arctic cold, desert heat, when adrift at sea and in jungle wilderness, and demonstrate on hike or expedition survival measures for that season.

III. FIELD CRAFT

7. **Stalking and Concealing**
On a hike or expedition, pitch tent so as to conceal and camouflage it. After its use, cover all signs of camp, including footprints within 15 feet around the site.
8. **Orientation**
Using compass and grid map, make your way in unfamiliar country (wilderness where possible) through three designated grid map points, involving a 4-mile circuit.
9. **Communications**
On a hike or in camp at night, send and receive at least 40 words (minimum of 200 letters) by International Morse Code, over a distance of ¼ mile using any improvise or homemade blinker device; OR, make a working plan for an amateur's sending set; OR, qualify for FCC Radio Amateur's license.
10. **Trail First Aid**
On a hike or in camp demonstrate, over an approved trail, emergency transportation of injured person by one and by two others, including the making of an emergency sling or sledge from poles, ropes, and sticks.

IV. EXPEDITIONS

11. **Expeditions**
Present detailed plans as Director of a 5-day, 3-or-more-man expedition and participate in one such trip, involving more than one campsite.
12. **Camping**
Spend a total of at least 10 nights in overnight service, fishing or hunting camps.

V. LIFE EXPLORATIONS

13. **Hobbies and Skills**
Select and carry on a new hobby or advance in an old one, and show evidence of fair mastery of one added craft skill.
14. **Vocations**
Compare the three vocations which seem the attractive to you and outline in conference with your Post Advisor, a practical plan you might follow to enter any one of them.
15. **Farm Project**
After counseling with one or more agricultural leaders, outline and carry through your own project in agricultural research or experimentation in soils, new crops, crop improvement by selection or breeding, grafting, quests for new uses, methods, and so forth.
16. **Social Observances**
Give evidence of having read a book or pamphlet on social usage; present directions for five social games appropriate for informal Explorer Scout occasional assist social committee in arranging and conducting a formal social event.

VI. COMMUNITY PARTICIPATION

17. **Community Service Projects**
In addition to your own help or leadership in some approved community project, report to your Post on which service, protective and developmental, are carried on by your local government primarily for the benefit of youth.

18. Conservation
Survey and report on the main representatives of the families of plant and animal life discovered at any one season in an approved areas, indicating their relation to human life; OR, explore and report on some one form of plant or animal life as to its prevalence, how it lives, what part it plays in its natural setting, and its possible values.
19. Continuing Community Duties
Assist in training others as needed, as part of the continuing help to the community through church, school, Scouting or other community projects.

VII. GROUP PARTICIPATION RECORD

20. Satisfactory Record
Render at least six months satisfactory service as an Explorer Frontiersman.