

ALL PIPESTONE REQUIREMENTS MUST BE COMPLETED BY 12:00 NOON ON FRIDAY!

*Pipestone Requirements: **Unit Leaders, we ask your help in continuing the rich heritage and tradition of the Pipestone Honor by insuring that all requirements are met. Remember, "Disappointment is often a better teacher than recognition easily come by."***

First Year:

Rank: Scout (Pipestone wood required)
Scouting Skills: 10 parts of any rank** or one merit badge.
Ecology: Identify in the field: any combination of 15 trees, plants, or shrubs.
Identify 4 constellations and 8 insects.
Swimming: Jump feet first into water over your head, swim non-stop using any stroke a distance of 25 yards. ***
Good Turn: Unit Participation
Scout Spirit: This is the daily practice of the living Code of the Scout Oath and Scout Law. Camp Spirit is very important. A Scout could complete all the other requirements and not be eligible for the award because he did not live by the Scout Oath and Scout Law.

Second Year:

Rank: Second Class (Pipestone wood required)
Scouting Skills: 12 parts of any rank** or one merit badge.
Ecology: Identify in the field: any combination of 25 trees, plants, or shrubs.
Identify 6 constellations and 10 animals, mammals, reptiles, fish, crustaceans, or amphibians.)
Swimming: Jump feet first into water over your Head, swim non-stop using any two different strokes a distance of 50 Yards. ***
Good Turn: Unit Participation
Scout Spirit: Same as for all years. See first year requirements.

Third Year:

Rank: First Class (Pipestone wood required)
Scouting Skills: 14 parts of any rank** or one merit badge.
Ecology: Identify in the field: any combination of 35 trees, plants, or shrubs.
Identify 8 constellations and 10 birds.
Swimming: Jump feet first into water over your head, swim non-stop using any three strokes a distance of 100 yards. ***
Good Turn: Unit Participation.
Scout Spirit: Same as for all years. See first year requirements.

Fourth Year:

Rank: Star (Pipestone Wood Required)
Scouting: One merit badge.
Skills:
Ecology: Serve as or assist the Unit Naturalist or Astronomer or serve in a designated leadership capacity.
Swimming: Jump feet first into water over your head, swim non-stop 125 yards of which 25 yards must be a resting backstroke.***
Good Turn: Leadership on the unit's project.
Scout Spirit: Same as for all years. However, particular emphasis is placed upon Scout Spirit for the 4th year candidates. They should set an example for the younger Scouts. Example should be 90% of this requirement.

Fifth Year:

Rank: Life
Scouting: Serve in a designated leader's capacity.
Skills:
Swimming: Jump feet first into water over your head, swim non-stop for 150 yards of which 25 yards must be a resting back stroke **AND** pass or **hold swimming merit badge**.***
Good Turn: Serve in a designated leadership capacity.
Scout Spirit: Same as for all years.

Notes on Pipestone Requirements:

- * Requirements for rank must be completed, but a Board of Review is not required to have been completed.
- ** Excluding Scout Spirit and a Board of Review. The Scoutmaster's Conference may be counted if all the other requirements for that rank have been completed. If the required number of skills cannot be met, a merit badge must be earned.
- *** Waiving the swimming requirement for one's camp honor shall be governed by the guidelines set forth under the "Disabilities" section of this guide.