



AWARD WORKSHEET

National Outdoor Badge: Adventure

Venturing

Name

Started

Completed

The National Outdoor Badge for Adventure recognizes Scouts and Venturers who take on big outdoor challenges. It's about building survival skills and completing many adventures that push your limits.

Requirements

Every official requirement, in plain language. Check the official wording when you sign off (scouting.org/programs/scouts-bsa/advancement-and-awards/noa/). Tips and examples are ideas, not extra requirements.

- ☐ **1** Earn First Class rank or Sea Scout Apprentice rank, or finish Venturing Ranger Award requirements 1–6

Tip: Make sure you've finished First Class, Sea Scout Apprentice, or the listed Ranger requirements first.

Example: If you've reached First Class or Sea Scout Apprentice, you're set. If you joined Venturing without it, Ranger Award requirements 1–6 build the same base, with core skills like first aid and wilderness survival you'll lean on for every big trip.

- ☐ **2** Finish one of these: the Emergency Preparedness, Search and Rescue, or Wilderness Survival merit badge, or the Ranger Wilderness Survival or Emergency Preparedness core or First Aid elective

Tip: Choose Wilderness Survival, Search and Rescue, or Emergency Preparedness, or a Ranger option. All build key safety skills.

Example: Wilderness Survival teaches shelter, fire, and signaling; Search and Rescue covers how teams find lost people; Emergency Preparedness covers planning for disasters at home and in the community. Choose the one that fits your trips.

- ☐ **3** Complete 10 adventures in Scouting America activities, mixing or repeating the kinds in 3a–3g as you like (your unit leader decides whether one trip that fits several kinds, or doubles one of 3a–3d, counts more than once)

Tip: Keep a log as you work toward 10 qualifying adventures, like multi-day treks, climbs, or a 50-Miler. Plan with experienced leaders and follow safety rules for each activity.

Example: Ten adventures might include a trek at Philmont, Northern Tier, Sea Base, or the Summit, a 50-Miler, earning the Historic Trails Award, a few 3-day backpacking trips of 20+ miles with no resupply, and rock climbing on overnight campouts. Log each with dates and what it involved.

- ☐ **3a** Backpack for 3 or more days and over 20 miles with no food resupply

- ☐ **3b** Canoe, row, or sail for 3 or more days and over 50 miles with no food resupply

- ☐ **3c** Run whitewater for 2 or more days and over 20 miles with no food resupply

- ☐ **3d** Climb on open rock following Climb On Safely, as part of an outing with an overnight campout

- ☐ **3e** Earn the National Historic Trails Award

- ☐ **3f** Earn the 50-Miler Award

- ☐ **3g** Go to a national high-adventure base, or to a local high-adventure or specialty-adventure program that is nationally recognized