



AWARD WORKSHEET

National Outdoor Badge: Aquatics

Venturing

Name

Started

Completed

The National Outdoor Badge for Aquatics recognizes Scouts and Venturers who spend lots of time on and in the water. You'll build swimming, lifesaving, and boating skills along the way.

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.

- ☐ **2** Finish the Swimming merit badge plus either the Lifesaving merit badge or the Venturing Ranger Lifesaver elective (Sea Scouts cover these in their Ordinary and Able ranks)

Tip: Work on Swimming and Lifesaving with qualified instructors. Build your endurance and confidence first.

Example: Swimming and Lifesaving build on each other: work on strokes and endurance for Swimming first, then take Lifesaving with a counselor, often at summer camp, where you practice rescues with qualified instructors.

- ☐ **3** Earn the Scouting America Mile Swim award

Tip: Train for the Mile Swim with supervised practice, then swim the mile with qualified escorts.

Example: Practice distance strokes and pacing at a pool or in your camp's Mile Swim program, show you're ready with a quarter-mile swim, then swim the mile on a course your counselor approves.

- ☐ **4** Finish at least one aquatics merit badge (Canoeing, Kayaking, Rowing, Small-Boat Sailing, Whitewater, Water Sports, Fishing, Fly-Fishing, or Scuba Diving) or the Ranger Fishing, Scuba, or Watercraft elective; then spend 25+ hours on the water using those skills

Tip: Pick an aquatics badge or elective you enjoy, like canoeing or kayaking, and log your hours on the water.

Example: Choose an aquatics badge you'll keep using, such as Canoeing, Kayaking, or Small-Boat Sailing, then log 25 hours on the water: a weekend canoe trip and a few lake paddles can get you there.

- ☐ **5** Log 50+ hours of any mix of swimming, scuba, canoeing, kayaking, rowing, small-boat sailing, stand up paddleboarding, whitewater, water sports, fishing, or fly-fishing in Scouting America activities; time from requirements 2–4 counts

Tip: Log every Scouting aquatics activity until you reach 50 hours. Always swim and boat with qualified supervision.

Example: Log each session: "July 9, summer camp, 2 hours canoeing" or "Aug 3, crew lake day, 3 hours swimming and kayaking." Ask your leader which activities count toward the 50 hours.