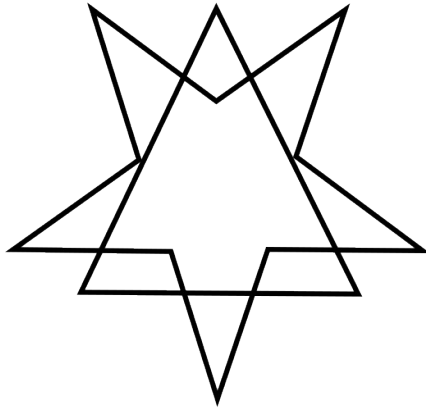


# A ROY SCOUT' S HANDBOOK



1<sup>ST</sup> EDITION

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## PURPOSE

Roy Scouting aims to be *THE* premier scouting experience in the western United States. Founded on a sweet September Sunday in the early 90's, Roy Scouting and the Organization of Roy Scouts is a movement rooted in fierce passions for hedonistic excellence. Some may ask, "but why Roy Scouting?". The response, "because why the hell not!".

## TENETS

There are five tenets of Roy Scouting:

1. *Excellence in everything*
2. *All things in good style*
3. *No triumph without fear*
4. *No pleasure without pain*
5. *Each in due turn, body, mind, and soul*

## STYLE

Style is an important, if not the most important aspect of Roy Scouting. A Roy Scout knows that the aesthetic of the thing is more often more meaningful than the thing itself. An achievement for achievements' sake is without meaning. The summit is taller when you've honored the mountain, the desert quieter when you've respected its grace, the darkness deeper if you've asked it to be.

A Roy Scout knows that all good things are in balance. Both solemnity and frivolity are given equal weight. A Roy Scout is not the loudest nor the coolest, but knows there are times to be both loud and cool. A Roy Scout knows when to go fast and commit, but also pause and consider. Roy Scouts seek to expand their minds, but learn how to narrow their focus. To be a Roy Scout is to accept a life of continuous adventure and experience. To be present, and mindful, and youthful, and wise. By being part of something larger than oneself, Roy Scouts understand themselves and their fellow scouts more meaningfully. The Roy Scout style is effort, and passion, and knowledge, and wonder. *-in omnia ecellentia-*



**Uniform -**

The Organization of Roy Scouts adopts no required uniform or set of attire. In fact a Roy Scout knows that the most appropriate set of clothes, are no clothes at all.

However, Roy Scouts may choose to represent their Scout pride and achievements through dress. Over the decades many scouts have adopted a classic Forest Ranger-styled look. Some of the fashion elements included therein are:

- Collared shirts with a 6-button front placket and one or two pleated, flapped chest pockets. Short or long sleeved. Earth tones.
- Straight cut trousers or shorts. Popular fabrics include twill, corduroy, or assless. Again earth or desert tones.
- Various hats and caps including, 3-panel, 5-panel, and wide-brimmed.

Frequent additional style elements are seen, which may illustrate a Roy Scout's scouting level, degree, merit badge achievements, and rank(s). These include stylized pins, patches, barrettes, ties, cock-rings, belt-buckles, scarves, handkerchiefs, and nipple piercings.

**LEVELS**

As a Scout learns and masters the skills and achievements as set forth by the Organization of Roy Scouts, they are able to progress in their scouting level. Scouting levels define the progression of a Scout from knave to master. Earning a higher level in scouting requires distinct efforts and achievements as described below for each level. Within the Organization of Roy Scouts, these efforts and achievements are referred to as degrees [see *Degrees*] and merit badges [see *MERIT BADGES*], respectively.

**Roy Scout -**

The immutable and indelible scout level. Every Scout is, was, and will always be a Roy Scout.



**Grub Scout -**

The first level of Scouting. Each initiate Scout begins here. Every Master Scout was once a Grub. *-nulla voluptas sine dolore-*

**Nymph Scout -**

The second stage of development of insects and the second level of scouting. A Nymph Scout has formed their wings but they cannot fly. To earn the level of Nymph Scout a Scout must;

- be a Grub Scout of at least 3<sup>rd</sup> Degree, and
- earn one badge from each class [see *Classes, under MERIT BADGES*].

**Morning Scout -**

Morning Scouts have opened themselves to the way of scouting. Just as dawn breaks and sheds light on this world, so light has begun to shed across the mind of the Roy Scout. Scouts of this level are beginning to explore the meaning of Roy Scouts. To earn the level of Morning Scout a Scout must;

- be a Nymph Scout of at least 3<sup>rd</sup> degree, and
- earn at least 3 badges from each of the Physical and Natural classes.

**Evening Scout -**

Evening Scout can be imagined as having seen the first full day in Roy Scouts, having seen but not yet explored the landscape. To earn the level of Evening Scout a Scout must;

- be a Morning Scout of at least 5<sup>th</sup> degree, and
- earn at least 5 badges from each of the Physical and Natural classes and 3 badges from the Ritual class.



**Stone Scout -**

Long are the eons that shaped the rocks and stone of the planet, and long is the path behind and in front of the Stone Scout. To earn the level of Stone Scout a Scout must;

- be an Evening Scout of at least 7<sup>th</sup> degree, and
- earn at least 9 badges from each of the Physical and Natural classes and 8 badges from the Ritual class.

**Iron Scout -**

An Iron Scout has been forged in the fires of both physical and metaphysical struggles and triumphs. It is no trivial task to reach the level of Iron Scout and, as such, a Scout is irrevocably changed because of it. To earn the level of Iron Scout a Scout must;

- be a Stone Scout of at least 9<sup>th</sup> degree, and
- earn at least 12 badges from each class,
- as well as achieve the rank [see RANKS] of Aerobic Monster.

**Life Scout -**

Not to be confused with that other scouting organization's life scout. A Life Scout within the Organization of Roy Scouts is wise in the ways of both gods and devils. To earn the level of Life Scout a Scout must;

- be an Iron Scout of at least 11<sup>th</sup> degree, and
- earn at least 15 badges from each of Physical and Natural classes,
- as well as achieve the ranks of Farmer and Nudist.



### **Death Scout -**

I am become Death, the destroyer of worlds. To earn the level of Death Scout a Scout must;

- be a Life Scout of at least 13<sup>th</sup> degree, and
- earn at least 18 badges from each of the Physical and Natural classes and 13 badges from the Ritual class,
- as well as achieve the ranks of Acolyte and Adventurer.

### **Master Scout -**

To achieve mastery, a Scout must have depth of experience across all aspects of Scouting. To earn the level of Master Scout a Scout must:

- be a Death Scout of at least 13<sup>th</sup> degree, and
- earn at least 69% of all badges in each class.

The level of Master Scout by definition is dependent on the quantity of badges in each class. As the Organization of Roy Scouts has grown and changed, so have the requirements to achieve the level of Master.

### **Degrees -**

Degrees can be interpreted as sub-levels of scouting. They denote incremental increases in scout knowledge and spirit. Degrees within a specific scout level are recognized in increments of two beginning with one, i.e. the 1<sup>st</sup> degree. Therefore degrees are observed as the set of odd natural numbers. The base degree of any scout level is the 1<sup>st</sup>.

To gain degrees within a scout level, a Scout must be witness to another Scout earning a merit badge. A Scout may concurrently earn a merit badge and be a merit badge witness, but may not be their own witness. For each witnessing a Scout performs, they gain one degree within their current scout level. Remember, though, degrees are not recognized outside of the set of odd natural numbers. Therefore as an example, a Scout may have witnessed 4 merit badge earnings, but the Organization of Roy Scouts only recognizes Scouts of the 3<sup>rd</sup> or 5<sup>th</sup> degree, not the 4<sup>th</sup>. Referring to one's scouting degree as one of the set of even natural numbers is considered poor style.



When earning degrees within a scout level, it is possible to witness the earning of the same badge by multiple Scouts, and even the same badge by multiple Scouts simultaneously, but as one may guess, "cashing-in" on multi-witness badge earnings for the sake of gaining scout degrees is considered poor style.

Moreover, when a Scout earns a new level in scouting, e.g. earning Nymph Scout from Grub Scout or Death Scout from Life Scout, their scouting degree is reset to 1<sup>st</sup>.

The purpose of the scouting degrees is to encourage scouts to get together and enjoy the process of scouting, supporting each other in their epicurean quests. After all, the scenery of an alpine lake is only improved by the bare ass of another Roy Scout.

## MERIT BADGES

The Roy Scout merit badge is a means to deepen a Scout's knowledge of scoutcraft. Merit badges reflect the purpose and style of Roy Scouts. Each merit badge is named and described in terms of how it can be earned. These descriptions are not meant to be prescriptive, but rather interpretive. This allows a Scout to choose their own approach for pursuing a badge and an opportunity to embrace the style of Roy Scouts.

The following pages of this handbook provide space to track a Scout's earning of badges and witnessing of badges for gaining scouting degrees. These forms are only a template and suggestion derived by the Organization of Roy Scouts. As with all things, *in omnia bene forma*.

### Classes -

There are three classes of Roy Scout badges:

- Physical
- Natural
- Ritual



These three classes represent the three basic themes of Roy Scouts. Each is necessary to support the others. The physical class represents a Scout's body, forged in the fires of challenge. The natural class represents a Scout's mind, awakened out of torpor. And the ritual class represents the Scout's soul, as an offering to the cause.





**Ranks -**

Scouting ranks are specialty achievements that can typically be earned by completing a specific set of merit badges. These ranks describe sub-themes of Roy Scouts and allow the Scout to pursue unique paths depending on their individual interests. Ranks are listed at the end of each merit badge class list and include descriptions of how they can be achieved. Additionally, unclassified ranks (those not falling under or being restricted to a specific class) can be found at the end of the MERIT BADGE section.



**Physical Class Merit Badges -**

- Here we sacrifice our bodies -

**1000 Mile Summer**

- Run 1,000 miles between Memorial Day and Labor Day.

---

Earning Scout Signature	Date
-------------------------	------

Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**750 Mile Summer**

- Run 750 miles between Memorial Day and Labor Day.

---

Earning Scout Signature	Date
-------------------------	------

Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**500 Mile Summer**

- Run 500 miles between Memorial Day and Labor Day.

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Earning Scout Signature	Date
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Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**The Faithful**

- Swear one's soul to the Church of the Saturday Long Run.

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Earning Scout Signature	Date
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Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)



**New Lap Record**

- Complete a personal record in a running race that was completed in prior to becoming a Roy Scouts initiate.

Earning Scout Signature	Date
Notes: _____	
Witnessed: Earning Scout(s)	Date(s)
Earning Scout(s)	Date(s)

**Out-o-Breath**

- Run to the top of at least 20 mountain passes which reach a minimum of 10,000 ft elevation.

Earning Scout Signature	Date
Notes: _____	
Witnessed: Earning Scout(s)	Date(s)
Earning Scout(s)	Date(s)

**San G**

- Run to the top of San Gorgonio Mountain

Earning Scout Signature	Date
Notes: _____	
Witnessed: Earning Scout(s)	Date(s)
Earning Scout(s)	Date(s)

**Running 2-fer**

- Compete in 2 or more running races in a year.

Earning Scout Signature	Date
Notes: _____	
Witnessed: Earning Scout(s)	Date(s)
Earning Scout(s)	Date(s)



**Ultra**

- Compete in an ultramarathon.

---

Earning Scout Signature	Date
-------------------------	------

Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Don't Vom'**

- Run a 10 minute Beer Mile, a 9 minute La Croix Mile, or a 12 minute Vernors Mile.

---

Earning Scout Signature	Date
-------------------------	------

Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Sender**

- Redpoint any single pitch rock climbing route outdoors.

---

Earning Scout Signature	Date
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Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Crusher**

- Onsite at least 10, 5.8 or higher grade outdoor rock climbing routes in a day.

---

Earning Scout Signature	Date
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Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)



**Scrambler**

- Climb a class 3 peak.

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Earning Scout Signature	Date
Notes: _____	
Witnessed: _____	_____
Earning Scout(s)	Date(s)
Earning Scout(s)	Date(s)

**Mountain Goat**

- Climb a class 4 peak.

---

Earning Scout Signature	Date
Notes: _____	
Witnessed: _____	_____
Earning Scout(s)	Date(s)
Earning Scout(s)	Date(s)

**Mountaineer**

- Climb a class 5 peak.

---

Earning Scout Signature	Date
Notes: _____	
Witnessed: _____	_____
Earning Scout(s)	Date(s)
Earning Scout(s)	Date(s)

**Ascent**

- Hike (and/or run) more than 120,000 vertical feet in a year.

---

Earning Scout Signature	Date
Notes: _____	
Witnessed: _____	_____
Earning Scout(s)	Date(s)
Earning Scout(s)	Date(s)



**Peak Bagger**

- Hike/Climb all of Colorado's 14ers

---

Earning Scout Signature \_\_\_\_\_ Date \_\_\_\_\_

Notes: \_\_\_\_\_

Witnessed: Earning Scout(s) \_\_\_\_\_ Date(s) \_\_\_\_\_ Earning Scout(s) \_\_\_\_\_ Date(s) \_\_\_\_\_

**Thru-Hiker**

- Thru-hike at route of at least 150 miles in length.

---

Earning Scout Signature \_\_\_\_\_ Date \_\_\_\_\_

Notes: \_\_\_\_\_

Witnessed: Earning Scout(s) \_\_\_\_\_ Date(s) \_\_\_\_\_ Earning Scout(s) \_\_\_\_\_ Date(s) \_\_\_\_\_

**Old Gold Hill**

- Bike from Salina, CO to Gold Hill, CO and have an americano when you get there.

---

Earning Scout Signature \_\_\_\_\_ Date \_\_\_\_\_

Notes: \_\_\_\_\_

Witnessed: Earning Scout(s) \_\_\_\_\_ Date(s) \_\_\_\_\_ Earning Scout(s) \_\_\_\_\_ Date(s) \_\_\_\_\_

**Biking 2-fer**

- Compete in 2 or more bike races in a year.

---

Earning Scout Signature \_\_\_\_\_ Date \_\_\_\_\_

Notes: \_\_\_\_\_

Witnessed: Earning Scout(s) \_\_\_\_\_ Date(s) \_\_\_\_\_ Earning Scout(s) \_\_\_\_\_ Date(s) \_\_\_\_\_



**Rafter**

- Navigate, via water, at least 30 continuous miles on a river whose headwaters originate in Colorado.

Earning Scout Signature	Date
Notes: _____	
Witnessed: Earning Scout(s)	Date(s)
Earning Scout(s)	Date(s)

**Boater**

- Navigate, via water, at least 100 miles on any one of the 20 longest rivers in North America.

Earning Scout Signature	Date
Notes: _____	
Witnessed: Earning Scout(s)	Date(s)
Earning Scout(s)	Date(s)

**Aaron Kyro**

- Land a clean pop shovit.

Earning Scout Signature	Date
Notes: _____	
Witnessed: Earning Scout(s)	Date(s)
Earning Scout(s)	Date(s)

**Andy Anderson**

- Land a treflip to bolts.

Earning Scout Signature	Date
Notes: _____	
Witnessed: Earning Scout(s)	Date(s)
Earning Scout(s)	Date(s)



**4 Helmet Day**

- Within 24 hours, participate in 4 activities which require the use of a helmet.

Earning Scout Signature	Date			
Notes: _____				
Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Picnic**

- Complete The "Picnic", aka the Grand Teton Triathlon.

Earning Scout Signature	Date			
Notes: _____				
Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Doggy-paddle**

- Complete a one-mile swim.

Earning Scout Signature	Date			
Notes: _____				
Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Feels Like Home**

- Go snorkeling in the Pacific Ocean.

Earning Scout Signature	Date			
Notes: _____				
Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)





**Nordic 2-fer**

- Compete in 2 or more nordic ski races in a year.

Earning Scout Signature		Date		
Notes:				
Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**- Physical Class Ranks**

The following specialty ranks may be achieved in the physical class:

- **Torqued** - earn both of the Sender and the Crusher merit badges.
- **Athlete** - earn the following merit badges:
  - 500 Mile Summer
  - Sender
  - Scrambler
  - Aaron Kyro
- **Aerobic Monster** - earn all three of the Running 2-fer, Biking 2-fer, and Nordic 2-fer merit badges.
- **Wet Dog** - earn both the Rafter and Boater merit badges.
- **Adventurer** - earning at least 2 of the following merit badges:
  - Ultra
  - Peak Bagger
  - Thru-Hiker
  - Boater



**Natural Class Merit Badges -**

- Here we sacrifice our minds -

**Two Bird Day**

- Witness two good birds in a day.

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Earning Scout Signature		Date	
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Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)
	_____	_____	_____	_____

**Owl**

- Witness and owl in the wild.

---

Earning Scout Signature		Date	
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Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)
	_____	_____	_____	_____

**Mountain Rodent**

- Witness a marmot performing its classic "helicopter tail" maneuver.

---

Earning Scout Signature		Date	
-------------------------	--	------	--

Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)
	_____	_____	_____	_____

**Gardener**

- Eat food grown in one's own garden for more than a fortnight.

---

Earning Scout Signature		Date	
-------------------------	--	------	--

Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)
	_____	_____	_____	_____



**Big Boy**

- Grow a vegetable weighing more than 10 lbs

Earning Scout Signature	Date
Notes: _____	
Witnessed:	Earning Scout(s)      Date(s)
	Earning Scout(s)      Date(s)

**Victory Garden**

- Grow, & distribute to others, one's own weight in edible plants, fruits and/or vegetables.

Earning Scout Signature	Date
Notes: _____	
Witnessed:	Earning Scout(s)      Date(s)
	Earning Scout(s)      Date(s)

**Floral**

- Craft a bouquet from one's own homegrown flowers.

Earning Scout Signature	Date
Notes: _____	
Witnessed:	Earning Scout(s)      Date(s)
	Earning Scout(s)      Date(s)

**High Elevation Skinny Dip**

- Skinny dip in a natural body of water at an elevation of at least 10,000 ft.

Earning Scout Signature	Date
Notes: _____	
Witnessed:	Earning Scout(s)      Date(s)
	Earning Scout(s)      Date(s)



**Low Elevation Skinny Dip**

- Skinny dip in a natural body of water at an elevation of not more than 1,000 ft.

Earning Scout Signature	Date

Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Mile High Skinny Dip**

- Skinny dip in a natural body of water at an elevation between 5,000 ft and 5,600 ft.

Earning Scout Signature	Date

Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Baker**

- Learn to bake at least 8 unique types of bread, to include soda breads, yeasted breads, and enriched and non-enriched styles.

Earning Scout Signature	Date

Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Home-brew**

- Brew homemade beer.

Earning Scout Signature	Date

Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)



***Home-wine***

- Craft homemade wine.

Earning Scout Signature	Date		
Notes: _____			
Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

***Home-mead***

- Brew homemade mead.

Earning Scout Signature	Date		
Notes: _____			
Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

***Home-bucha***

- Brew homemade kombucha.

Earning Scout Signature	Date		
Notes: _____			
Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

***Julia Child***

- Develop a recipe that is good and original (judged by a panel of Roy Scouts).

Earning Scout Signature	Date		
Notes: _____			
Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)



**Chef**

- Host a full banquet for your local Roy Scouts. All food must be cooked onsite, no potlucks.

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Earning Scout Signature	Date
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Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)
	_____	_____	_____	_____

**After School with Bo Kent**

- Split and stack a chord of firewood.

---

Earning Scout Signature	Date
-------------------------	------

Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)
	_____	_____	_____	_____

**Firestarter**

- Learn to start a fire with one's own mind.

---

Earning Scout Signature	Date
-------------------------	------

Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)
	_____	_____	_____	_____

**Seamstress**

- Mend, darn, embroider, or otherwise meaningfully sew one's personal clothing.

---

Earning Scout Signature	Date
-------------------------	------

Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)
	_____	_____	_____	_____



**Desert Worship**

- Spend more than 14 days in a year outside in a location classified as part of the deserts and xeric shrublands biome by the World Wide Fund For Nature.

---

Earning Scout Signature Date

Notes: \_\_\_\_\_

Witnessed: 

Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Midsummer**

- Meaningfully celebrate the Summer Solstice with a group of Roy Scouts.

---

Earning Scout Signature Date

Notes: \_\_\_\_\_

Witnessed: 

Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Yule**

- Meaningfully celebrate the Winter Solstice with a group of Roy Scouts.

---

Earning Scout Signature Date

Notes: \_\_\_\_\_

Witnessed: 

Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Wisdom**

- Visit a tree that is over 1,000 years old.

---

Earning Scout Signature Date

Notes: \_\_\_\_\_

Witnessed: 

Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)



**Northern Lights**

- Witness the Aurora Borealis.

Earning Scout Signature	Date			
Notes: _____				
Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Southern Lights**

- Witness the Aurora Australis.

Earning Scout Signature	Date			
Notes: _____				
Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Totality**

- Witness a total solar eclipse.

Earning Scout Signature	Date			
Notes: _____				
Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**- Natural Class Ranks**

The following specialty ranks may be achieved in the natural class:

- **Friend of the Forest** - Earn the Two Bird Day, Owl, and Mountain Rodent merit badges.
- **Seeker** - Earn two of the following merit badges:
  - Desert Worship
  - Wisdom
  - Northern Lights
  - Southern Lights





- **Master of Yeast** - earn the following merit badges:
  - Home-brew
  - Home-wine
  - Home-mead
  - Home-bucha
- **Farmer** - *Earn 4 of the following merit badges:*
  - Big Boy
  - Victory Garden
  - Floral
  - Baker
  - Julia Child
  - Chef
- **Big Dipper** - Earn the High Elevation Skinny Dip, Low Elevation Skinny Dip, and Mile High Skinny dip merit badges.



**Ritual Class Merit Badges -**

- Here we sacrifice our souls -

**Wear**

- Wear a hole in the knee of one's pants.

Earning Scout Signature	Date
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Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Worn**

- Wear a hole in the ass of one's pants.

Earning Scout Signature	Date
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Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**For the Hare**

- Dead hare a hash.

Earning Scout Signature	Date
-------------------------	------

Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**For the Hounds**

- Live hare a hash.

Earning Scout Signature	Date
-------------------------	------

Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)



**Deflouring**

- Earn a hasher name.

Earning Scout Signature	Date
Notes: _____	
Witnessed:	Earning Scout(s)      Date(s)
	Earning Scout(s)      Date(s)

**Ave Satanas**

- Craft at least 100 pentagrams in 100 unique locations.

Earning Scout Signature	Date
Notes: _____	
Witnessed:	Earning Scout(s)      Date(s)
	Earning Scout(s)      Date(s)

**Devotion to the Guardian**

- Visit and pay homage to the Guardian of Clear Creek, which can be observed when looking East-Southeast and up at this location: 39.742501, -105.254771.

Earning Scout Signature	Date
Notes: _____	
Witnessed:	Earning Scout(s)      Date(s)
	Earning Scout(s)      Date(s)

**Dungeon Master**

- Serve as DM for a Dungeons & Dragons 5<sup>th</sup> Edition campaign of at least 5 sessions.

Earning Scout Signature	Date
Notes: _____	
Witnessed:	Earning Scout(s)      Date(s)
	Earning Scout(s)      Date(s)



**Player Character**

- Participate in a Dungeons & Dragons 5<sup>th</sup> Edition campaign of at least 5 sessions.

Earning Scout Signature	Date
Notes: _____	
Witnessed:    Earning Scout(s)	Date(s)
_____	_____
Earning Scout(s)	Date(s)
_____	_____

**In the Band**

- Compose and perform a piece of original music.

Earning Scout Signature	Date
Notes: _____	
Witnessed:    Earning Scout(s)	Date(s)
_____	_____
Earning Scout(s)	Date(s)
_____	_____

**van Gogh**

- Paint a detailed self portrait.

Earning Scout Signature	Date
Notes: _____	
Witnessed:    Earning Scout(s)	Date(s)
_____	_____
Earning Scout(s)	Date(s)
_____	_____

**Nightrunner**

- Run for more than 69 minutes at once using only moonlight to see by.

Earning Scout Signature	Date
Notes: _____	
Witnessed:    Earning Scout(s)	Date(s)
_____	_____
Earning Scout(s)	Date(s)
_____	_____



**Free Spirit**

- Be naked for at least 24 hours.

Earning Scout Signature	Date		
Notes: _____			
Witnessed: Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Danger Razor**

- Shave genitals with a Milwaukee box cutter.

Earning Scout Signature	Date		
Notes: _____			
Witnessed: Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Gambled and Lost**

- Shit your pants unintentionally.

Earning Scout Signature	Date		
Notes: _____			
Witnessed: Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Geologist**

- Get a photo taken of oneself next to a prime example of an extrusive felsic rock in outcrop while holding a Pabst Blue Ribbon Beer.

Earning Scout Signature	Date		
Notes: _____			
Witnessed: Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)



**Blacksmith**

- Forge a sword entirely out of aluminum cans.

\_\_\_\_\_ Earning Scout Signature \_\_\_\_\_ Date

Notes: \_\_\_\_\_

Witnessed: Earning Scout(s) Date(s) Earning Scout(s) Date(s)  
| | | |

**Formal 14er**

- What it says on the box. Hike a 14-thousand foot peak wearing formal attire.

\_\_\_\_\_ Earning Scout Signature \_\_\_\_\_ Date

Notes: \_\_\_\_\_

Witnessed: Earning Scout(s) Date(s) Earning Scout(s) Date(s)  
| | | |

**Literate**

- Read 10 books a year (from the Roy Scout approved book list)

\_\_\_\_\_ Earning Scout Signature \_\_\_\_\_ Date

Notes: \_\_\_\_\_

Witnessed: Earning Scout(s) Date(s) Earning Scout(s) Date(s)  
| | | |

**Stylish**

- Wear a bolo tie every day for a month.

\_\_\_\_\_ Earning Scout Signature \_\_\_\_\_ Date

Notes: \_\_\_\_\_

Witnessed: Earning Scout(s) Date(s) Earning Scout(s) Date(s)  
| | | |



**Nationals: TNG**

- Bring your kid to the annual NCAA DII Cross Country National Championships.

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Earning Scout Signature	Date
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Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Summer of Love**

- Sleep in a hammock for at least 6 weeks.

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Earning Scout Signature	Date
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Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Jamboree**

- Attend a Roy Scouts overnight camp trip.

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Earning Scout Signature	Date
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Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)

**Branded**

Get a Roy Scouts themed tattoo.

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Earning Scout Signature	Date
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Notes: \_\_\_\_\_

Witnessed:	Earning Scout(s)	Date(s)	Earning Scout(s)	Date(s)



**-Ritual Class Ranks**

The following specialty ranks may be achieved in the ritual class:

- **H3** - Earn the For the Hare, For the Hounds, and Deflouring merit badges.
- **RPG** - Earn both the Dungeon Master and the Player Character merit badges.
- **Acolyte** - Earn the following merit badges
  - Worn
  - For the Hounds
  - Ave Satanas
  - Devotion to the Guardian
- **Disciple** - Achieve the rank of Acolyte and also earn the Branded merit badge.





### - *Unclassed Ranks*

In addition to the class ranks which are achievable within each of the physical, natural, and ritual classes, the following unclassified ranks may be achieved:

- **Duck** - Earning any merit badge involving water and the Two Bird Day merit badge.
- **Mallard** - Active participant in one's local Organization of Roy Scouts for six months at any scouting level with the rank of Duck, and earning the Owl merit badge.
- **Bird** - Given the somewhat circular nature of ducks, mallards, and birds, the rank of Bird will be achieved for active participation in one's local Organization of Roy Scouts for six months with the rank of Mallard.
- **Ched Shredder** - Achieving the rank of Torqued, and also earning both the Aaron Kyro and the Andy Anderson merit badges.
- **Nudist** - Achieving any one of the merit badges required for the rank of Big Dipper while simultaneously earning either the Midsummer or Yule merit badges, and also earning the Free Spirit merit badge.



## AFTERWARD

The Organization of Roy Scouts makes no claims as to the practicality of any of the described achievements listed in this handbook. They are simply acts and efforts which embody the spirit of Roy Scouting. Furthermore, this document is not binding. That is to say, Roy Scouts is ever changing and so will the facets and features which comprise it. Undoubtedly one of the faithful will soon divine new prophecies to share with us all. Until that time though, happy scouting.

*in omnia excellentia,*

A handwritten signature in black ink, appearing to read 'R. Bowling', enclosed within a large, loopy oval flourish.

R. Bowling  
Roy Scout



## ROY SCOUT DESIGNATION FORM

Scout: \_\_\_\_\_

Scouting Level: \_\_\_\_\_ Degree: \_\_\_\_\_

# Physical Class Badges Earned: \_\_\_\_\_

Physical Class Rank(s): \_\_\_\_\_

# Natural Class Badges Earned: \_\_\_\_\_

Natural Class Rank(s): \_\_\_\_\_

# Ritual Class Badges Earned: \_\_\_\_\_

Ritual Class Rank(s): \_\_\_\_\_

Unclassed Rank(s): \_\_\_\_\_

Other Items of Note:











