

# Eagle Scout Palm Application

Unit # \_\_\_\_\_ District \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

City & State \_\_\_\_\_ Zip \_\_\_\_\_

Date became an Eagle Scout \_\_\_\_\_

Indicate the Palm applying for:

**Bronze** (5 Merit Badges after Eagle)

**Gold** (10 Merit Badges after Eagle)

**Silver** (15 Merit Badges after Eagle)

**Other** \_\_\_\_\_ (\_\_\_\_\_ Merit Badges after Eagle)

There must be 3 months between the Eagle Rank and each Palm. ☺☺☺☺



Unit #	Merit Badges	Date Earned

## Unit Leader's Approval:

This applicant has satisfactorily completed all requirements for the Palm indicated and I hereby approve his application.

Signature \_\_\_\_\_ Date \_\_\_\_\_

## Action of the Board of Review

### Palm Requirements:

- 1. He is currently registered with BSA and has been active in Scouting for 3 months since he qualified for the Eagle Scout Award, or since he qualified for the last palm.
- 2. He has satisfactorily put into practice the ideals and principles of the Scout Oath and Law, the motto "Be Prepared," and the daily Good Turn.
- 3. He has made satisfactory efforts to develop and demonstrate leadership abilities.
- 4. He has earned at least five (5) additional merit badges beyond those required for the Eagle Rank or the last palm he earned.
- 5. He has participated in a Scoutmaster, Coach, or Advisor conference.

### Signatures:

\_\_\_\_\_ Interviewer      \_\_\_\_\_ Interviewer      \_\_\_\_\_ Board Chairman

**Date of Board of Review** \_\_\_\_\_

### A Combination of Palms

You may wear only the proper combination of palms for the number of merit badges you earn beyond Eagle. The Bronze Palm represents five (5) merit badges; Gold, ten (10); and Silver, fifteen (15). For example, if you earn 10 merit badges and two palms, you would wear only the Gold Palm. If you earn 20 merit badges and four palms, you would wear a Silver and a Bronze Palm.

*If you print this form, you will need to print & complete two copies – one for the council records and one for your unit records.*