

**STARFLEET COMMAND'S
SEVENTH FLEET**



USS WHITE BUFFALO

NCC 80116

PROMOTIONAL REQUIREMENTS

Promotion Merit Point Requirements

Having fun is the best way to advance in rank. As you turn in monthly duty reports to your chapter's Executive Officer, you can earn Promotional Merit Points. PMPs are divided into four categories. **Participation**- coming to activities and other ways of having fun. **Knowledge**- learning about Star Trek and the world around us. **Service**- helping out the community and the ship. And **Leadership**- helping others have fun. Besides the points, Officers have other requirements as well. For more information on other requirements contact your Department Chief or the Command Staff of your Chapter. Items marked with an asterisk (*) can be completed before reaching that rank the item is required for.

Ranks in the Seventh Fleet are unique because they are earned. They are not given out because you are the Captain's friend, bribes for favors, etc. They are accomplishments in the club. Everyone (including Admiral Hollinger) starts out as a Crewman.

An interesting item to note on the Command Ranks. If a crewmember is working towards a command of his/her own ship then they will be working towards a Bridge Officer position, which is a slightly harder path. A crewmember looking at earning just the respect of the rank can become a Line Officer. This was detailed by Lt. Commander Deanna Troi becoming a Bridge Officer in the TNG episode "Thine Own Self".

TO JOIN-

1. Attend Two Meetings
2. Fill out Application
3. Meet the Command Staff
4. Receive Orders

TO REACH CREWMAN 3RD CLASS-

1. Receive orders and be age of 13 or under

TO REACH CREWMAN 2ND CLASS-

1. Receive orders and be age of 14 or higher

- OR -

1. Earn 25 Participation Points

TO REACH CREWMAN 1ST CLASS-

1. Earn 25 Participation Points

At this point, members aboard the USS Kelly have two options to choose from for their "career" path. First, is what is known as the Command Officers Route. This will focus on a rounded approach to club leadership and participation. The second is the Non-Commissioned Officer or NCO Route. Although very similar to the Command Officer track, this route focusses more on the Participation, Leadership and Service aspects and not so much on the knowledge.

Non-Commissioned Officer or NCO Route

TO REACH PETTY OFFICER 3RD CLASS

1. Earn 40 Participation Points*
2. Earn 30 Service Points *
3. Earn 30 Leadership Points *
4. Pass 1 Crewman's Choice Merit Sheets
5. Pass 1 Captain's Choice Merit Sheet

TO REACH PETTY OFFICER 2ND CLASS

1. Earn 75 Participation Points*
2. Earn 75 Service Points *
3. Earn 50 Leadership Points *
4. Pass 2 Crewman's Choice Merit Sheets
5. Pass 2 Captain's Choice Merit Sheet

TO REACH PETTY OFFICER 1ST CLASS

1. Earn 100 Participation Points*
2. Earn 100 Service Points *
3. Earn 100 Leadership Points *
4. Pass 4 Crewman's Choice Merit Sheets
5. Pass 1 **PARTICIPATION** Merit Sheet
6. Pass 1 **SERVICE** Merit Sheet

TO REACH CHIEF PETTY OFFICER

1. Earn 150 Participation Points*
2. Earn 125 Service Points *
3. Earn 125 Leadership Points *
4. Pass 6 Crewman's Choice Merit Sheets
5. Pass 1 **PARTICIPATION** Merit Sheet
6. Pass 1 **SERVICE** Merit Sheet
7. Pass 1 **LEADERSHIP** Merit Sheet

TO REACH SENIOR CHIEF PETTY OFFICER

1. Earn 200 Participation Points*
2. Earn 200 Service Points *
3. Earn 200 Leadership Points *
4. Pass 8 Crewman's Choice Merit Sheets
5. Pass 2 **PARTICIPATION** Merit Sheets
6. Pass 2 **SERVICE** Merit Sheets
7. Pass 2 **LEADERSHIP** Merit Sheets
8. Attend 1 Convention *
9. Plan 1 Chapter Activities *
10. Earn 1-Year Service Pin *
11. Help to complete Command Project or Service Project that benefits the community *
12. Pass the Line Officers Test with a score of 70%+
13. Approved by USS Kelly Review Board (after items 1-11 are completed)

TO REACH MASTER CHIEF PETTY OFFICER

1. Earn 400 Participation Points*
2. Earn 350 Service Points *
3. Earn 350 Leadership Points *
4. Pass 10 Crewman's Choice Merit Sheets
5. Pass 3 **PARTICIPATION** Merit Sheets
6. Pass 3 **SERVICE** Merit Sheets
7. Pass 3 **LEADERSHIP** Merit Sheets
8. Attend 3 Conventions *
9. Own your own uniform *
10. Earn 3-Year Service Pin *
11. Plan and organize a Service Project that benefits the community *
12. Take an Academy Exam
13. Approved by USS Kelly Review Board (after items 1-11 are completed)

NCO Definition

A non-commissioned officer (also known as NCO or non-com) is an enlisted member of Starfleet who has not attended Starfleet Academy, but functions as a lower-ranking crewman with authority over other enlisted crewmen. The NCO's rank above Recruit, and Cadet's and are considered to be the equivalent to the rank of Ensign, but (s)he is not technically considered to be in a position of command. Non-commissioned officers rise up through the enlisted ranks, generally with several years of experience to their names before they reach positions of nominal power.

The non-commissioned officer corps is often regarded as the backbone of Starfleet, because these officers play such a crucial role in day to day operations. They serve as a liaison between commissioned officers and regular enlisted forces, for example, keeping their superior officers informed about issues and situations which might be of relevance. This aspect of a non-commissioned officer's role can be very important, as Starfleet encourages an attitude of separation between officers and enlisted men which can make it difficult for officers to connect with the service members in their command. NCO's, as they are often called, also assist with a variety of administrative tasks, from filling out paperwork to assisting with scheduling.

For commissioned officers, a non-commissioned officer can also offer valuable advice and training with the benefit of experience. Many commissioned officers do not have extensive experience when they arrive to take command, although they may be very well educated as a result of their officer training. Therefore, having a good non-commissioned officer to rely on is crucial, as he or she can help guide a commanding officer through the myriad tasks involved in command.

Non-commissioned officers are career Starfleet, just like their commissioned counterparts, and they may rise to their positions in a variety of ways. In some cases, NCOs may join Starfleet without the intent of reenlisting, and then become interested in long-term careers with the military which eventually lead them into a higher position. In other instances, people interested in a career with Starfleet might not qualify for attendance at the Starfleet Academy, or they might be more interested in the job of a non-commissioned officer, so they pursue promotion from the ground up.

Command Officer Route

TO REACH ENSIGN-

1. Earn 15 Participation Points*
2. Earn 15 Knowledge Points *
3. Earn 10 Service Points *
4. Earn 10 Leadership Points *
5. Pass 4 Crewman's Choice Merit Sheets
6. Pass 1 Captain's Choice Merit Sheet
7. Take Academy Exam (Age 14 or older) or Jr. Academy Exam (13 or younger) while Crewman 1st Class.

- OR -

1. Challenge (take while Crewman 2nd Class) Academy Exam and score 50%-69%.

TO REACH LIEUTENANT (J.G.)-

1. Earn 25 Participation Points*
2. Earn 25 Knowledge Points*
3. Earn 25 Service Points*
4. Earn 25 Leadership Points*
5. Pass 8 Crewman's Choice Merit Sheets
6. Pass 2 Captain's Choice Merit Sheets
7. Be age of 14 or older

- OR -

1. Challenge (take while Crewman 2nd Class) Academy Exam and score 70%+.

TO REACH LIEUTENANT-

1. Earn 50 Participation Points*
2. Earn 50 Knowledge Points*
3. Earn 50 Service Points*
4. Earn 50 Leadership Points*
5. Pass 12 Crewman's Choice Merit Sheets
6. Pass 3 Captain's Choice Merit Sheets

TO REACH LIEUTENANT COMMANDER-

1. Earn 100 Participation Points*
2. Earn 100 Knowledge Points*
3. Earn 100 Service Points*
4. Earn 100 Leadership Points*
5. Pass 15 Crewman's Choice Merit Sheets
6. Pass 5 Captain's Choice Merit Sheets
7. Attend 1 Out-of-State Convention *
8. Plan 2 Chapter Activities *
9. Earn 1-Year Service Pin *
10. Complete Command Project *
11. Pass one of the Commanding Officers Tests with a score of 80%+ (tests can be taken any time after reaching the rank of Lt.)
12. Approved by Seventh Fleet Review Board (after items 1-11 are completed)

TO REACH COMMANDER-

1. Earn 150 Participation Points*
2. Earn 250 Knowledge Points*
3. Earn 250 Service Points*
4. Earn 150 Leadership Points*
5. Pass 15 Crewman's Choice Merit Sheets
6. Pass 10 Captain's Choice Merit Sheets
7. Attend 3 Out-of-State Conventions *
8. Own your own Uniform *
9. Command a simulator mission *
10. Earn 3-Year Service Pin *
11. Complete Command Project *
12. Pass the 4 remaining Commanding Officer's Tests with an average score of 80% (tests can be taken any time after reaching the rank of Lt.)*
13. Approved by Seventh Fleet Review Board (after items 1-12 are completed)

TO REACH CAPTAIN-

These requirements are set by the Commander in Chief of the Seventh Fleet.

Commissioned Officer Definition:

An officer in Starfleet holding a commission.

Commissioned officers are responsible for leading the men and women under their care, and they are also expected to act as role models both on the battlefield and off. By tradition, commissioned officers are entitled to salutes and other gestures of respect from other members of the military, and they classically salute each other.

A commissioned officer is a Starfleet officer who holds a commission, a formal United Federation of Planets document which vests power in the individual to whom it is issued. Typically, commissions are issued by The Federation President through the United Federation of Planets Cabinet and in particular the Starfleet Academy upon graduation. Someone who holds a commission is allowed to serve in a command position, in contrast with enlisted members of the military.

There are two ways to become a commissioned officer. One is to attend the Starfleet Academy. It is also possible for a commission to be granted through special circumstances.