



Items marked with a * require the Reports Merit Sheet
Leadership, Participation & Service merits may be recorded on a PMP Request Form

Starfleet Command's Seventh Fleet U.S.S. WHITE BUFFALO N.C.C. 80116 Ranks & Promotions Guidebook

This guide will help you define and progress with each of the rank promotions. They are subject to change and are given at the discretion of the Command Staff and the Seventh Fleet. The Captain has final say on approval of rank advancements, and has the ability to award field promotions as they see fit.

In the spirit of Starfleet seen on Star Trek, crewmembers can earn ranks as seen on the show. This is not a system to state that one person is better than another, but as recognition for individuals who have contributed time, energy, and that are willing to serve fellow crewmembers at future activities.

These steps may seem daunting; however you will notice that as you continue to have fun you can continue to rise as far as you are willing to go.

A Crewman is as welcome in the fleet as a Commander.

The first section of this guide will go into the ranks, and definitions. The second will describe how to earn the ranks.

Within the Starfleet Command's Seventh Fleet there are two different systems for rank.

First are the Merit Points – Which can be read out of this Guidebook & Tracked through the Promotions Request form.

Leadership- helping others to have fun.
Participation- coming to activities and other ways of having fun.
Service- helping out the community and the ship.

Second are Academy Points – Which is primarily used for Knowledge: Trivia, Reports, Fun, & Games

Academy Courses

These are basically short open book tests usually ranging from 5 to 25 questions.

Once you have found the correct answers you can bring your sheet to a Command Grade officer to be passed off. If you can answer three questions in a row then the tester will sign you off as passing that course. If you cannot, then the tester may only try again two more times. It is not completely dedicated to trivia; however there are a lot of trivia courses.

1st Year Cadet
|
Age 5 or younger

2nd Year Cadet
||
Age 6 – 9

CADETS

3rd Year Cadet
|||
Age 10 – 13

4th Year Cadet
||||
Age 14 – 17

Note: Academy Sheets earned as a Cadet may be used, and counted for points as an Officer, or Marine.

Note: Cadets must be accompanied by a parent or guardian at all times.

CREWMAN

Crewman Recruit (C3) / Private (PVT) - You automatically become a C3 once you receive your orders, and turn 18
Crewman Apprentice (C2) / Private 1st Class (PFC) - To become a C2 you must attain 25 MERITS in the PARTICIPATION Category
Crewman (C1) / Lance Corporal (LCPL) - To become a C1, you must attain 25 MERITS in the PARTICIPATION Category.
(Crewman have no rank insignia)

At this point, members have two options to choose from for their "career" path.

NCO Route: Although very similar to the Command Officer track, this route focuses more on the Participation, Leadership and Service.
- NCO's can later go back and start completing the knowledge points to start earning their officer ranks if they so choose.

OR

Officers Route: This will focus on Leadership, Participation, Service, and Knowledge.

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Enlisted - Non-Commissioned Officer (NCO) – Career Choice

NCO Requirements are the same as Officer Requirements except the Knowledge Category and all exam requirements have been left off.
If an NCO wishes to later start completing the Knowledge, and Exam requirements then they can earn their Officer ranks.

STARFLEET

MARINES

Petty Officer Third Class (PO3)



10 Leadership Merits – 15 Participation Merits – 10 Service Merits
(For Ensign; Complete the Knowledge Requirements; See Ensign)

Corporal (CPL)



Petty Officer Second Class (PO2)



25 Leadership Merits – 25 Participation Merits – 25 Service Merits
(For Lieutenant Junior Grade; Complete the Knowledge Requirements; See Lieutenant Junior Grade)

Sergeant (SGT)



Petty Officer First Class (PO1)



50 Leadership Merits – 50 Participation Merits – 50 Service Merits
Exam: You may choose to pass the Bridge Officers Exam
- (You must pass this exam before you can move forward in the Command department and before you may earn the rank of Captain)
Attend 1 - In State Convention
(For Lieutenant; Complete the Knowledge Requirements; See Lieutenant)

Staff Sergeant (SSGT)



Chief Petty Officer (CPO)



100 Leadership Merits – 100 Participation Merits – 100 Service Merits
Attend 1 Out of State Convention
- (You can use the merits for the PARTICIPATION Category if you have not used them to attain another rank.)
Complete a Command Project: This project is to be an idea of your own.
- (Must be approved by the Command Staff, and sustained by the crew.)
- (The project must benefit, uplift, and build the reputation of the fleet, and its crew.)
Host 2 Activities
- (These merits can count toward the Leadership Category, and must be approved by the Seventh Fleet Review Board)
Earn 1 Year of Service Pin

Must be approved by Command Staff & Attend a Command Review Board
(After all previous requirements have been met)
(For Lieutenant Commander; Complete the Knowledge Requirements; See Lieutenant Commander)

Gunnery Sergeant (GSgt)



Senior Chief Petty Officer (SCPO)



150 Leadership Merits – 150 Participation Merits – 250 Service Merits
Attend 3 Out of State Conventions
- (You can use the merits for the PARTICIPATION Category if you have not used them to attain another rank.)
Complete a Command Project: This project is to be an idea of your own.
- (Must be approved by the Command Staff, and sustained by the crew.)
- (The project must benefit, uplift, and build the reputation of the fleet, and its crew.)
Host 3 Activities
- (These merits can count toward the Leadership Category, and must be approved by the Seventh Fleet Review Board)
Command a Simulator Mission.
Own your own Star Trek uniform
Earn 3 Year of Service Pins

Must be approved by Command Staff & Attend a Command Review Board
(After all previous requirements have been met)
(For Commander; Complete the Knowledge Requirements; See Commander)

1st Sergeant (1SGT)
- OR -
Master Sergeant (MSGT)



Master Chief Petty Officer (MCPO)



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

Sergeant Major (SGM)
- OR -
Master Gunnery Sergeant (MGSgt)



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 crewmember with authority over other enlisted crewmembers.
- Technically in Starfleet, NCO's rank above Crewman / Lance Corporal, but below Midshipman / 3rd Lieutenant.
- 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.
- For commissioned officers, a non-commissioned officer can also offer valuable advice and training with the benefit of experience.
- Therefore, having a good NCO 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 which may lead them into a higher position.
- In other instances, people interested in a career with Starfleet might not qualify for attendance at Starfleet Academy, or they might be more interested in the job of a non-commissioned officer, so they pursue promotion from the ground up.

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LINE OFFICER

Academy Assessment

. (You will qualify for CI whether you pass or "fail".)

(With a score of 40% or better, you earn the rank of Midshipman)

(With a score of 60% or better, you earn the rank of Ensign.)

(With a score of 80% or better, you attain the rank of Lieutenant Junior Grade)

The Academy Exam is a closed book test given by Command Grade Officers to crewmembers who wish to advance in rank.

THERE IS NO PASS OR FAIL ON THE EXAM.

The exam consists of over 200 questions of different varieties. Further details and suggestions can be requested from your chapter's Command Staff.

It is set up to help the crewman and the Command Staff evaluate their Star Trek knowledge and skills.

If you are lacking in a certain area, the Fleet has resources to help you learn and grow (such as Merit Sheets, projects, rank advancements, etc.)

If a crewman scores a certain level off of their first exam, they can be eligible for automatic rank promotion to Ensign or Lieutenant (j.g.).

To schedule an Academy Exam, contact the Commanding Officer and make arrangements for date and which subject you wish to take.

There are four exams, The Original Series, The Next Generation, Deep Space Nine and Voyager.

For those under the age of 14 there is a Jr. Academy Exam which is given verbally by any parent.

There are no automatic promotions or awards given for the Jr. Academy Exam.

Commanding Officer Courses

TOS TNG DS9 VOY ENT

Must pass (70% +) one for Lieutenant Commander Rank + other requirements listed in PMP Requirements

Commander must pass remaining four (80% + averaged) & other requirements listed in PMP Requirements

Command Project

A Command Project is a project designed to promote and enhance the club.

It can be proposed by a crewmember or recommended by a member of the Command Staff.

It can be performed at any time and is also designed to help develop leadership skills.

If you have an idea for a Command Project, feel free to submit a proposal form or contact your Department Chief.

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Commissioned Line Officers – Career Choice

STARFLEET

MARINE

<p>Ensign (ENS)</p> 	<p>15 Knowledge Merits – 10 Leadership Merits – 15 Participation Merits – 10 Service Merits Pass 4 Merit Sheets & Pass 1 Academy Sheet</p>	<p>2nd Lieutenant (2LT)</p> 
<p>Lieutenant Junior Grade (LTJG)</p> 	<p>25 Knowledge Merits – 25 Leadership Merits – 25 Participation Merits – 25 Service Merits Pass 8 Merit Sheets & Pass 1 Academy Sheet</p>	<p>1st Lieutenant (1LT)</p> 
<p>Lieutenant (LT)</p> 	<p>50 Knowledge Merits – 50 Leadership Merits – 50 Participation Merits – 50 Service Merits Pass 12 Merit Sheets & Pass 3 Academy Sheets Exam: You may choose to pass the Bridge Officers Exam - (You must pass this exam before you can move forward in the Command department, and before you may earn the rank of Captain) Attend 1 - In State Convention</p>	<p>Captain (CAPT)</p> 
<p>Lieutenant Commander (LTC)</p> 	<p>100 Knowledge Merits – 100 Leadership Merits – 100 Participation Merits – 100 Service Merits Pass 15 Merit Sheets & Pass 5 Academy Sheets You must pass a Commanding Officers Test, and pass with 70% - (after completing all other requirements) - Your choice ENT, TOS, TNG, DS9, or VOY - (You may use the merits for the KNOWLEDGE Category.) Attend 1 Out of State Convention - (You can use the merits for the PARTICIPATION Category if you have not used them to attain another rank.) Complete a Command Project: This project is to be an idea of your own. - (Must be approved by the Command Staff, and sustained by the crew.) - (The project must benefit, uplift, and build the reputation of the fleet, and its crew.) Host 2 Activities - (These merits can count toward the Leadership Category, and must be approved by the Seventh Fleet Review Board) Earn 1 Year of Service Pin Must be approved by Command Staff & Attend a Command Review Board <i>(After all previous requirements have been met)</i></p>	<p>Major (MAJ)</p> 
<p>Commander (CMDR)</p> 	<p>250 Knowledge Merits – 150 Leadership Merits – 150 Participation Merits – 250 Service Merits Pass 15 Merit Sheets & Pass 10 Academy Sheets You must pass all remaining Commanding Officers Tests, and pass with an 80% average. - (after completing all other requirements) - (You may use the merits for the KNOWLEDGE Category.) Attend 3 Out of State Conventions - (You can use the merits for the PARTICIPATION Category if you have not used them to attain another rank.) Complete a Command Project: This project is to be an idea of your own. - (Must be approved by the Command Staff, and sustained by the crew.) - (The project must benefit, uplift, and build the reputation of the fleet, and its crew.) Host 3 Activities - (These merits can count toward the Leadership Category, and must be approved by the Seventh Fleet Review Board) Command a Simulator Mission. Own your own Star Trek uniform Earn 3 Year of Service Pins Must be approved by Command Staff & Attend a Command Review Board <i>(After all previous requirements have been met)</i></p>	<p>Lieutenant Colonel (LTC)</p> 
<p>Captain (CPT)</p> 	<p>These requirements are set by the Commander in Chief of the Seventh Fleet.</p>	<p>Colonel (COL)</p> 

Commissioned Officer Definition:

- An officer in Starfleet holding a commission.
- Commissioned officers are responsible for leading those under their care, and they are also expected to act as role models both on the battlefield and off.
- An 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.
- Commissions are typically issued by The Federation President through 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. The other is granted through special circumstances.

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KNOWLEDGE:
(Tests, trivia, education, etc.)

TAKE ACADEMY TEST

0-10% 1 merits
11-19% 3 merits

20-29% 5 merits
30-39% 10 merits
40-49% 15 merits

50-69% 20 merits + automatic advancement to Ensign
70-100% 25 merits + automatic advancement to Lt. JG

TAKE OTHER ACADEMY TEST

- See merit scale above

TAKE COMMANDING OFFICERS TEST

- (must be LIEUTENANT and have all other necessary PMPs towards LT. COMMANDER- may retake after 6 months.)

0-49% 1 merits
50-69% 5 merits

70-79% 10 merits
80-89% 20 merits

90-99% 30 merits
100% 35 merits

PURCHASE AND/OR RECEIVE (including electronically) ANY SEVENTH FLEET CHAPTERS

o 3 Merits per issue

TRIVIA COMPETITIONS:

- (Must have Command staff present except at convention)
 - o Win against equal rank - up to 5 merits
(cannot go against the same person more than once a month)
 - o Win against higher rank: up to 10 merits

TRIVIA AT CONVENTIONS:

Answer audience question correctly : 3 merits
Ask question that stumps panel: 5 merits

Compete on panel and win: 10 merits
Compete on panel and lose: Up to 3 merits

MEMORIZATION

- (Of General Orders, Security Codes, Starship listings, Episode Title in order)
 - o Up to 3 merits

VIEW EPISODES

- (And be tested)
- (This is only valid through the XO, Captain or Seventh Fleet personnel Commodore or higher)
 - 1 - 20% 1 Merit
 - 21 - 40% 2 Merits
 - 41 - 60% 3 Merits
 - 61 - 80% 4 Merits

81 - 100% 5 Merits

CREATE WORD PUZZLE OR GAME

- (Using up to at least 25 terms or questions)
- (Must be neatly typed)
 - o 1 Merit per 10 terms/questions up to 5 merits

SECONDARY SCHOOL

- (Certificate of completion, or report card must be shown to command staff for credit.)
- School **GRADE POINT AVERAGE** per quarter/semester/trimester (for secondary school, votech, university, or college)
 - 1 merit - 3.0
 - 3 merits - 3.5
 - 5 merits - 4.0

EARN DIPLOMA / GRADUATION CERTIFICATE

High School/GED Diploma 10 merits
Master of Science/Arts 20 merits

VoTech or Associates Degree 12 merits
Doctor of Philosophy 25 merits
Military Training 10-25
(dependent on intensity of training and program learned)

Bachelor of Science/Arts 15 merits
Medical Doctor/Vet/Dentist etc 25 merits

CONTINUED EDUCATION COURSES

- (i.e., CPR, First Aid, Swimming, Reading, Hunter Safety, Life guarding, Cooking, Sewing etc.)
 - o 2-10 merits (dependent on course length and intensity.)

*** BOOK REPORTS/ RESEARCH PAPERS**

- (May not have been submitted for other course work.)
- (Must be an original work done for the purpose of increasing knowledge in an area or for enjoyment.)
- (Prior approval must be obtained from department head.)
- (Dependent on length, detail, citations and grammar.)
 - o 2-10 merits

*** WRITE ORIGINAL FAN FICTION**

- (minimum 5,000 words)
 - o 5-10 merits - Non Star Trek
 - o 5-20 merits

*** BOY SCOUT / GIRL SCOUT / YOUTH GROUP / MILITARY / WORK ADVANCEMENT**

- (Improvement in rank, badges, promotion, etc.)
- (Must be approved by command staff)
 - o Up to 5 merits

WORK CONSISTENCY

- (Maintaining a steady job builds experience, a good resume, and can improve work ethics.)
 - 1 Merit for each full year on job
 - 2 merits for two years on the same job

3 merits for three years and so on.

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LEADERSHIP

(Training others, experience, planning and leading activities)

CREATE AN ORIGINAL FLYER

- For any Seventh Fleet chapter introducing the chapter
- (Must be approved by command staff before distribution)
 - o Up to 5 merits (3 for creation, 2 for distribution)

MAKE A PRESENTATION TO THE CLUB, TEACH A CLASS...

- (Cost of the presentation is your choice. Points awarded are not based on money spent but by the effectiveness of the presentation.)
 - o Up to 5 merits

PLAN AN ACTIVITY

- (make all arrangements and follow through)
 - o Merits based on complexity of activity.

SUGGESTIONS FOR SHIP ACTIVITIES OR FOR THE BETTERMENT OF THE CHAPTER

- o Up to 3 merits per quarter, more if suggestion is used for the club.

RUN/GM A GAMING EVENT

- (ROLPLAYING, CARDS...)
 - o Up to 3 merits

CONDUCT A SHIP-WIDE MEETING

- o 5 merits

HOST A DEPARTMENT MEETING

- (This means have the meeting at your home and providing refreshments. CO must know of meeting.)
 - o 2 merits

BECOME A DEPARTMENT LEADER or A PART OF THE COMMAND STAFF

- o 30 merits

BECOME AN ASSISTANT DEPARTMENT HEAD

- o 10 merits

PROVIDE DEPARTMENT TRAINING

- (and keep members in your department active)
- (Only available for department heads or assistant department heads.)
- (Must keep department informed of activities and keep department active with the ship)
 - o Up to 10 merits

ASSIST IN RAISING DEPARTMENT MEMBERS RANK

- (for Department Heads)
 - o 1 merit – assisting with PMP Request Form
 - o 2 merits – assisting with Merit Sheets

REPORT PROGRESS OF DEPARTMENT TO THE CAPTAIN

- (preferably written but can be oral or part of newsletter)
 - o 1 merit – Completing PMP'S with authorizing signatures
 - o 1 merit – for keeping department informed of activities
 - o 1 merit – for keeping department actively involved

INTRODUCE NEW MEMBERS TO THE CLUB

- (You will be responsible for keeping that member informed until he/she/it attends two (2) activities/meetings.
- After this time, you turn in their application
- (so you get the credit for getting them here, and they will be given orders and assigned a department.)
 - o 10 merits per new member

ATTEND STAFF MEETINGS

- (Only for Department Heads or substitutes unless invited by Command Staff)
 - o 1 merit for attendance, but late
 - o 2 merits for attendance, on time
 - o 3 merits for attendance, on time, prepared
 - o 4 merits for conducting
 - o 5 merits for hosting, and conducting

PRESENT A GIFT TO A STAR ON BEHALF OF YOUR SEVENTH FLEET CHAPTER

- o 5 merits

1-YEAR SERVICE PIN

- For every year served aboard ship
 - o Up to 20 merits (determined by participation level)

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LEADERSHIP or SERVICE

Points in this area can be placed in either leadership or service merits for completion of ranks.
(Must be approved by command staff.)

ORGANIZE and COORDINATE VOLUNTEER WORK.

- o Up to 10 merits

TEACHING

- Full course at a teaching institution up to 10 merits per class
- Graduate or Teaching Assistant up to 5 merits per class
- Other courses (CPR, Life skills such as reading/writing/math, private tutoring on volunteer basis etc.)
 - o Up to 10 merits per course dependent on time involved, difficulty level, # of students.

BOY SCOUT / GIRL SCOUT / YOUTH GROUP LEADER / COACH

- (Must be approved by command staff)

- o Up to 10 merits

TEACH A COMMUNITY COURSE

- (CPR, Life Skills ...)

- o Up to 10 merits

PARTICIPATE IN BIG BROTHER/SISTER, ADOPT A GRANDPARENT TYPE PROGRAM

- o Up to 5 merits

PARTICIPATION:
(Attendance of activities)

ATTEND MONTHLY CHAPTER/FLEET ACTIVITIES

- (80% attendances earns 1-year service pin)
 - o 1 merit for attending
 - o 1 merit for being on time
 - o 1 merit for bringing assigned food/materials
 - o 3 merits for wearing uniform (where required)
- (name badges, t-shirts, jewelry do not qualify as a uniform.)

*** ATTEND OTHER FAN CLUB ACTIVITIES**

- o 1 merit

ATTEND OWN DEPARTMENT ACTIVITY

- o 3 merits

ATTEND OTHER DEPARTMENT MEETING

- o 1 merit

*** PARTICIPATE IN PERSONAL STAR TREK ACTIVITY**

- o 2 merits – Star Trek activity
- o 1 merit – Science Fiction Activities

*** PARTICIPATE IN GAMING COMPETITION**

- o 3 merits

*** PARTICIPATE IN GAMING EVENT**

- (Including the Fleet RPG)
 - o 1 merit

ATTEND OUT-OF-STATE CONVENTION

- Show a ticket or receipt
 - o 30 merits

ATTEND AREA CONVENTIONS

- (If serving, choose PARTICIPATION OR SERVICE, but not both)
- Show a ticket or receipt
 - o 5 merits per day

ACQUIRE OWN UNIFORM

- o 30 merits

PURCHASE SEVENTH FLEET MERCHANDISE AND COLLECTABLES

- (Key chains, name tags, patches, T-shirts, etc.)

- o 2 Merits per item

PURCHASE YOUR OWN STAR TREK MERCHANDISE and COLLECTABLES

- o 2 Merits per item

REFERENCE ITEMS INCLUDING THE CONCORDANCE, TECHNICAL MANUAL, STAR TREK ENCYCLOPEDIA, etc.

- o 5 Merits

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SERVICE: to ship
(Projects, Chapter Newsletter, fund raisers, and community service)

DEPARTMENTAL ASSIGNMENT

- (Projects including ongoing to keep ship's departments running.)
- (Each person in the department is eligible to receive the 3 merits, only if he actively participates.)
 - o 3 per assignment completed or 3 merits per month

COMMAND STAFF PROJECT

- (Chosen and assigned by Command Staff)
- (These projects are made for the benefit of the ship.)
 - o Up to 10 merits

PERSONAL PROJECTS

- (Must have approval of command staff. Can involve numerous things.)
- This is an open category / tasks or doing a project of your own thinking. Be creative.
 - o Up to 10 merits

DONATE TO ANY SEVENTH FLEET CHAPTERS FUND

- o 1 Merit per \$1.00

DONATE ITEMS TO ANY SEVENTH FLEET CHAPTERS AUCTION

- o 1 Merit per item

CLEAN-UP AT ACTIVITIES

- (Each member who participates will receive the points)
 - o 2 merits

DONATE BOOKS TO ANY SEVENTH FLEET CHAPTERS LIBRARY

- o 1 merit per dollar value – up to 20 merits

SERVE AT A CONVENTION

- o 5 merits per day. 7 merits per day if you purchase a ticket as well.

FUND RAISER

- o Up to 10 merits per day
- o Up to 20 merits if you organize and implement the fund raiser.

TURN IN ARTICLES FOR ANY SEVENTH FLEET NEWSLETTER

- (Articles can be departmental reports, activity updates, puzzles, etc.)
 - o Up to 5 merits if it gets used.
 - o Up to 3 merits if submitted but not used.

WRITE A LETTER TO A STAR TREK or SCIENCE FICTION PEN PAL and SHARE THE INFORMATION WITH THE CLUB

- o Up to 3 merits

CONTRIBUTE TO ANY SEVENTH FLEET WEBPAGE.

- o Merits dependent upon what is contributed, length, complexity dependent.

CARPPOOLING

- o 2 merits if you help to pay for gas
- o 3-5 merits if Driving

VOTE IN A PUBLIC ELECTION

- o 1 merit per election

ATTEND CITY OR COUNTY COUNCIL MEETING

- o 1 merit per meeting

FILL A COUNCIL OR OTHER CITY APPOINTED POSITION

- o 3 merits per quarter

BRING A RELATIVE TO AT LEAST TWO ACTIVITIES

- (The Command Staff feel that this increases the support group and friends of the individual being brought)
 - o Up to 10 merits

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SERVICE: to others
(Projects, Chapter Newsletter, fund raisers, and community service)

ASSISTANCE OF OTHERS WITH THEIR PROJECTS

- (Must have approval of command staff. Can involve numerous things.)
- This is an open category. Assisting other club members with activities/ tasks or doing a project of your own thinking. Be creative.
 - o Up to 10 merits

PERSONAL PROJECT SHARED WITH THE GROUP.

- (Must be shared with the club through either a club meeting or activity.
- (Give copy of report to command staff.)
 - o Up to 13 merits

COMMUNITY SERVICE:

- (Must be approved by Command staff)
- (Can involve many things... volunteering to help with community theatre performance, CAPSA, Literacy programs, Humane Society etc.)
 - o Up to 10 merits per activity

DONATING TO A NON-PROFIT ORGANIZATION

- (MDA, Autism Speaks, Children's Miracle Network, etc. through the use of "Wall Receipts" shamrocks, puzzle pieces, hot-air balloons, etc.).
- A quick photo proof of purchase is preferred.
 - o 1 Merit per \$1.00 if in your name
 - o 2 Merits per \$1.00 if in the name of your chapter.

DONATE TO BLOOD BANK ON YOUR OWN

- o 5 merits - Blood
- o 8 merits - Plasma

PARTICIPATE IN LOCAL STATE OR FEDERAL VOLUNTEER ORGANIZATION(S)

- (Cert, FEMA, National Guard ...)
- o 5 - 20 merits per year

DEMERITS
(Subtracted from leadership)

(Sometimes necessary, but used rarely)

SENIOR OFFICER NOT ATTENDING STAFF MEETINGS

- (Must also forget to have department assistant attend for them)
- (Department Chief must report the substitution to the command staff before the meeting)
- (Emergencies supersede this demerit)
 - o 2 demerits

DEPARTMENT ASSISTANT NOT ATTENDING STAFF MEETING WHEN REQUESTED

- (Emergencies supersede this demerit)
 - o 2 demerits

DISOBEYING A SENIOR OFFICER

- o 10 demerits

TURNING IN LATE WORK

- o 3 demerits

NOT FOLLOWING THROUGH WITH AN ASSIGNMENT OR ACTIVITY AFTER AGREEING TO DO SO

- o 5 demerits

BACK-BITING ABOUT ANY MEMBER OF THE FLEET/CREW

- (Don't bring personal problems into the Fleet)
- (Not applicable if conversation is constructive, is in the nature of trying to solve a problem, and is spoken with a senior officer)
 - o 3 demerits

NEGATIVE COMMENTS ABOUT THE SHIP/ORGANIZATION

- (If there is a problem, please work it out with the command staff)
- (Not applicable if conversation is constructive, is in the nature of trying to solve a problem, and is spoken with a senior officer)
 - o 5 demerits

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