
Pathfinder Program – 1st Year Scouts

PATHFINDER PROGRAM (Skills Based Program for New Scouts)

The Pathfinder program provides an exciting skills oriented program targeted at first year campers to assist with advancement from Tenderfoot through First Class. The program has been structured to offer 3 different paths to accommodate the varying skill levels of scouts and these are:

Rank at Summer Camp	Advancement Path Recommendation
Scout	Pathfinder I Block A or B
Tenderfoot or > 50% complete	Pathfinder II Block D (including Brown Sea Island)
Second Class or > 50% complete	Pathfinder II Block C
All Ranks	Evening advancement opportunities should be taken if needed. Advance registration is not required for the evening programs.

If a Scout wants to take both Pathfinder I and II, it is recommended they take the Pathfinder II Block D which covers the next level of scouting skills in addition to Pathfinder I.

PATHFINDER LEADERSHIP:

LLSR will provide camp staff that will coordinate the Pathfinder experience. Each Troop is asked to provide an adult during a block that they have Scouts involved in the Pathfinder program. An adult Pathfinder orientation meeting will be held on Sunday evening. Adults will help guide Scouts throughout the Tenderfoot, Second and First Class requirements. Remember, final determination that a Scout has completed a rank advancement is the responsibility of the Scoutmaster and Troop leadership.

Troops with Scouts in Pathfinder II Block D are asked to provide at least one adult for the overnigher. Each person is also responsible for a bringing a tent which can be shared with a buddy. LLSR cannot provide camping gear for individuals on the overnigher.

PATHFINDER SCHEDULE (note: T=Tenderfoot, 1=1st Class, 2=2nd Class)

	Monday	Tuesday	Wednesday	Thursday	Friday
Block A,C	Path I-A	Path I-A	Path II-C	Path II-C	Make up
Block B,D	Path I-B	Path I-B	Path II-D	Path II-D	
Evening	Totin' chip	Firem'n chit	Aquatics	Brown Sea Island	

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PATHFINDER I

Pathfinder I – Blocks A and B

FLAGS:	(T6, 2-3) How to display, raise, lower and fold the American flag; participate in a flag ceremony.
FIRST AID:	(T12a and b) Heimlich and first aid for simple cuts and scratches; blisters; minor burns and scalds; bites and stings of insects and ticks; poisonous snakebite; nosebleed; frostbite and sunburn. (2-6a,c) Stopped breathing, serious bleeding, internal poisoning, object in eye, bite of a rabid animal, puncture wound, serious burns, heat exhaustion, shock, heat stroke, dehydration, hypothermia, hyperventilation
PHYSICAL FITNESS:	(T10a or b) Push ups, pull-ups, sit-ups, standing long jump, ¼ mile walk/run OR improvement.
ROPES:	(T4a) Whip and Fuse; (T4b) 2 half hitches and Tautline hitch (1-8a) bowline knot
NATURE I:	(T-11) Intro (visit Ecology Center); identify local poisonous plants and tell how to treat for them.

EVENING ACTIVITIES

TOTIN' Chip	Monday night at Scoutcraft
FIREMAN Chit	Tuesday night at Scoutcraft
AQUATICS:	Wednesday night at the waterfront. (2-7c) Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible, and explain why and how a rescue swimmer should avoid contact with the victim. (1-9c) With a helper and a practice victim, show a line rescue both as tender and rescuer. (The practice victim should be approximately 30 feet from shore in deep water.) (2-7a; 1-9a) Tell what precautions must be taken for a safe swim. Tell what precautions must be taken for a safe trip afloat.

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Pathfinder II – Blocks C and D

LASHING:	(1-7a, b, c) Timber hitch, clove hitch. Demonstrate tying the timber hitch and clove hitch and their use in square, shear, and diagonal lashings by joining two or more poles or staves together. Lash a useful camp gadget
MAP AND COMPASS:	(2-1a) Demonstrate how a compass works and how to orient a map. Explains what map symbols mean. (1-1) Demonstrate how to find directions during the day and at night without using a compass. (1-2) Using a compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items.
NATURE I:	(T-11) Intro (visit Ecology Center); identify local poisonous plants and tell how to treat for them. (2-5, 1-6); Identify or show evidence of at least ten kinds of wild animals (birds, mammals, reptiles, fish, mollusks) found in your community. And Identify or show evidence of at least ten kinds of native plants found in your community.

Pathfinder II – Block C

FIRST AID:	(1-8b,c, d) Demonstrate bandages for a sprained ankle, and for injuries on the head, the upper arm, and the collarbone. Show how to transport by yourself, and with one other person, a person: from a smoke-filled room; with a sprained ankle, for at least 25 yards. Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).
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Pathfinder II – Block D

BROWN SEA ISLAND:	(T-1, 2, 3; 2-1b, 2b, 2g, 5, 6b) Meets during the regularly scheduled block time with gear for back country experience. Assemble a foil dinner. Hike to outback site. Set up camp. Cook dinner. Troops with participating Scouts are asked to provide at least one adult for the overnigher. Each person is also responsible for a bringing a tent which can be shared with a buddy.
HIKING/NATURE II:	(T5, 9) While completing the 5-mile hike, explain the rules of safe hiking, both on the highway and cross-country, during the day and at night. Explain what to do if you are lost. Explain the importance of the buddy system as it relates to your personal safety on outings and in your neighborhood. Describe what a bully is and how you should respond to one. Enjoy campfire, stories, sing-along and treat. Early morning, pack camp and hike back in time for breakfast.