

The cover features a stylized illustration. At the top left is a large white feather. In the center is a brown fleur-de-lis with a shield in the center containing a blue and white striped pattern and a small figure. Below these are silhouettes of hikers on a green mountain slope. In the foreground, there are green trees and a yellow tent. The background is a warm, golden-yellow gradient.

2017 Pathfinder Leader's Guide



Pathfinder Program

The Pathfinder Program is a two and a half day program which is designed for Scouts who have just joined a troop or have just graduated from Webelos. The program completes many requirements for Tenderfoot, Second Class and First Class, and Scouts will complete requirements for First Aid Merit Badge. This is a transitional program to help your Scouts understand the patrol method, learn basic Scout skills, have new experiences, and have fun.

Program Goals

1. To provide a well-organized program based upon the Patrol Method lead by qualified instructors.
2. To maintain an adequate ratio of instructors to Scouts.
3. To instill in the Scouts a respect for the Scouting Methods and Ideals found in the Scout Oath, Law and Outdoor Code.
4. To provide an exciting and memorable summer camp experience.

Before Sending Scouts to the Pathfinder Program:

1. Help your Scouts earn their Scout rank, Totin Chip and Firem'n Chit prior to summer camp.
2. Ask an older Scout in your troop to show the new Scouts how to read and use the Scout Handbook.
3. If your troop has more than four boys participating in Pathfinder, please provide an adult leader to assist the Patrol Guide (Staff Member) throughout the week. This is an excellent opportunity for the new leader in your troop to learn about Scouting including the Patrol Method. Troops may rotate their leader through the week as needed.
4. Host a shakedown prior to summer camp to make sure that the Scouts have all the equipment they need for the week. Below is a list of the items the Scouts need specifically for the Pathfinder program:

<i>Required Items</i>	<i>Items Needed Daily</i>	<i>Optional Items</i>
-Rain Gear -Water Bottle -Day Bag -Pens -Good Hiking Shoes/Boots -First Aid Kit	-Water Bottle -Pen -Pathfinder Passport <i>(Given out on Monday)</i>	-Compass -Pocket Knife -Camera



A Day in Pathfinder

The Pathfinder Program begins at 9:00am on Monday morning with an opening ceremony. During this ceremony, Scouts will be grouped into patrols and meet their Patrol Guide who is an experienced Scout that will work with your Scouts as their instructor and mentor for the week. Your Scouts maybe instructed by different Patrol Guides throughout the day. We will attempt to place Scouts of the same troop in the same patrol. The Scouts will be finally present their Pathfinder Passport which they need to have with them at all times.

Below is a sample day for Scouts in the Pathfinder Program:

9:00-9:15-Opening Ceremony-The ceremony will take place in the Pathfinder Shelter behind the First Aid Lodge.

9:15-12:00-Patrol Time-Specific time at a site to work with the Patrol Guide on rank requirements.

12:00-2:00-Lunch and Free Time

2:00-5:00-Patrol Time-More time to work with Patrol Guide to work on rank requirements.

In addition, a day will be scheduled for the troop to take a five mile hike. They will either leave at around 9:30. Please send at least one leader from your troop on the hike with the Scouts. Refer to the sample schedule on the next page for an idea of the general layout of the week.



Sample Schedule



Monday		Tuesday		Wednesday		Thursday/Friday
9:00 AM	Opening Ceremony	9:00 AM	Opening Ceremony My Rights	9:00 AM	Opening Ceremony	Pathfinders Can Take Merit Badges These Days
9:15 AM	Opening Ceremony	9:15 AM	Topo the World-Part 1	9:15 AM	Topo the World-Part 2 Can't See the Trees for the Forest Wild Thing Can't Touch This	
9:30 AM	My Buddy	9:30 AM		True North Nocturnals		
9:45 AM	No Place in Scouting	9:45 AM	10:00 AM			
10:00 AM						
10:15 AM	Hit the Road	10:15 AM	10:15 AM			
10:30 AM	Why Knot- Part 1	10:30 AM	10:30 AM			
10:45 AM		10:45 AM	10:45 AM			
11:00 AM	It's Just a Flesh Wound	11:00 AM	11:00 AM			
11:15 AM		11:15 AM	11:15 AM			
11:30 AM	I Can Predict	11:30 AM	11:30 AM			
11:45 AM		11:45 AM	11:45 AM			
12:00 PM	Lunch/Break	12:00 PM	Lunch/Break	12:00 PM	Lunch/Break	
2:00 PM	Surviving the Elements- Part 1	2:00 PM	Once Bitten Surviving the Elements- Part 2	2:00 PM	Wednesday Afternoon Activities	
2:15 PM		2:15 PM	Don't Lash Out	2:15 PM		
2:30 PM	That's a Sharp Idea	2:30 PM		2:30 PM		
2:45 PM	You're Outta Here	2:45 PM		2:45 PM		
3:00 PM		3:00 PM	3:00 PM			
3:15 PM	Why Knot- Part 2	3:15 PM	Strains and Sprains	3:15 PM		
3:30 PM		3:30 PM	First Aid Merit Badge	3:30 PM		
3:45 PM		3:45 PM		3:45 PM		
4:00 PM	Playing with Fire	4:00 PM		4:00 PM		
4:15 PM	Kickball in the Meadow Troop vs. Troop	4:15 PM		4:15 PM		
4:30 PM		4:30 PM	4:30 PM			
4:45 PM		4:45 PM	4:45 PM			

Session and Rank Equivalent



Session Name	Rank Equivalent	Session Name	Rank Equivalent
My Buddy	T5a	I Can Prevent	T4c/S6c
Getting Fired Up	S2a/S2b/S2c/S2d	To the Colors	T7a/S8a/S8b
My Rights	F9a	Can't Touch This	T4b
Protect this Place	F9b	Wild Thing	S4
You're Outta Here	F7b	I Can Predict	F5b/F5c/F5d
What's the # for 911?	S6b/S6d/S6e	Can't See the Trees for the Forest	F5a
Surviving the Elements	T4a-Frostbite and Sunburn S6a-Heat Exhaustion/Stroke, Dehydration, Shock, Hypothermia and Hyperventilation	Once Bitten	T4a-Insect, Tick and Snake Bites S6a- Warm-blooded Animal Bite
Playing with Fire	T4a-1st Degree Burns S6a-2nd Degree Burns	Nocturnals	S3d
Strains and Sprains	F7a	True North	F4a
It's Just a Flesh Wound	T4a-Blisters, Nosebleeds, and Simple Cuts S6a-Object in the Eye and Puncture Wounds	Topo the World	S3a/S3b
Three Letters Can Save A Life...CPR	F7c	Why Knot	T3a/T3b/T3c/T8/S2f/ S2g
Choking...I Can Help	T4a	Don't Lash Out	F3a/F3b/F3c/F3d
		Hit the Road	T5b/T5c/S3c

T-Tenderfoot Req

S-Second Class Req

F-First Class Req

Scouts taking Pathfinder will complete requirements for the First Aid Merit Badge



Additional Information

Pathfinder Graduation

Scouts who participate in the Pathfinder program will be recognized during the Wednesday evening campfire.

Extra Programming

In addition to the day-to-day modules that are covered in the program, additional opportunities are available. Pathfinder Scouts will have a chance to work on the First Aid Merit Badges while in Pathfinder. They are not guaranteed to earn the badge, but they will complete some of the requirements.

Advancement

Along with the Patrol Guide signing off in the Scout's Pathfinder Passport, each Scoutmaster will receive an advancement sheet with the requirements their Scout completed during the week. Scoutmasters will also receive a merit badge form for First Aid detailing the requirements Scouts completed in Pathfinder.

Schedule Flexibility

Each Patrol Guide is given the flexibility to structure the week to maximize their patrol's learning and enjoyment of camp. Therefore the times listed in the sample schedule section, provide a good outline, but not a definitive schedule. Other activities guides may include to their schedule may include:

- Touring the camp and explaining the activities at the different program areas. This builds enthusiasm in new Scouts by showing them activities they can look forward to when they return to camp the next year.
- Participate in various evening activities as a patrol to sample program areas such as rifle shooting, archery, free swim, etc.
- Inter-Patrol Competitions provide opportunities for the Scouts to get to know one another and have fun doing it. Some games the Scouts may play includes: Night Watchman, Steal the Bacon, Kickball, etc.

Getting the Most from Pathfinder

In order for your Scouts to truly take advantage of the Pathfinder Program, there must be a leader committed to working with the Scouts throughout the week. For example, leaders should ask to see the Scout's passports each night and test them on what they have learned. If you, as a leader, are satisfied with the Scout's knowledge, then sign off the requirement in their Scout Handbook. Though there will be informational meetings and announcements throughout the week, we encourage you to seek out the Pathfinder Director if you have any questions or concerns.