

# Pathfinder 1 and 2

These programs are designed with our newest scouts in mind, primarily those coming to a Boy Scout resident camp for the first time and working on their Tenderfoot, Second Class, and First Class rank requirements. The program is designed as a hands-on experience for the Scouts so that they can master their outdoor skills. Part of the activity will take place in our various program areas, part in our Pathfinders pavilion, and part at the waterfront.

Below is a breakdown of the rank requirements, merit badges, and additional certifications that participants can complete while at camp. Please refer to this chart to ensure you register your newest Scouts in the course best suited for their rank advancement needs.

## Pathfinder 1

<b>TENDERFOOT</b>
<b>Camping &amp; Outdoor Ethics:</b> 1a, b
<b>Tools:</b> 3a, b, c, d
<b>First Aid &amp; Nature:</b> 4a, b, c
<b>Hiking:</b> 5a, b, c
<b>Fitness:</b> 6a or 6c (if 6a done 30 days prior)
<b>Citizenship:</b> 7a, b
<b>Leadership:</b> 8
<b>SECOND CLASS</b>
<b>Camping &amp; Outdoor Ethics:</b> 1b
<b>Cooking &amp; Tools:</b> 2a, b, c, d, e, f, g
<b>Navigation:</b> 3a, b, c, d
<b>Nature:</b> 4
<b>Aquatics:</b> 5a, b, c, d
<b>First Aid &amp; E-Prep:</b> 6a, b, c, d, e
<b>Citizenship:</b> 8a, b
<b>Personal Safety Awareness:</b> 9a, b
<b>Merit Badges</b>
<b>Nature</b>
<b>Fingerprinting</b>
<b>Space Exploration</b>
<b>7 Additional Open Merit Badge and Program Periods</b>
<b>Certifications</b>
<b>Totin' Chip</b>
<b>Firem'n Chit</b>

## Pathfinder 2

<b>FIRST CLASS</b>
<b>Camping &amp; Outdoor Ethics:</b> 1a
<b>Tools:</b> 3a, b, c, d
<b>Navigation:</b> 4a
<b>Nature:</b> 5a
<b>Aquatics:</b> 6a, b, c, d, e
<b>First Aid &amp; E-Prep:</b> 7a, b, c
<b>Merit Badges</b>
<b>Swimming</b> (open MB if not a swimmer)
<b>Archery</b>
Plus, complete requirements towards <b>Leatherwork &amp; Woodcarving</b>
<b>8 Additional Open Merit Badge and Program Periods</b>

