



PATHFINDER SCHEDULE

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

PATHFINDER I:

- Monday, Block A Introduction, Games, (Distribute ropes), Assign patrols
Whip and Fuse (T4a); First Aid (T12a and b); Flags (T6, 2-3)
Physical Fitness (T10a or b)
- Monday, Block B Map and Compass (2-1a)/ 2 ½ and Tautline hitch (T4b)/ First Aid (2-6ac)
Nature I (intro, T11); Hitches (1-7b, 8a); First Aid (1-8b,c, d)
- Tuesday, Block A Lashings (1-7b); Compass course (1-2); Directions at night (1-1);
(patrols will start compass course at staggered times during block)
- Tuesday, Block B Nature II (2-5, 1-6); Hiking, lost, buddy system (T5-9); First aid kit (2-6b)
Lashings 2(1-7c)/ Rights & responsibilities (1-5); Safe Swim & boat (2-7a, 1-9a)
- Evening Activities: Totin' Chit; Firem'n Chip (2-2c,d,e,f); Service Project (2-4); Aquatics (2-7c,1-9c);
Cooking (T3, 2-2g); and/or 5 mi. Hike (2-1b).

PATHFINDER II:

- Wednesday, Block C Intro/ Games; (Distribute ropes); Assign patrols
Map and Compass (2-1a); First Aid (2-6a,b, c); Rope review
Nature I (intro); Hitches (1-7b, 8a); Safe Swim and boat (2-7a, 1-9a)
- Wednesday, Block D Lashings (1-7a,b); Compass course (1-2); Directions at night (1-1);
First Aid (1-8b,c,d)
(patrols start compass course at staggered times during block)
- Thursday, Block C Service Project (2-4); Rights and responsibilities (1-5); Nature II (2-5, 1-6);
Aquatics (2-7c, 1-9c)
- Thursday, Block D Cooking (2-2g); Lashings 2(1-7c); First aid kit (2-6b)
Cooking (1-4acd); open
- Evening Activities: Totin' Chit; Firem'n Chip (2-2c,d,e,f); and/or 5 mi. Hike (2-1b).

BROWNSEA ISLAND NIGHT:

Pathfinders go to an outback site Thursday at 2:15 PM for an OVERNIGHT camp to do Brown Sea Island games, campfire and cook an individual meal for the Second Class requirement.



MERIT BADGE PROGRAM & REGISTRATION

The Merit Badge requirements listed in this guide were the latest available at the time of writing. If the BSA changes requirements in 2007 before camp starts, the new requirements will be used in camp and each troop will be notified by email of the changes.



You will quickly notice that the program time slots are referred to as “block” times. Block scheduling is a popular educational device that has had good reviews at schools and now at Scout camps.

BLOCK SYSTEM:

1. The block schedule allows for more hours devoted to skill development.
2. There is less time devoted to walking and more time available for Merit Badges.
3. Troops find it easier to keep track of the location of their Scouts.
4. Easier for Scouts to schedule other program offerings because of the block program.
5. Gives troops a chance to schedule free times for other programs or off-camp trips.

MERIT BADGE REGISTRATION:

Register Scouts on-line starting on April 30, 2007



Note: Registration for Merit Badges will be first come first serve. All classes have limited attendance.

The time periods scheduled for merit badges are called “blocks”. There are four merit badge “block” periods offered at Lost Lake. Not every merit badge is offered during each block. However, most merit badges appear in two or more blocks. A list of merit badges as they are offered is available in the appendix. Please share this information with each scout.

1. It is recommended that Scouts select no more than four merit badges to work on during their week at summer camp. This allows time for other types of summer camp experiences.
2. The Pathfinder I and Pathfinder II programs should be treated like merit badges for purposes of scheduling and the Scout registering for those programs must be registered on-line.
3. You will be able to print out a list of Merit badges for each Scout and for your troop.
4. If a Scout changes his mind about which badges he wants to take you can make that change on-line until one week prior to his camp date.
5. Merit Badge Adjustments can be made with the Program Director or their designee during Sunday's Check-In at the Registration Desk.