



## **PATHFINDER SPECIALIST AWARD**



## **Friend to Guide**



## **Camping and Advanced Camping**

## **Requirements**

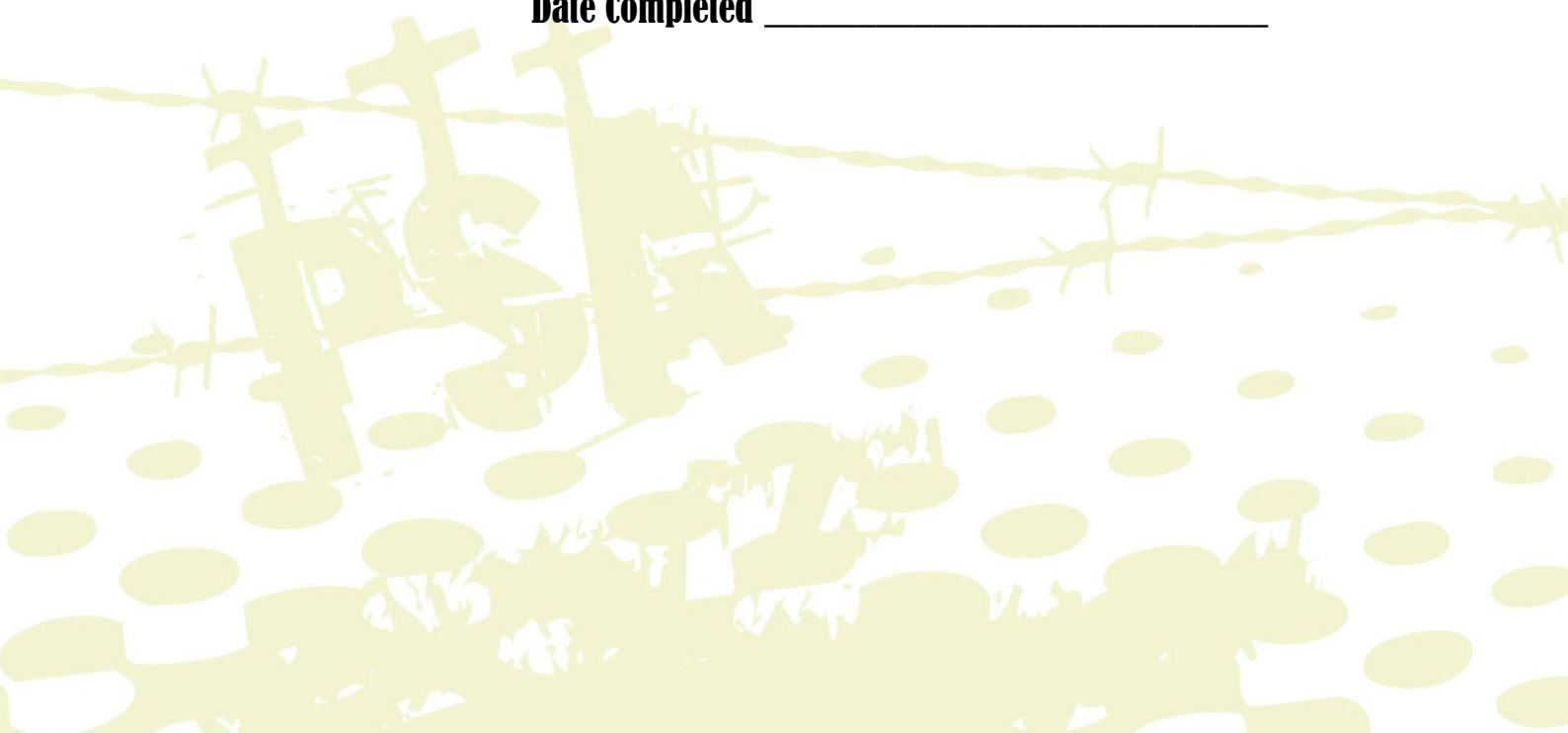
### **Specialty 3 - Camping**

**April 2010**

**Name** \_\_\_\_\_

**Date Commenced** \_\_\_\_\_

**Date Completed** \_\_\_\_\_



# Introduction

This documents contains all the requirements from the camping components of the Friend to Guide class work which is necessary to be completed for those wishing to be awarded with Specialty 3 – Camping.

# Friend Class

## Camping and Survival Skills Requirements

1. Know how ropes are made and demonstrate how to care for rope in a correct manner. Tie and know the practical use of the following knots: Overhand, Granny, Square, Slip, Double Bow, Two Half Hitches, Clove Hitch, Bowline.
2. Participate in an overnight campout.
3. Pass a test in general safety.
4. Pitch and strike a tent and make a camp bed.
5. Know ten hiking rules, and know what to do when lost.
6. Learn the signs for track and trail. Be able to lay a two-kilometre trail that others can follow and be able to tack a two-kilometre trail.
7. Complete one honour in Arts and Crafts

## Advanced Requirements

8. Start a fire with one match, using natural materials and keep it going.
9. Properly use the knife and axe, and know ten safety rules in their use.
10. Tie five speed knots.

# Companion Class

## Camping and Survival Skills Requirements

1. Find the eight general directions without the use of a compass, by using the stars, and by using a watch.
2. Participate in a two-night campout. Know at least six points relative to the selection of a campsite.
3. Learn or review the Friend knots. Tie and know the practical use of the following knots: Sheet bend, sheepshank, Fisherman's knot, Timber hitch, Taut Line Hitch. Learn three basic lashings.
4. Pass a test in Companion First Aid.

## Advanced Requirements

5. Build five different fires and describe their uses. Discuss the safety rules in lighting fires.
6. Cook a camp meal without using utensils.
7. Prepare a knot board with at least fifteen different knots.

# Explorer Class

## Camping and Survival Skills Requirements

1. Participate in a Two-night campout. Review the points of a good campsite. Plan and cook two camp meals.
2. Pass a test in Explorer first aid.
3. Complete one recreational, or arts and crafts honour, not previously earned.
4. Explain what a topographical map is, what you can expect to find on it, and it's uses. Identify at least twenty signs and symbols on topographic maps.

## Advanced Requirements

5. Review the basic lashings and build one article of camp furniture
6. Plan a menu for a three-day camping trip for four people, using at least three dehydrated foods.
7. Be able to send and receive the semaphore alphabet, OR be able to send and receive the international Morse code by wigwag. OR know the alphabet in sign language for the deaf, OR have a basic knowledge of procedures of two way radio communication.

# Voyager Class

## Camping and Survival Skills Requirements

1. With a party of not less than four, including an experienced adult counsellor, hike twenty-five kilometres in a rural wilderness area, including one night in the open or in tents. The expedition planning should be a joint effort of the party and all food needed should be carried. Form notes taken participate in a group discussion led by your counsellor, on the terrain, flora and fauna, as observed on the hike.
2. Complete one recreational or nature honour not previously earned.
3. Pass a test in Voyager first aid.

## Advanced Requirements

It is recommended that for those who wish to do advanced work in the Voyager Class, they to the following requirements for the AY Silver Award Plan. If they do the Advanced requirements for the Guide Class, this will entitle them to the AY Silver Award Medal.

- a. Physical Fitness (complete two of the groups).
  - b. Skills (complete one).
  - c. Expedition
  - d. Service Project.
- OR Complete two sections of the Duke of Edinburgh Bronze Award.

# Ranger Class

## Camping and Survival Skills Requirements

1. Build and demonstrate the use of a reflector oven by cooking something.
2. Participate in a two-night campout. Be able to pack a pack or rucksack correctly. Include personal gear and food sufficient for your participation in a two-night campout.
3. Complete one nature or recreation honour not previously earned.
4. Pass a test in Ranger first-aid.

## Advanced Requirements

5. Complete the Map and Compass Honour.
6. Be able to light a fire on a rainy day or in the snow. Know where to get the dry material to keep it going. Demonstrate ability to properly tighten and replace axe or tomahawk handle.
7. Complete one of the following requirements:
  - a. Know on sight, prepare and eat ten varieties of wild plant foods.
  - b. Be able to identify through photographs, sketches, pictures or real life, one of the following categories: twenty-five tree leaves; twenty-five rocks and minerals; twenty-five wildflowers, twenty-five butterflies; twenty-five moths; twenty five shells.
  - c. Be able to send and receive thirty-five letters a minute by semaphore code.
  - d. Be able to send and receive fifteen letters a minute by Wigwag using the international Morse Code.
  - e. Be able to send and receive Matthew 24 in sign language for the deaf.
  - f. Take part in a simple emergency search and rescue operation using two-way radios.

# Guide Class

## Camping and Survival Skills Requirements

1. Participate in a two-night pack camp. Discuss the equipment to be taken.
2. Plan and cook in a satisfactory manner a three-course meal on an open fire.
3. Complete an object of lashings or rope work, such as a tower, bridge, etc.
4. Complete one honour not previously earned, which can count towards the Nature or Recreation Master Award.
5. Pass a test in Guide first-aid.

## Advanced Requirements

It is recommended that for those who wish to do advanced work in the guide class, they do the following requirements which will fulfil half of the requirements for the AY Silver Award Plan. If they do the Advanced requirements for the Voyager Class, this will entitle the teen to the AY Silver Award Medal.

- a. Physical Fitness (complete one of the groups).
  - b. Skills (complete one).
  - c. Cultural Improvement.
- OR Either complete the Duke of Edinburgh Silver Award.