

TRAIL-TO-FIRST CLASS SCHEDULE

(SUBJECT TO CHANGE AT ANY TIME)

Trail-to-First-Class	Monday	Tuesday	Wednesday	Thursday	Friday	
9am	N3a-b; T2c Scouting Basics (Patrols)	F5a Identify 10 Local Plants	F4a Orienteering Course	N5; T3d Knife, Saw & Axe (Totin' Chip)	S2b Prepare Firewood (must have Totin' Chip)	
9:30	S3a Map & Compass	F5b-d Hazardous Weather				
10am	N4a; T3a-c Square knot, two half- hitches, taut- line hitch	S2f-g Bowline & Sheet Bend		T4a-c; S3c Basic First Aid, Poisonous Plants, Injury Prevention	S3a Map & Compass	
10:30	F3a-d Hitches & Lashings	S2a, c Fires & Stoves	N4b Whipping & Fusing Rope			S3d Direction-finding Without a Compass
11am		N5; T3d Knife, Saw & Axe (Totin' Chip)		T4a-c; S3c Basic First Aid, Poisonous Plants, Injury Prevention	N4a; T3a-c Square knot, two half- hitches, taut- line hitch	
11:30-12	N=Scout T=Tenderfoot S=2nd Class F=1st Class					5-Mile Hike (Bring at least 1-liter of water; Lunch included)
Lunch Break 12- 1:30pm						
1:30	T7a; S8b Flag Etiquette	S5c-d; F6e Water Rescues (wear swimsuit; bring towel)	N5; T3d Knife, Saw & Axe (Totin' Chip)	T5a-c Hiking Rules S1b Leave No Trace S3b Hiking Injuries & Prevention S3b 5-Mile Hike (Area Closed)	S5c-d; F6e Water Rescues (wear swimsuit; bring towel)	F3d Lashing Project
2pm			F6b-d Boats & Boating			
2:30	S3d Direction- finding Without a Compass	F4a Orienteering Course	S2f-g Bowline & Sheet Bend	S6a-e First Aid, Injury Prevention, Emergency Response	F7a-c First Aid, Transports, Heart Attack, CPR	
3pm	N5; T3d Knife, Saw & Axe (Totin' Chip)					
3:30	S2a, c Fires & Stoves	F4a Orienteering Course	S2b Prepare Firewood (must have Totin' Chip)	F5b-d Hazardous Weather	F6b-d Boats & Boating	
4-4:30pm			S6a-e First Aid, Injury Prevention, Emergency Response			
4:30-7pm	Afternoon Break, Camp Assembly & Dinner					
7-8pm	Camp-wide Activity (area closed)	Cooking Demo (for all Scouts & Leaders)	Troop Night (area closed)	F7a-c First Aid, Transports, Heart Attack, CPR	Camp-wide Activity (area closed)	