

PATHFINDER PROGRAM 2026

Summit Rotation Guide

THESE PATROLS WILL NOT BE DECIDED UNTIL MONDAY MORNING ON YOUR WEEK OF CAMP!

	Summit 1	Summit 2	Summit 3	Summit 4	Summit 5	Summit 6
PATROL 1	<u>Pathfinder Pavilion</u>	Nature – <i>(Outdoor Skills/Rank Req.)</i>	Aquatics <i>Swimming (RWB)</i> <i>Instructional Swim (RW, W)</i> <i>Personal Fitness (Alternative to Swimming)</i>	Pathfinder Pavilion (Open Skills, Firem'n Chit, Totin' Chip) OR Select a Merit Badge from any area	Pathfinder Pavilion (Open Skills, Firem'n Chit, Totin' Chip) OR Select a Merit Badge from any area	Pathfinder Pavilion (Open Skills, Firem'n Chit, Totin' Chip) OR Select a Merit Badge from any area
PATROL 2		<u>STEAMcraft</u> <i>(Visitation/Rank Reqs.)</i>				
PATROL 3		Scoutcraft <i>(Knots and Lashings/Rank Req.)</i>				

**Scouts will move as a patrol to each area without the staff member.
This is to help Scouts learn to be more Independent.**

The Pathfinders have the option for the last 3 summits of class to either go to the Pathfinder Pavilion to learn scout skills and earn their Totin' Chip and Firem'n Chit OR sign up for Merit Badges in other areas during summits 4-6

Requirements Earned Throughout The Week:
Scout Rank Requirements: 1a, 1b, 3a, 3b, 4a, 4b
Tenderfoot Rank Requirements: 1c, 3a, 3b, 3c, 4a, 4b, 4c, 5a, 5b, 8
Second Class Rank Requirements: 1b, 2f, 2g, 3a, 3d, 6a, 6b, 6d, 6e
First Class Rank Requirements: 1b, 3a, 3b, 3c, 3d, 5b, 5c, 5d, 7a, 7c, 7d