

# Trail To First Class 2026



**Holter Lake Campground  
1380 Beartooth Rd, Wolf Creek  
April 17<sup>th</sup> - 19<sup>th</sup>**

Registration Fee: \$20 per participant

Early Registration Fee: \$15 per participant (if unit registers by end of day on Monday, April 11<sup>th</sup> )

If units register before the early bird deadline, all Scouts and adults get the early bird registration, even if they're added later.

<https://scoutingevent.com/315-111554>

## **OTHER REGISTRATION INFORMATION:**

- Please have one representative from each unit register the entire unit.
- All Scouting America policies apply. Each unit must have at least two Scouting America registered adult leaders aged 21 or older. Any unit with female youth must have at least one unit-registered female leader aged 21 or older in attendance. All overnight adults must be registered members of Scouting America.
- No Dogs are allowed at Scouting America events.
- Scouting America Health Form Part A and B must be shown for all youth and adults upon arrival at the event and kept on site by the unit.
- A copy of your participant roster must be given to the OA adviser upon arrival (includes youth and adults)

Any Questions or Concerns can be addressed to Alex Thares  
[athares@icloud.com](mailto:athares@icloud.com)

## **ARRIVAL, CHECK-IN AND CHECK-OUT**

- Units should plan on bringing their own potable water.
- There are toilets within the campground.
- Check-in for the event will begin at the camp headquarters starting at 4-9pm. All troops need to check in with the Camping Committee prior to setting up camp. **Make sure to bring copies of the following:**
  - **Health forms for those participating (youth and adults)**
  - **A unit roster of those participating (youth and adults) – Camp. Com. will keep a copy**
- Cracker Barrel will be at 9pm on Friday night at the camp headquarters. Only Senior Patrol Leaders (SPLs) and Scoutmasters (SMs) and designees are allowed.
- All units will need to check-out with the camping committee before they leave camp.

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## **Scoutmaster Dutch oven cooking contest - Best Asian dish**

The adult leader cooking contest is open to all adult leaders who are registered with Scouting America. The rules are:

1. Dish must be prepared in camp - nothing can be premade.
2. Judging will be done by a blind taste test by OA youth.
3. Dutch ovens must be on the judging table by 4:30pm- no late entries will be accepted.

## **HONOR TROOP AND CAMPSITE INSPECTION:**

The Camping Committee will inspect campsites for units on Saturday afternoon. Campsites should include the following:

1. Axe Yard (Properly Installed)
2. Designated Scout Tent Area
3. Designated Adult Tent Area
4. Dining Area
5. Food Preparation Area **with Duty Rosters Posted**
6. Gateway
7. Dish Wash Area (following Scouting guidelines)
8. Flag (unit and/or patrol)
9. If able, Firepit (following Scouting guidelines)
10. Waste Disposal Area

## **WEEKEND SCHEDULE:**

### Friday

4:00-8:00pm – Check-in/Camp Set Up

9:00pm – Cracker Barrel

10:00pm – Lights Out

### Saturday

7:00-8:30am – Reveille/Breakfast

8:45am – Flags

9:00am – station 1 starts

10:00am – station 2 starts

11:00am – station 3 starts

12:00-1:30pm – Lunch

1:30pm – station 4 starts

2:30pm – station 5 starts

3:30pm – station 6 starts

4:30pm – all stations end

5:00pm – OA meeting at the flagpole

5:15pm – Scoutmaster/leader cooking contest

7:00pm – Scouts' Own Service

8:00pm – OA callout ceremony

10:00pm – Lights Out

### Sunday

7:00am – Reveille/Breakfast

10:00am – All Units Checked-Out and Camp Vacated

# **Stations**

## 1. Compass/Orienteering

### **2<sup>nd</sup> class**

3a. Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.

3b. Using a compass and map together, take a 5-mile hike (or 10 miles by bike) approved by your adult leader and your parent or guardian.

3c. Describe some hazards or injuries that you might encounter on your hike and what you can do to help prevent them.

3d. Demonstrate how to find directions during the day and at night without using a compass or an electronic device.

### **1<sup>st</sup> class**

4b. Demonstrate how to use a handheld GPS unit, GPS app on a smartphone, or other electronic navigation system. Use GPS to find your current location, a destination of your choice, and the route you will take to get there. Follow that route to arrive at your destination.

## **2. Knots**

### **Scout**

4a. Show how to tie a square knot, two half-hitches, and a taut-line hitch. Explain how each knot is used.

4b. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.

### **Tenderfoot**

3a. Demonstrate a practical use of the square knot.

3b. Demonstrate a practical use of two half-hitches.

3c. Demonstrate a practical use of the taut-line hitch.

### **2<sup>nd</sup> class**

2f. Demonstrate tying the sheet bend knot. Describe a situation in which you would use this knot.

2g. Demonstrate tying the bowline knot. Describe a situation in which you would use this knot.

### **1<sup>st</sup> class**

3a. Discuss uses when you should and should not use lashings.

3b. Demonstrate tying the timber hitch and clove hitch.

3c. Demonstrate tying the square, shear, and diagonal lashings by joining two or more poles or staves together.

3d. Use lashings to make a useful camp gadget or structure.

## **3. First Aid**

### **Tenderfoot**

4a. Show first aid for the following:

- Simple cuts and scrapes
- Blisters on the hand and foot
- Minor (thermal/heat) burns or scalds (superficial, or first-degree)
- Bites or stings of insects and ticks
- Venomous snakebite
- Nosebleed
- Frostbite and sunburn
- Choking

### **2<sup>nd</sup> class**

6a. Demonstrate first aid for the following:

- Object in the eye
- Bite of a warm-blooded animal
- Puncture wounds from a splinter, nail, and fishhook
- Serious burns (partial thickness, or second-degree)
- Heat exhaustion
- Shock

- Heatstroke, dehydration, hypothermia, and hyperventilation

6b. Show what to do for “hurry” cases of stopped breathing, stroke, severe bleeding, and ingested poisoning.

6c. Tell what you can do while on a campout or hike to prevent or reduce the occurrence of the injuries listed in Second Class requirements 6a and 6b.

6d. Explain what to do in case of accidents that require emergency response in the home and backcountry. Explain what constitutes an emergency and what information you will need to provide to a responder.

### **1<sup>st</sup> class**

7a. Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.

7b. By yourself and with a partner, show how to:

- Transport a person from a smoke-filled room.
- Transport for at least 25 yards a person with a sprained ankle.

7c. Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR)

## **4. Outdoor Identification/ Nature**

### **Tenderfoot**

4b. Describe common poisonous or hazardous plants; identify any that grow in your local area or campsite location. Tell how to treat for exposure to them.

### **2<sup>nd</sup> class**

5 Identify or show evidence of at least 10 kinds of wild animals (such as birds, mammals, reptiles, fish, or mollusks) found in your local area or camping location. You may show evidence by tracks, signs, or photographs you have taken.

## **1<sup>st</sup> class**

5a. Identify or show evidence of at least 10 kinds of native plants found in your local area or campsite location. You may show evidence by identifying fallen leaves or fallen fruit that you find in the field, or as part of a collection you have made, or by photographs you have taken.

5b. Identify two ways to obtain a weather forecast for an upcoming activity. Explain why weather forecasts are important when planning for an event.

## **5. Totin' Chip**

### **Scout**

5. Tell what you need to know about pocketknife safety and responsibility.

### **Tenderfoot**

3d. Demonstrate proper care, sharpening, and use of the knife, saw, and ax. Describe when each should be used.

## **6. Fireman Chit**

### **2<sup>nd</sup> class**

2a. Explain when it is appropriate to use a fire for cooking or other purposes and when it would not be appropriate to do so.

2b. Use the tools listed in Tenderfoot requirement 3d to prepare tinder, kindling, and fuel wood for a cooking fire.

2c. At an approved outdoor location and time, use the tinder, kindling, and fuel wood from Second Class requirement 2b to demonstrate how to build a fire. Unless prohibited by local fire restrictions, light the fire. After allowing the flames to burn safely for at least two minutes, safely extinguish the flames with minimal impact to the fire site.

2d. Explain when it is appropriate to use a lightweight stove and when it is appropriate to use a propane stove. Set up a lightweight stove or propane

stove. Light the stove, unless prohibited by local fire restrictions. Describe the safety procedures for using these types of stoves.

## 7. Flags and Ceremony

### Tenderfoot

7a. Demonstrate how to display, raise, lower, and fold the U.S. flag.

2<sup>nd</sup> class

8a. Participate in a flag ceremony for your school, religious institution, chartered organization, community, or Scouting activity.

8b. Explain what respect is due the flag of the United States.

## 8. Camping: This will be done in the campsite with your unit.

### Tenderfoot

1a. Present yourself to your leader, prepared for an overnight camping trip. Show the personal and camping gear you will use. Show the right way to pack and carry it.

1b. Spend at least one night on a patrol or troop campout. Sleep in a tent you have helped pitch.

1c. Tell how you practiced the Outdoor Code on a campout or outing.

2a. On the campout, assist in preparing one of the meals. Tell why it is important for each patrol member to share in meal preparation and cleanup.

2b. While on a campout, demonstrate the appropriate method of safely cleaning items used to prepare, serve, and eat a meal.

2c. Explain the importance of eating together as a patrol.

2<sup>nd</sup> class

2e. On one campout, plan and cook one hot breakfast or lunch, selecting foods from MyPlate or the current USDA nutritional model. Explain the importance of good nutrition. Demonstrate how to transport, store, and prepare the foods you selected.

### **1<sup>st</sup> class**

2a. Help plan a menu for one of the above campouts that includes at least one breakfast, one lunch, and one dinner, and that requires cooking at least two of the meals. Tell how the menu includes the foods from MyPlate or the current USDA nutritional model and how it meets nutritional needs for the planned activity or campout.

2b. Using the menu planned in First Class requirement 2a, make a list showing a budget and the food amounts needed to feed three or more boys. Secure the ingredients.

2c. Show which pans, utensils, and other gear will be needed to cook and serve these meals.

2d. Demonstrate the procedures to follow in the safe handling and storage of fresh meats, dairy products, eggs, vegetables, and other perishable food products. Show how to properly dispose of camp garbage, cans, plastic containers, and other rubbish.

2e. On one campout, serve as cook. Supervise your assistant(s) in using a stove or building a cooking fire. Prepare the breakfast, lunch, and dinner planned in First Class requirement 2a. Supervise the cleanup.