



The Great Scout Rendezvous '25



The Scouting Trail

Each station at The Great Scout Rendezvous will support one or more of the requirements for the Trail to First Class

- **Flint's Forge – Fire building** *Second Class 2a, 2b, 2c, 2d*
- **Doc Sawyer's Field Hospital – First Aid** *Tenderfoot 4a & 4c, Second Class 6a*
- **Beard's Timberworks – Pioneering tripod**
First Class 3a, 3b, 3c, 3d
- **Signal Hill – Flag/mirror/code + JOTA/JOTI**
Communication, World of Scouting
- **Mapmaker's Quest – Compass bearings & pacing**
Second Class 3a, 3c & 3d
- **Hawkeye's Throw – Tomahawk toss**
Second Class 9a (3R's)
- **Slinging Gallery – Slingshot targets** *Scout 1e (Leave No Trace)*
- **Gold Pan Pete's Claim – Gold panning** *Scout 2e (Rank)*
- **The Timber Tug – Drag a heavy log**
First Class 3b
- **Pack Mule Run – Lash and carry "gear load"**
First Class 3c, 7b
- **Yell for the Rendezvous – Patrol Method + communication game** *Scout 3a & 3b*
- **Cookie's Cook-off – Mystery snack + plant ID** *Tenderfoot 4b, First Class 5a*
- **Legends Ledger – Trivia / museum**
Scout 1c, 1d, 2b, Tenderfoot 5a, 5b, 5c, Second Class 6d, First Class 5b, 5c, 5d
- **Tales by the Fire – Patrol skits/tales** *Patrol Method, Creativity, Just for Fun*
- **Banner Works – Patrol token/banner** *Patrol Method, Creativity, Teamwork*
- **Portage Passage – Canoe carry & boat parts**
First Class 6b, 6c, 6d
- **Night Camp – Pitch tent blindfolded**
Patrol Method, Communication, Teamwork
- **Knot Yard Relay – Knot sequence**
Scout 4a, Tenderfoot 3a, 3b, 3c, Second Class 2f, 2g
- **Trading Post Puzzle – Logic/skill puzzle** *Second Class 4*
- **Chief Scout's Choice – EDGE lesson & lasso**
Tenderfoot 8 (EDGE Method), Patrol Method

Event: 17-19 October 2025