EXPLORER PROGRESS RECORD – Troop Advancement

PATROL NAME:

1st Moncton BPSA Traditional Scouting

TENDERPAD REQUIREMENTS		1 DATE	2 DATE	3 DATE	4 DATE	5 DATE	6 DATE	7 DATE	8 DATE
	Requirements								
1	Know the Scout Law and Promise and their meaning.								
2	Know the story of B-P and the history of Scouting.								
3	Know the Scout Motto and its meaning.								
4	Demonstrate the Scout Salute, Sign, and Handshake.								
5	Make a Scout Staff								
6	Describe the composition of, and the history of the Canadian Flag. Demonstrate how to hoist, break, and fold it.								
7	Make, and know the meaning of the woodcraft signs given in Camp Fire Yarn 4 in —Scouting for Boys‖.								
8	Demonstrate with rope how to tie a (1) Reef Knot, (2) Sheepshank, (3) Clove Hitch, (4) Round Turn and Two Half Hitches, (5) Bowline, and explain their uses.								
9	Whip the end of a natural fiber rope and properly fuse the end of a plastic or nylon rope.								
10	Take part in a Patrol or Troop outdoor activity, such as a day hike, service project, good turn, or a weekend camp.								
11	Be Invested in your Troop.								

SECOND CLASS REQUIREMENT		1 DATE	2 DATE	3 DATE	4 DATE	5 DATE	6 DATE	7 DATE	8 DATE
1	Show how to deal with the following common minor accidents: minor cuts and scratches, nosebleeds, insect bites and stings, burns and scalds.								
2	Know how to stop serious bleeding.								
3	Demonstrate the uses of a triangular bandage.								
4	Demonstrate artificial respiration.								
5	Demonstrate the importance of, and how to summon help, and treat for shock.								
6	Know the general rules for health as given in Scouting for Boys - Campfire Yarn No.18. Including Personal Hygiene, Eating Habits, Water Purification, 3 Pan Dishwashing System, Personal Fitness, Using a Kybo.								
7	Describe in writing 16 out of 24 well-assorted items, following one-minute's observation.								
8	On a hike, or at camp, identify 6 common trees, and known the value of 3 of them for cooking and building. Be able to identify 6 local wild birds.								
9	Tie the following knots and know their uses: (1) Timber Hitch, (2) Fisherman's Knot, (3) Rolling Hitch.								
10	Demonstrate Square and Diagonal lashings by constructing a trestle of Scout Staffs. Demonstrate Sheer and Tripod lashings.								
11	Know the safety rules for using axes, saws and knives.								
12	Know the 8 points of the compass. Know how to set a map. Be able to read the common map symbols. Understand map scales.								
13	Lay, and light a fire out of doors with natural material using no more than 2 matches. Cook a meal over this fire.								
14	Show you understand the Highway Code as per pedestrian and bicycles. Know how to keep a bicycle in good working order.								
15	Follow a minimum one kilometre of woodcraft signs in 25 minutes.								
16	Demonstrate local knowledge. Know local landmarks, your communities' main roads, public transport facilities and public utilities in your area.								
17	With another Explorer pitch, strike, and pack a tent in approximately 30 minutes. Know how to choose the following items of personal equipment: Jacket, boots, clothing, sleeping bag, and backpack.								
18	Know the phonetic alphabet. Pass a message on a two way radio. Know about FRS Radio. Know Morse Code, Semaphore or the ASL Finger spelling sign for every letter of the alphabet with accuracy, but not necessarily speed.								
19	Know how to load a toboggan for a winter camp.								
20	Have camped with your Patrol or Troop a minimum of six nights. Two weekend camps must be included consisting of a minimum of two nights each. A detailed log- book must be kept of these camps.								
21	Understand the use of the layered clothing system.								
22	Make a personal emergency and first aid kit.								
23	Have no less than 4 months satisfactory service as an Explorer.								
24	Re-pass the Tenderfoot Tests.								
25	Go by day, on foot with another Tenderfoot qualified Explorer on a 13 Km journey.								
26	Awarded the Second Class Badge.								

FIRST CLASS REQUIREMENTS		1 DATE	2 DATE	3 DATE	4 DATE	5 DATE	6 DATE	7 DATE	8 DATE
1	Have camped as an Explorer, no less than 12 nights.								
2	Demonstrate the proper methods of dealing with the following emergencies: Fire, Drowning, Breaking Through Ice, Frostbite, Heatstroke, and Hypothermia.								
3	Understand the Cardiovascular System, and how to stop external bleeding from veins and arteries.								
4	Understand the difference between open and closed fractures and how to treat them.								
5	Recognize and apply First Aid to arm, and collarbone fractures.								
6	Pass one of the following proficiency badges: Camper, Handyman, Pioneer, Backwoodsman, Observer, or Athlete.								
7	On a hike, or at camp, identify 10 trees and know the industrial use of 5 of them. Identify 10 local wild birds.								
8	Demonstrate how to choose, and set up a winter campsite for your Patrol.								
9	Demonstrate how to coil a rope. Throw a line a distance of 8 meters. Demonstrate how to get tension on a rope with a Spanish Windlass. Ensure any tree used for this is protected from rope damage.								
10	Know how to care and maintain camping equipment. This should include: Tents, Sleeping bag, Stoves, and Lanterns.								
11	Know how to choose a campsite and plan a Patrol static camp, including program and menu.								
12	Demonstrate how to operate camp stoves and lanterns (White gas, Propane, Butane etc.) and know their safety requirements. Using a camp stove, cook a simple 2-course meal.								
13	Know the precautions necessary before undertaking adventurous activities. This should include: Heatstroke, Mountain Safety, Stream Crossings, and the use of the Buddy System for swimming.								
14	Demonstrate the proper use of an axe and chain saw for falling, and trimming. If this is not practical, make a —pioneer‖ model of a bridge, derrick, or tower etc of a type approved by the examiner.								
15	Using improvised apparatus, such as a Staff, or personal measurements, estimate three distances up to 800 meters, and three heights up to 30 metres. In each case the estimate must not vary more than 10% from the actual measurement.								
16	Earn a restricted Air or Marine Radio license, or an Amateur Radio license.								
17	Plan and lead a day hike.								
18	Re-pass the Second Class Tests (this is to be the second from last test).								
19	The First Class Journey. Go on foot with three other Second Class Explorers, on a 24 hour journey of at least 24 Km. In the course of the journey you must cook your own meals, one of which must contain meat; Find your own campsite and camp for the night. You must carry out the instructions of the examiner regarding things to do and to be observed en-route. Each must, independently, make a detailed log of the journey. (This is to be the last test)								