



RANK WORKSHEET

Pathfinder

Venturing

Name

Started

Completed

Pathfinder is where you step up as a leader in your crew. You'll lead adventures, help your crew grow, serve your community, and keep exploring personal values. It's a chance to make a real difference for your crew and yourself.

Requirements

Every official requirement, in plain language. Check the official wording when you sign off (scouting.org/programs/venturing/venturing-awards-and-advancement/rank-advancement/pathfinder-rank/). Tips and examples are ideas, not extra requirements.

- ☐ **1** Take part in two or more additional Tier II or III adventures (at least four in all) at any level from crew to national, and be a leader on one of them

Tip: Join two more adventures and take the lead on one. Work with your Advisor to plan safely.

- ☐ **2** Complete Venturing Project Management training

Tip: Project Management training helps you break big plans into steps. Use it right away on your adventure or crew project.

- ☐ **3** After Discovery, plan and lead a Tier II or III adventure of two or more nights in a row. With an experienced youth mentor (or an Advisor if none qualifies), organize it early, plan for contingencies, prepare the crew, and consult an outside expert if needed. Over four nights, a second Venturer may co-lead, sharing work fairly. End with a team reflection on what everyone learned

Tip: Ask an experienced youth mentor, like a crew officer who has led a trip, to help you plan; your Advisor can step in if no one in the crew qualifies. End the trip with a short reflection where everyone shares a highlight.

Example: A sample: a 3-day canoe trip. Your timeline covers choosing the route, reserving sites, menu and budget, gear checks, permission forms, and a practice paddle. On the last night, lead a reflection where each person shares a high point, a hard moment, and what they'd change.

4 Officer service or leadership training: Choose 1 of 2

Tips for this section: Take on an officer role or attend a leadership course like NYLT or NAYLE. Both build skills you'll use for years.

Example for this section: Officer route: as vice president of program, you might survey members' interests and build the year's calendar with the crew. Course route: NYLT or NAYLE gives you leadership tools you can bring straight back to the crew.

- ☐ **4a** After Discovery, be a crew officer (president, VP, secretary, treasurer, quartermaster, historian, guide, or den chief; district-to-national Venturing offices also count) for 6+ months total. Roles add up, but two at once don't shorten the time, and gaps are fine. Set goals with your president (or Advisor, if you are president) at the start, and go over wins and struggles with them once mid-term

- ☐ **4b** Take part in or staff a leadership course such as NYLT, NAYLE, Order of the Arrow NLS, Sea Scout SEAL, or Wood Badge (age 18+); a non-Scouting course like NOLS counts if your Advisor approves

- ☐ **5** Plan, organize, and lead a project to keep your crew strong and growing; submit it to the crew president (the Advisor, if you hold that office) and describe how it should draw more young people into Venturing

Tip: Think about what your crew needs, like recruiting, better communication, or more adventures, and lead a project to make it happen.

Example: Crew growth projects could be an open house where members bring friends to a climbing night, a newsletter that keeps families in the loop, or a yearly planning weekend where every member gets a vote on the calendar.

- ☐ **6** Give at least 36 more hours of service beyond Discovery's 24; up to half may be your own service and the rest must be through crew activities

Tip: Keep logging service hours. Look for projects where you can lead others, not just participate.

Example: Thirty-six hours could include 18 with the crew, like trail work or setting up a community race, and 18 on your own, like helping coach a youth sports team or volunteering at an animal shelter.

- ☐ **7** After Discovery, explore the two realms (faith, self, or others) you haven't yet, write personal reflections on them, and use them to prepare for requirement 9 and your Advisor conference

Tip: Take time to explore the two realms you haven't yet. Journal, read, or talk with someone you trust.

- ☐ **8** Take part in an ethical controversy discussion that extends into conflict resolution

Tip: Listen carefully to different viewpoints and practice finding common ground. Be respectful even when you disagree.

Example: Ethical controversies are real dilemmas with no easy answer: a friend asks you to cover for them, or the crew budget could go to new gear or to helping members who can't afford a trip. Practice listening, restating other views, and finding a fair way forward.

- ☐ **9** With your Advisor's input, set at least two personal goals rooted in the realms from requirement 7, and reach them

Tip: Set two goals tied to your reflections. Check in with your Advisor to stay on track.

Example: Two goals for two realms: for faith, setting aside time each week for prayer, meditation, or reading that matters to you; for others, mentoring a younger student for a semester. Check progress with your Advisor monthly.

- ☐ **10** Hold an Advisor conference about what was hard and what you learned in requirements 7 and 9 (sharing a faith reflection is optional)

Tip: Share what you've learned from your reflections and goals, and what's next for you.

- ☐ **11** Pass a crew board of review after your Advisor conference

Tip: Talk with the board about your leadership and growth. Be honest about challenges as well as successes.