

FACT SHEET

Progression in the Explorer/Senior Explorer Section

Explorers are typically youth aged 11-15. They will spend their first few months working on the Tenderfoot requirements and then start working on the Second Class sequence. While proficiency badges may be earned, only six may be worn once Second Class is achieved.

Once they have earned First Class, an Explorer may start advancing to other awards. The Explorer Cord requires 10 more camping nights beyond what is required for First Class. Depending on how often the patrol goes camping these 10 nights may require 6-12 months. During that time the required proficiency badges can be worked on. This gives a total of 1 ½ to 2 ½ years will be required to earn the Explorer Cord.

Senior Explorers are typically youth aged 15-17. They generally have more leadership opportunities and may either form their own patrol or they might act as the patrol leadership for younger Explorers.

Another option for Senior Explorers is the Duke of Edinburgh program. Many of the requirements are similar and they can be used to achieve both awards. Some school districts may also award high school credits for these awards! See www.dukeofed.org

The Bushman's Thong requires 8 more camping nights above the Explorer Cord but also requires the earning of three proficiency badges at the Senior Explorer level. Some of these will require earning the associated Explorer level pre-requisites and some may not be worked on until at least age 15. Expect to spend 12-18 months to earn the Bushman's Thong.

Once the Bushman's Thong has been earned the St. George Award is the final pinnacle of the Explorer program. Another 10 more camping nights are required plus some proficiency badges. A total of four proficiency badges are needed but two are in common with the Bushman's Thong so some time can be saved by earning those and using them towards both awards. Expect to spend at least a year earning the St. George Award.

The approximately seven years that a youth spends in the Explorer/Sr. Explorer sequence will be filled with adventure and learning. They will spend their time in the classroom of the outdoors and will gain life skills that simply cannot be obtained anywhere else. They will have the chance to lead others and in turn to be led by others. And even if the youth decides not to earn awards, since this decision is up to them, they will still have had a mountain of fun!



Explorer Progression Sequence

Tenderfoot to First Class Sequence

Tenderfoot



- 1) Know the Scout Law/Promise
- 2) Know BPs story and history of scouting
- 3) Know Scout Motto
- 4) Demonstrate Scout Salute, Sign and Handshake
- 5) Make a Scout staff
- 6) Canadian flag knowledge
- 7) Know woodcraft signs
- 8) Demonstrate five knots
- 9) Demonstrate two rope ends management
- 10) Patrol/Troop activity
- 11) Be invested

Second Class



- 1) Deal with common accidents
- 2) Know how to stop serious bleeding
- 3) Demonstrate use of triangular bandage
- 4) Demonstrate artificial respiration
- 5) Deal with shock
- 6) Rules for health and camp hygiene
- 7) Kim's game
- 8) On hike/camp identify 6 trees & 6 birds
- 9) Demonstrate three knots
- 10) Know lashings and build trestle
- 11) Axe, knife, saw safety
- 12) Compass and map knowledge
- 13) Two match fire and cook a meal
- 14) Pedestrian and bicycle highway code
- 15) Follow 1km signed trail in 25 minutes
- 16) Demonstrate local knowledge
- 17) Set up and pack down a tent in 30 minutes; know personal gear
- 18) Know phonetic alphabet; radio use; Morse Code or Semaphore or ASL
- 19) Know how to load winter camp toboggan
- 20) 6 nights camping with Patrol/Troop; min 2 weekend camps & keep log.
- 21) Understand layered clothing system
- 22) Make personal first aid & emergency kit
- 23) Four months service
- 24) Re-pass Tenderfoot test
- 25) 13km journey

First Class



- 1) Camp 12 nights as Explorer
- 2) Demonstrate knowledge of emergency situations
- 3) Understand cardiovascular system
- 4) Open/closed fractures
- 5) Demonstrate arm fracture first aid
- 6) Pass one of: Athlete, Backwoodsman, Camper, Handyman, Observer, Pioneer
- 7) On hike/camp identify 10 trees & 10 birds
- 8) Demonstrate winter camp setup
- 9) Demonstrate rope handling
- 10) Maintain camp equipment
- 11) Choose camp site & plan camp program
- 12) Use stove/lantern and cook meal
- 13) Know precautions for adventurous activities
- 14) Tree felling or pioneer project
- 15) Distance/height estimation
- 16) Earn air/marine/amateur radio license
- 17) Plan and lead a day hike
- 18) Re-pass Second Class Tests
- 19) First Class Journey

Explorer Cord





Based on requirements of
BP Service Association Provincial Councils in Canada





Senior Explorer Progression Sequence


Bushman's Thong











First Class + Any 2 + Venturer + 30 Nights + Tie your own

Based on requirements of BP Service Association Provincial Councils in Canada

St. George Award











Bushman's Thong + Any 3 + Ambulance + 40 Nights

Based on requirements of BP Service Association Provincial Councils in Canada

