



Pathfinding — First offered in 1911. Discontinued in 1952.

1. Demonstrate a general knowledge of the district within a three-mile radius of the local Scout Headquarters, or his house so as to be able to guide people at any time day or night to points within this area.
2. Know the population of the five principal neighboring towns and cities as selected by his Guide or Counselor. Demonstrate direction for reaching them from Scout Headquarters or his house.
3. If in the country, know the breeds of horses, cattle, sheep and hogs owned on the five neighboring farms; if in the city, demonstrate directions to tourist camp and to five places for purchasing food supplies.
4. Demonstrate how to direct tourists from his home to gas, oil, tire, and general auto repair.
5. Give telephone number, if any, and directions for reaching the nearest police station, fire-fighting apparatus, Court House or Municipal Building, the nearest Country Farm Agent's office, doctor, veterinarian and hospital.
6. Know something of the history of his community and the location of its principal places of interest and public buildings.
7. Submit a scale map, not necessarily drawn by himself, upon which he has personally indicated as much of the above-required information.