

# Venture Patrol Requirements



## First Aid

Leader Initials

<input type="checkbox"/>	Explain what First Aid is. Tell how to act in the case of an emergency.	
<input type="checkbox"/>	Show first aid for the following: <div style="display: flex; justify-content: space-between;"> <div> <input type="checkbox"/> Simple cuts, scrapes, and scratches  <input type="checkbox"/> Blisters on the hand and foot  <input type="checkbox"/> Venomous Snakebite  <input type="checkbox"/> Object in the Eye             </div> <div> <input type="checkbox"/> Minor Burns and Scalds  <input type="checkbox"/> Bites or Stings from Insects  <input type="checkbox"/> Nosebleed  <input type="checkbox"/> Frostbite and Sunburn             </div> </div>	
<input type="checkbox"/>	Show how to treat for shock.	
<input type="checkbox"/>	Demonstrate what to do for the following "hurry" cases: <div style="display: flex; justify-content: space-between;"> <div> <input type="checkbox"/> Serious Bleeding  <input type="checkbox"/> Internal Poisoning             </div> <div> <input type="checkbox"/> Stopped Breathing  <input type="checkbox"/> Heart Attack             </div> </div>	
<input type="checkbox"/>	Explain first aid for puncture wounds from a splinter, nail, or fishhook.	
<input type="checkbox"/>	Tell the five most common signs of a heart attack. Tell what action you should take.	
<input type="checkbox"/>	Show first aid for the following: <div style="display: flex; justify-content: space-between;"> <div> <input type="checkbox"/> Serious Burns  <input type="checkbox"/> Heat Exhaustion  <input type="checkbox"/> Dehydration  <input type="checkbox"/> Bite from a suspected rabid animal             </div> <div> <input type="checkbox"/> Hyperventilation  <input type="checkbox"/> Heatstroke  <input type="checkbox"/> Hypothermia             </div> </div>	
<input type="checkbox"/>	Demonstrate bandages for a sprained ankle and for injuries on the head, upper arm, and the collarbone.	
<input type="checkbox"/>	Explain the steps in Cardiopulmonary Resuscitation (CPR)	
<input type="checkbox"/>	What is the universal sign for choking? Explain what to do when someone is choking.	
<input type="checkbox"/>	Describe the signs of a broken bone. Tell the first aid rules for handling fractures, including compound fractures. On a person lying down, and using improvised materials, show the first aid for the following fractures: <div style="display: flex; justify-content: space-between;"> <div> <input type="checkbox"/> Forearm  <input type="checkbox"/> Collarbone  <input type="checkbox"/> Crushed Foot             </div> <div> <input type="checkbox"/> Upper Arm  <input type="checkbox"/> Upper Leg  <input type="checkbox"/> Spine             </div> <div> <input type="checkbox"/> Wrist  <input type="checkbox"/> Lower Leg             </div> </div>	
<input type="checkbox"/>	Tell the dangers of moving a seriously injured person. -If an injured person must be moved, tell how you would decide what way to do it. -Show alone, and again with help, two carries for moving an injured person. -Improvise a stretcher. With helpers, under your direction, move a presumably unconscious person.	



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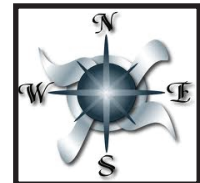
# Venture Patrol Requirements



## Orienteering

Leader Initials

<input type="checkbox"/>	Demonstrate how to find directions during the day and at night without using a compass.	
<input type="checkbox"/>	Explain and Demonstrate how a compass works and how to orient a map. <input type="checkbox"/> Describe the features of an orienteering compass. <input type="checkbox"/> In the field, show how to take a compass bearing and follow it. <input type="checkbox"/>	
<input type="checkbox"/>	Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items.	
<input type="checkbox"/>	Using a topographic map, do the following: -Point out and name five terrain features on a map and in the field. <input type="checkbox"/> -Point out and name 10 symbols on a topographic map. <input type="checkbox"/> -Explain the meaning of declination. Tell why you must consider declination when using a map and compass together. <input type="checkbox"/> -Show how to measure distances on a map using an orienteering compass. <input type="checkbox"/>	
<input type="checkbox"/>	Teach orienteering techniques to one or more new scouts. Have the new scout(s) demonstrate to an adult leader that they have learned the skill.	



## Hiking

Leader Initials

<input type="checkbox"/>	Tell how to take a safe hike under the following conditions: -Cross Country <input type="checkbox"/> -Day and Night <input type="checkbox"/> -Along a highway <input type="checkbox"/>	
<input type="checkbox"/>	Tell how to keep from getting lost. <input type="checkbox"/> Tell what to do if you are lost. <input type="checkbox"/>	
<input type="checkbox"/>	Discuss the proper choice of footwear, and proper care of feet and footwear needed for a hike. Explain the importance of staying well-hydrated during a trek.	
<input type="checkbox"/>	Take a 10 mile hike in a place of interest outside of your own town with your troop, or patrol. Wear the right clothing and take the right equipment. <input type="checkbox"/> After you get back, tell what you did and what you learned. <input type="checkbox"/>	
<input type="checkbox"/>	Prepare a personal first aid kit to take with you on a hike.	
<input type="checkbox"/>	Discuss the prevention of and treatment for the following health concerns that could occur while backpacking: Hypothermia <input type="checkbox"/> Heat Reactions <input type="checkbox"/> Frostbite <input type="checkbox"/> Dehydration <input type="checkbox"/> Insect Stings <input type="checkbox"/> Tick Bites <input type="checkbox"/> Snakebite <input type="checkbox"/> Blisters. <input type="checkbox"/>	
<input type="checkbox"/>	List 10 items that are essential to be carried on any backpacking trek and explain why each item is necessary. <input type="checkbox"/> Describe 10 ways you can limit the weight and bulk to be carried in your pack without jeopardizing your health or safety. <input type="checkbox"/>	



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# Venture Patrol Requirements



## Knots

Leader Initials

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Demonstrate that you know how to tie the following knots and tell what their uses are:

Square Knot ☐ Sheet Bend ☐ Two Half Hitches ☐ Bowline ☐  
 Taut-line Hitch ☐ Clove Hitch ☐ Timber Hitch ☐ Figure Eight ☐

☐

Demonstrate how to whip and fuse the end of a rope.

☐

Teach the following knots to one or more new scouts:

Square Knot ☐ Taut-line Hitch ☐ Two Half Hitches ☐  
 Clove Hitch ☐ Bowline ☐

Have the new scout(s) demonstrate to an adult leader that they have learned the skill.



## Lashings

Leader Initials

☐

Discuss when you should and should not use lashings. Then demonstrate tying the timber hitch and clove hitch and their use in the following lashings:

-Square Lashing ☐  
 -Shear Lashing ☐  
 -Diagonal Lashing ☐  
 -Round Lashing ☐

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Using lashings, make a useful camp gadget. Make use of this gadget for an entire troop or patrol camping trip.

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Using lashings, construct a flagpole of at least 15 feet high using three or more poles. Use this flagpole to raise the American or Troop Flag in a flag ceremony, and maintain these flags for an entire day.

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Using lashings, construct one of the following:

-A bridge of at least 12 feet in length over a small creek or ravine ☐  
 -A tower of at least 8 feet in height that can support at least 2 scouts standing on a flat platform on top. ☐

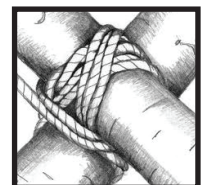
\*NOTE: Constructs can be built by 1-3 scouts ONLY. All constructs MUST be secure and safe before use.

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Teach the following lashings to one or more new scouts:

Square Lashing ☐ Shear Lashing ☐  
 Diagonal Lashing ☐ Round Lashing ☐

Have the new scout(s) demonstrate to an adult leader that they have learned the skill.



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# Venture Patrol Requirements



## Fire Building and Safety

Leader Initials

<input type="checkbox"/>	Earn Firem'n Chit and demonstrate a strong knowledge of this responsibility.	
<input type="checkbox"/>	Using three different methods (other than matches), build and light three fires.	
<input type="checkbox"/>	Teach a scout (that does not have the card) Firem'n Chit Have the scout(s) demonstrate to an adult leader that they have learned the skill.	



## Woods Tools

Leader Initials

<input type="checkbox"/>	Earn Totin' Chit and demonstrate a strong knowledge of this responsibility.	
<input type="checkbox"/>	Using the proper tools, do the following: <input type="checkbox"/> Make 6 fuzz sticks and use them in starting a fire <input type="checkbox"/> Make 4 tent pegs and use them to secure a tent for an entire campout	
<input type="checkbox"/>	Teach a scout (that does not have the card) Totin' Chit Have the scout(s) demonstrate to an adult leader that they have learned the skill.	



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