



PIONEERING MERIT BADGE

Use this tracking tool for the Pioneering Merit Badge during Cyber Sled Race

SCOUT / VENTURER NAME: _____

Activity

Race Course Area

Completed?

1a. Explain the most likely hazards you might encounter while participating in pioneering activities and what you should do to anticipate, help prevent, mitigate, & respond to these hazards.

**Ruby
Survival Shack**

1b. Discuss the prevention of, and first-aid treatment for, injuries and conditions that could occur while working on pioneering projects, including rope splinters, rope burns, cuts, scratches, insect bites and stings, hypothermia, dehydration, heat exhaustion, heatstroke, sunburn, and falls.

**Ruby
Survival Shack**

2a. Demonstrate the basic and West Country methods of whipping a rope. Fuse the ends of a rope.

**Finger Lake
Pioneer Point**

2b. Demonstrate how to tie the following knots: clove hitch, butterfly knot, roundturn with two half hitches, rolling hitch, water knot, carrick bend, sheepshank, and sheet bend.

**Finger Lake
Pioneer Point**

2c. Demonstrate & explain when to use the following lashings: square, diagonal, round, shear, tripod, and floor lashing.

**Finger Lake
Pioneer Point**

3. Explain why it is useful to be able to throw a rope, then demonstrate how to coil and throw a 40-foot length of 1/4- or 3/8-inch rope. Explain how to improve your throwing distance by adding weight to the end of your rope.

**Finger Lake
Pioneer Point**

4. Explain the differences between synthetic ropes and natural fiber ropes. Discuss which types of rope are suitable for pioneering work and why. Include the following in your discussion: breaking strength, safe working loads, and the care and storage of rope.

**Finger Lake
Pioneer Point**

5. Explain the uses for the back splice, eye splice, and short splice. Using 1/4- or 3/8-inch three-stranded rope, demonstrate how to form each splice.

**Finger Lake
Pioneer Point**

6. Using a rope-making device or machine, make a rope at least 6 feet long consisting of three strands, each having three yarns. Whip the ends.

**Finger Lake
Pioneer Point**

7. Explain the importance of effectively anchoring a pioneering project. Describe to your counselor the 1-1-1 anchoring system and the log-and-stake anchoring methods.

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8. Demonstrate and use a rope tackle. Be sure the rope tackle is secured properly. Explain the advantages and limitations of using a rope tackle. Describe the potential damage that friction can do to a rope.

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Pioneer Point**

9. By yourself, build a trestle using square and diagonal lashings. Explain why trestles are used when constructing pioneering projects.

**Finger Lake
Pioneer Point**

10. Using appropriate lashings and pioneering techniques, build and use one full-size pioneering project: Camp chair OR camp table.

**Finger Lake
Pioneer Point**

Optional: Tower OR bridge Anchor your project as appropriate and necessary. Explain how your anchoring system works. *Group A projects may be worked on in a group and with others.*

