

# The Human Path – Basic Core and Level 1 Advancement

Level 1 Field Training Exercise and Testing

**Level 1 Leadership** - ~16 contact hours total

(Level 1 Leadership is optional, but cannot be taken until the rest of Level 1 is completed)

- The Op Order & Mission Planning II
- Practical Exercise

**Level 1 - ~55 contact hours total WITHOUT counting electives**

## Level 1 Primitive Engineer

- Core Level 1 Classes (4 hours ea):
- Fire Starting with Gadgetry & Primitive Cooking II
  - Advanced Cordage, Ropes, Nets and Knots
  - Forging I: Building a Primitive Forge, Charcoal and Box Bellows
- Plus  
2 Primitive Engineer Electives

## Level 1 Combat Medic

- Core Level 1 Classes (4 hours ea):
- Ground Fighting I
  - Slam Set I
  - Camp Tactics and Weaponry
- Plus  
2 Combat Medic Electives

## Level 1 Eco-Survivalist

- Core Level 1 Classes (4 hours ea):
- Fire II & Water
  - Local Edible Plants I: ID and Preparation
  - Advanced Snares & Primitive Fishing I
- Plus  
2 Eco-Survivalist Electives

## Level 1 Scout

- Core Level 1 Classes (4 hours ea):
- Advanced Map Reading & Cartography
  - Scout Pits
  - Scout Fires and Signalling
- Plus  
2 Scout Electives

**Electives – These are peripheral (non-core) classes that are offered throughout the year to everyone and can be applied any time once taken (for example, you take the WFA certification now, and are in the Level 1 Core course next year, you can apply that WFA class you've already taken as an elective).**

### Primitive Engineer

- Bowl Burning
- Woven Containers
- Clay Containers
- Shelter II – Wickiups

### Combat Medic

- 16-hour Wilderness First Aid Certification (= 2)
- Any Herbolology Class
- Any Combatives Seminar (can only be 1 of the 2, the other must be medic-related)

### Eco-Survivalist

- Bow Making (= 2)
- Any Tracking class
- Atlatl Making
- Any Bird-Calls Class

### Scout

- Any Tracking Class
- Any Land Navigation Class
- Any Survival Race (first one will be held sometime in 2010)
- Any Awareness Class

**Basic Core Course - ~55 contact hours total including Field Training Exercise and Testing**

Basic Core Course Field Training Exercise and Testing

### Primitive Engineer (3 hours ea)

- Snares
- Cordage & Knots
- Primitive Cooking I, Tools and Utilities

### Combat Medic (3 hours ea)

- Field & Herbal First Aid
- Self Defense I – Hands and Sticks
- Self Defense II – Knives and Handguns

### Eco-Survivalist (3 hours ea)

- Fire I
- Shelter
- Camp Skills & Primitive Hunting

### Scout (3 hours ea)

- Awareness and Stealth
- Reconnaissance
- Camouflage and Practical Exercises

### Leadership (3 hours ea)

- Hand Signals and Small Unit Tactics I
- Land Nav & Small Unit Tactics II
- Mission Planning & Execution, Practical Exercises