

The Human Path – Primitive Core Basic and Primitive Level 1

Core Basic (Primitive) - ~48 contact hours over two 3-day weekends (meals provided)

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 – Handguns

Hunter Gatherer (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

Level 1

***All Level 1 “final exams” are 100% hands on, and given in a Level-1 scenario stress environment for 24 hours+ (Sat AM through Sun Noon).**

Unlike the Basic Core Course, students can fail the Level 1 exam and if so, must wait until a later testing weekend if they wish to retest*

Primitive Engineer Track

- Advanced Knots, Lashings
- Commo – Morse Code
- Commo – Intro to Radio Communication
- Commo -Field expedient radios and antennas

PLUS

At least three of the following Level 1 Urban Core series:

12 Volt Things
Basic Woodworking
Heating
120 Volt Things
Water
Cooking

PLUS

Pass the Level 1 Primitive Engineer Final Exam (all subjects that have been studied by the student from core basic through Level 1)

Combat Medic Track

- Field Medicine under Physical Stress parts 1 & 2
- Tactics Level 1
- Intro to Herbal Medicine (not necessary for herbology students)
- Adrenaline Training Level 1

PLUS

Pass any 1 of the following peripheral courses from each area:

Medicine

Herbology Level 1
WFA Certification

Combat

Combat Fitness Level 1 (Either Hand-Hand or Kali/Stick)
Level 1 Urban “Firearms” series

PLUS

Pass the Level 1 Combat Medic Final Exam (all subjects that have been studied by the student from core basic through Level 1)

Hunter Gatherer Track

- 24 hour Level 1 Survival
- Primitive Hunting, Level 1
- Primitive Fishing, Level 1
- Intro to tracking (not necessary for tracking students)
- Advanced Fire
- Shelter Level 1
- Snares Level 1
- Edible Plants & Insects Level 1

PLUS

At least two of the following peripheral courses:

At least 6 Tracker Club meetings (2010). Starting fall 2011, this will change to taking the Level 1 tracking class.
Bow-making series (spring 2011)
Atlatl-making class (2010)

PLUS

Pass the Level 1 Hunter Gatherer Final Exam (all subjects that have been studied by the student from core basic through Level 1)

Scout Track

- Night Movement and Security
- Human Tracking and Awareness
- Social Engineering Level 1
- Stealth and Awareness Level 1
- Camouflage Level 1
- Hide Sites Level 1

PLUS

Pass both of the following peripheral classes:

Scout Fitness – Endurance and Long-Range Movement Level 1
Scout Fitness – Agility and Stealth Level 1

PLUS

Pass the Level 1 Scout Final Exam (all subjects that have been studied by the student from core basic through Level 1)

Leadership

- Pass Level 1 in all other four specialties.
- Level 1 Field Leadership (full weekend class)
- Land Navigation and Orienteering – Level 1

PLUS

Pass the Level 1 Leadership Final Exam (all subjects that have been studied by the student from core basic through Level 1)

Peripheral Classes – These can be taken by anyone (no prerequisites) and used as “electives” for Level 1 – 3 requirements
See “Peripheral Classes” on the website at <http://www.thehumanpath.com> for more information on all peripheral classes

Herbology (Levels 1 – 3), Tracking (Levels 1 – 3, starts fall 2011), Wilderness First Aid Certification, Combat Fitness Classes, Scout Fitness Classes, Green Homesteading Series (Urban)