

Vintage Paths 2026

Club Officer Pre-launch Talking Points



Table of Contents

1	Vintage Path Overview
2	Basic Training for Toastmasters
7	Communication Series: Entertaining Speaker + Storytelling
11	Vintage Path Audience
12	Credentials, Recognition, and Distinguished Club Program Credit
13	Supporting Members in Vintage Paths
17	Additional Information

TOASTMASTERS INTERNATIONAL
toastmasters.org

©2026 Toastmasters International. All rights reserved. Toastmasters International, the Toastmasters International logo, and all other Toastmasters International trademarks and copyrights are the sole property of Toastmasters International and may be used only with permission.

Rev. 03/2026

Talking Points: Vintage Paths

The following information is designed to familiarize you with vintage paths and support you in conversations with members about this new product.

Vintage Path Overview

Vintage paths are an opportunity for members to step into Toastmasters history with classic content that is still relevant and valuable today. Two vintage paths will be released in the upcoming months: Basic Training for Toastmasters and The Communication Series: Entertaining Speaker + Storytelling.

Members working in vintage paths will access them on Base Camp on the Learning Dashboard. Just like all other Pathways paths, each vintage path includes five levels. However, these paths do not include electives, and the number of projects included in each of these paths differs. As with all other paths, members can complete individual projects in any order they choose but will still need to complete levels in order.

Because the goal of these paths is to allow members to work through classic content in its original form, with the original requirements, the enhancements added to all other paths in October of 2025 will not be included in either vintage path.

While these projects will include some places to take digital notes and store text, *the experience will not mirror the interactivity of other Pathways projects*. Instead, the digital projects will display vintage content with a digital version of its original look. Examples of this in each path can be found in the sections below. Alternatively, members can download a PDF of each vintage manual or a PDF of each project and work from the PDFs.

The screenshot displays the 'Introduction to Competent Communication' vintage path interface. On the left, a sidebar lists the path's components: 'Your Vintage Path' (highlighted), 'Toastmasters Mission', 'The Toastmasters Experience', 'About Your Club', 'Toastmasters Survival Guide', and three projects: 'Project 1: The Ice Breaker', 'Project 2: Organize Your Speech', and 'Project 3: Get to the Point'. The main content area features a dark blue informational box with the following text: 'continued to be Toastmasters primary educational content until the release of Pathways. Members would complete these projects to build their foundational public speaking skills before moving on to more difficult assignments. Please note that since this content was in use, the Toastmasters education program has changed significantly. There are certificates, awards, documents, and more mentioned throughout the content that either have new names or are simply no longer available. Some of the wording in these projects may also differ from the content you're used to in Pathways projects. Members who choose this path will earn the same credit as those who participate in any standard path. If you have any questions, feel free to contact member services. Below, find a printable version of the Competent Communication Manual.' Below this box is a 'Resource' section with a button labeled 'Print Competent Communication Manual' and 'PDF File'. At the bottom, there are 'Previous' and 'Next' navigation buttons.

Introduction to Competent Communication

Project 1: The Ice Breaker

Project 2: Organize Your Speech

Project 3: Get to the Point

Introduction and Assignment

Your Project

Your Evaluation

any other purpose that speaks to you. Continue to the next page for instructions on how to prepare and present to your club.

Resources

- ↓ [Print Project 3: Get to the Point](#) PDF File
- ↓ [Print the Get to the Point Evaluation Guide](#) PDF File

< Previous
Next >

Basic Training for Toastmasters

Basic Training for Toastmasters features a version of Toastmasters content that was first introduced by founder Ralph C. Smedley in 1943. Through this path, members will see how the essential building blocks of public speaking have remained remarkably consistent for decades. Members will also continue to grow their skills in areas like speech construction, vocal variety, and gestures. Included are 12 formal projects and speeches as well as several meeting roles, self-evaluations, and additional content that will help inspire speech topics and Table Topics® prompts.

1 Level 1

Introduction to Basic Training

✓ Your Vintage Path

✓ **Basic Training for Toastmasters**

✓ Introduction

Speech Number 1—The Ice Breaker

Speech Number 2—Be in Earnest

The projects in Basic Training for Toastmasters will walk members through the fundamentals of public speaking, communication, and leadership. This includes an early version of the Ice Breaker as well as projects focusing on vocal variety, speech organization, body language, and language usage.

Below is an overview of the content included in each level:

1 Level 1

- Introduction to Basic Training Last visited
- Speech Number 1—The Ice Breaker
- Speech Number 2—Be in Earnest
- When You Are Table Topic Chairperson
- Level 1 Completion

2 Level 2

- When You Are Toastmaster of the Evening
- Speech Number 3—Building a Speech
- Speech Number 4—Hands Up
- Level 2 Completion

3 Level 3

- Speech Number 5—Vocal Variety
- Speech Number 6—Speech Building
- When You Are a Critic or Evaluator
- Take Your Measure Again
- Level 3 Completion

Level 4

- Speech Number 7—Reading the Speech
- Speech Number 8—Illuminate the Speech
- Speech Number 9—Working With Words
- Level 4 Completion

Level 5

- Speech Number 10—Special Types of Speech
- Speech Number 11—Organizing the Speech
- Speech Number 12—Carrying On
- Level 5 Completion

The second project in the path, Be in Earnest, is one example of how Basic Training for Toastmasters differs from existing Pathways content. This unique project instructs the speaker to choose a topic they are very passionate about. Then, they will “turn themselves loose” and give a dynamic and engaging appeal to the audience. For this speech, Dr. Smedley encourages members to let go of their nerves and not be afraid of having an over-the-top delivery.

1 Level 1

Introduction to Basic Training ▾

Speech Number 1—The Ice Breaker ▾

Speech Number 2—Be in Earnest ▲

Introduction and Assignment ✓

Your Project ✓

Reflect and Review ✓

Speech Number Two

Be in Earnest

In your first speech, you concentrated on actually getting through the five minutes without forgetting or breaking down. This time we are to pay attention to delivery. You will want to begin to develop a good style of talking.

The Purpose

1. The first purpose is to get rid of some of the nervousness which bothers you when you face the audience. “Stage fright” is a normal reaction for the inexperienced speaker. It is unpleasant, and you wish to free yourself from it as soon as possible. But there should always be a sense of nervous stimulation when you face an audience, so don’t try to become perfectly calm and unimpassioned. If the speaker is too calm, the audience will go to sleep.

2. The second purpose is to develop a sense of earnestness and conviction, which will make your speech impressive. The two go together. The speech which gets across is the one made in real earnest—the speech which re-

Chamber of Commerce, the P.T.A. or a public indignation meeting. Adapt your presentation to fit the audience you have in mind, and get ready to make an effective protest or appeal.

Presenting the Speech

Use This Outline

1. Something is wrong. State just what it is.
2. Why is this wrong? Who is to blame? What harm is done? Use illustrations and proofs to support your contention.
3. How can the wrong be corrected? Make definite recommendations for changing things for the better.
4. Appeal for action. Tell exactly what you want your audience to do, and “whoop

While working through this path, members will get a glimpse into what life was like for Toastmasters in the 1950s, as many of the anecdotes and pieces of advice are tailored to that time period. Members will see early versions of guides for club meeting roles that include the “General Critic,” which is now known as the General Evaluator.

3 Level 3

Speech Number 5—Vocal Variety ▾

Speech Number 6—Speech Building ▾

When You Are a Critic or Evaluator ▲

Introduction and Assignment ✓

General Critic

Complete Your Assignment

When You Are a Critic or Evaluator

Before attempting to act as General Critic or Master Evaluator, be sure to read SPEECH EVALUATION. Give special attention to pages 21 through 28.

Speech Evaluation, or Constructive Criticism, as practiced in the Toastmasters Club, is designed to give the speaker the advantage of knowing quickly and honestly the reaction of their hearers, and to promote the habit of careful, critical listening to all speeches. While the speech is fresh in the minds of the speaker and their critics, it is possible to identify the elements which rendered the speech impressive or tiresome, convincing or inconclusive, enjoyable or boring. This is the task of the critics.

Every comment which reveals a weakness should carry a suggestion for overcoming that weakness. Every favorable comment should be accompanied with some suggestion for further improvement. Even the least experienced listener knows whether a speech has held their interest—whether the speaker has “sold” them on the idea,

As General Critic, These Are Your Responsibilities:

1. You must decide on the type of evaluation to be used. Consult with the Educational Vice-President and study SPEECH EVALUATION for suggestions.
2. Make sure that the individual evaluators are assigned and notified.
3. You must prepare or arrange for whatever critique forms, guides or other instructions are to be used by the evaluators.
4. You will take over at the proper time in the program, acting as chairperson for the evaluation period, calling on the individual evaluators or consultants, and then making a final summary of the meeting.
5. You will be careful to observe the time

While there are many differences between this path and existing Pathways projects, members will also get to see how much of the content can be applied in modern Toastmasters clubs. The advice, instruction, and anecdotes written by Dr. Smedley are still relevant to those looking to improve their communication and leadership skills today.

The screenshot shows a digital course interface. On the left is a navigation sidebar with a grey background. At the top, it says '4 Level 4'. Below that are several menu items: 'Speech Number 7—Reading the Speech', 'Speech Number 8—Illuminate the Speech', 'Speech Number 9—Working With Words' (highlighted in a dark red box), 'Introduction and Assignment', 'Your Project' (with a checkmark icon), and 'Reflect and Review'. The main content area has a light beige background. At the top right, it says 'Speech Number Nine' in a cursive font. Below that is the title 'Working With Words' in a bold, black, sans-serif font. A quote in italics reads: 'Words and ideas are the tools of the speaker. You need words to interpret your thoughts.' Below the quote is another italicized sentence: 'An adequate and expressive vocabulary is a mark of the intelligent person. If your thoughts are worth expressing, they deserve a worthy vehicle. There is a common saying, "A person is known by the language they use."' The page is divided into two columns. The left column has the heading 'Your Vocabulary' and contains two paragraphs: 'It is not the number of words, nor the size of the words which you use, which determines the quality of your word armament. It is the appropriateness and expressiveness of the words which really counts.' and 'Build your vocabulary, and you increase your power to think, read, write, communicate, for the purpose of all speech is to communicate.' The right column has the heading 'Use Words Correctly' and contains one paragraph: 'Watch the pronunciation and enunciation, use of the dictionary. Be sure that you have a good, modern dictionary. Keep it handy as you read or study. When you encounter a word with which you are not familiar, make a note of it; look it up in the dictionary; pronounce it audibly. Then use it in some sentence, even if you have to make up something special to bring it in. When you have written and spoken the word, it is yours, to keep and to use when you will.'

Communication Series: Entertaining Speaker + Storytelling

The Communication Series: Entertaining Speaker + Storytelling path includes *The Competent Communication* manual and projects from two (2) Advanced Communication manuals: *Entertaining Speaker* and *Storytelling*. This engaging content from the 1990s allows members to continue growing in the fundamentals of public speaking while learning to captivate their audience. Included are 20 projects, each requiring a speech.

The *Competent Communication* manual was a cornerstone of the Toastmasters education program until the release of Pathways, and members will be able to either revisit this content or experience it for the first time.

The Communication Series: Entertaining Speaker + Storytelling

Progress 3% Complete

Overview

Level 1


Introduction to Competent Communication ^

- Your Vintage Path
- Toastmasters Mission**
- The Toastmasters Experience
- About Your Club
- Toastmasters Survival Guide

[Home](#) / [The Communication Series: Entertaining Speaker + Storytelling](#) / [Level 1](#) / [Introduction to Competent Communication](#) / 2 of 6

Toastmasters Mission

[Bookmark this page](#)



TOASTMASTERS INTERNATIONAL

COMPETENT COMMUNICATION

A Practical Guide to Becoming a Better Speaker

The projects and self-evaluations from the *Competent Communication* manual comprise the first three levels of this vintage path. Below is an overview of the content included in each level:

1 Level 1

- Introduction to Competent Communication
- Project 1: The Ice Breaker
- Project 2: Organize Your Speech
- Project 3: Get to the Point
- Level 1 Completion

2 Level 2

- Project 4: How to Say It
- Project 5: Your Body Speaks
- Evaluate Your Progress, Part 1
- Project 6: Vocal Variety
- Level 2 Completion

3 Level 3

- Project 7: Research Your Topic
- Project 8: Get Comfortable with Visual Aids
- Project 9: Persuade with Power
- Project 10: Inspire Your Audience
- Evaluate Your Progress, Part 2
- Level 3 Completion

In Levels 1, 2, and 3, members will complete projects including Get to the Point, Your Body Speaks, and Persuade with Power. In Level 2, the fourth project, How to Say It, focuses on the words a speaker uses while delivering their speech. While there are also several projects that focus on speech organization, this assignment emphasizes that the particular wording of a speech can have a powerful impact on the audience. Below is a peek of the content included:

The screenshot shows a course navigation menu on the left with 'Project 4: How to Say It' selected. The main content area is titled 'PROJECT 4 HOW TO SAY IT'. It includes an 'EXECUTIVE SUMMARY' about the power of words, 'OBJECTIVES' for selecting words and using rhetorical devices, and a 'WRITE FOR THE EAR' section on spoken language clarity.

PROJECT 4

HOW TO SAY IT

EXECUTIVE SUMMARY:
Words are powerful. They convey your message and influence the audience and its perception of you. Word choice and arrangement need just as much attention as speech organization and purpose. Select clear, accurate, descriptive, and short words that best communicate your ideas and arrange them effectively and correctly. Every word should add value, meaning, and impact to the speech.

OBJECTIVES:

- ▶ Select the right words and sentence structure to communicate your ideas clearly, accurately, and vividly.
- ▶ Use rhetorical devices to enhance and emphasize ideas.
- ▶ Eliminate jargon and unnecessary words. Use correct grammar.

Time: Five to seven minutes

A clear purpose and effective organization are the foundations of any speech. However, your presentation's success ultimately depends on the words you use and how you place them together. Words are powerful; they communicate your message and affect how the audience perceives you and your message. Clear, simple, vivid, and forceful words add excitement to your presentation, stimulate the audience and communicate a specific message, while good grammar and proper pronunciation give you credibility. If you have a good command of language, your presentations will sparkle with energy and you'll have great influence on your listeners.

WRITE FOR THE EAR

When you don't understand a section of a book or magazine article, you can read it again and again until the meaning is clear to you. When you speak, your listeners don't have this luxury. What you say must be immediately clear to your audience. For this reason, spoken language is much less formal and more repetitious than written language. Repetition and simple, clear language help listeners

In Levels 4 and 5 of this vintage path, members will have the opportunity to exercise their creativity with *The Entertaining Speaker* and *Storytelling* manuals. These were some of the most well-loved manuals from the traditional education program, and many members have voiced interest in having them available again.

Below is an overview of the content included in Level 4 and Level 5:

The screenshot shows a list of course items for Level 4, including 'Introduction to The Entertaining Speaker', 'Project 1: The Entertaining Speech', 'Project 2: Resources for Entertainment', 'Project 3: Make Them Laugh', 'Project 4: A Dramatic Talk', 'Project 5: Speaking After Dinner', and 'Level 4 Completion'.

4 Level 4

- Introduction to The Entertaining Speaker
- Project 1: The Entertaining Speech
- Project 2: Resources for Entertainment
- Project 3: Make Them Laugh
- Project 4: A Dramatic Talk
- Project 5: Speaking After Dinner
- Level 4 Completion

5 Level 5



- ✓ Introduction to Storytelling
- ✓ Project 1: The Folk Tale
- ✓ Project 2: Let's Get Personal
- ✓ Project 3: The Moral of the Story
- ✓ Project 4: The Touching Story
- ✓ Project 5: Bringing History to Life
- ✓ Level 5 Completion

Projects from *The Entertaining Speaker* include Resources for Entertainment and Make Them Laugh. The fourth project in this level, A Dramatic Talk, involves sharing a dramatic story about an experience or incident to entertain the audience. Unlike projects that focus directly on humor, this assignment allows members to make their story dramatic in a variety of ways—as long as the speech enraptures the audience.

☰ Overview

4 Level 4

- Introduction to The Entertaining Speaker ▾
- Project 1: The Entertaining Speech ▾
- Project 2: Resources for Entertainment ▾
- Project 3: Make Them Laugh ▾
- Project 4: A Dramatic Talk ▲**
- Introduction and Assignment ✓

▶ PROJECT 4

EXECUTIVE SUMMARY:
Dramatic stories are another way to entertain an audience. Through drama you create images in listeners' minds, which enhance and add interest to your message. Vocal variety is critical in a dramatic talk. Vary the volume, pitch, and rate of your words. Also convey drama through your body language and facial expressions. Make sure your voice and body language reinforce, not dominate, your verbal message.

OBJECTIVES:

- ▶ Develop an entertaining dramatic talk about an experience or incident.
- ▶ Include vivid imagery, characters, and dialogue.
- ▶ Deliver the talk in an entertaining manner.

Time: Five to seven minutes

A DRAMATIC TALK

In addition to using humor, an entertaining speaker needs to develop a sense of the dramatic, both as a means of delighting the audience and of holding their attention. Drama can be made part of any speech through what you say, how you say it, and what you do while saying it.

Dramatic speaking is different from acting. An actor pretends to be someone else. A dramatic speaker does not. Instead, a dramatic speaker interprets material, allowing listeners to recreate the character and situation in their own minds.

WHAT YOU SAY

The most important part of a dramatic speech is the imagery you evoke in the minds of the audience through the words you select. The audience should receive an image of the scene you are describing through reference to their senses: they *see* the clearing in the forest; they *hear* the gentle breeze through the trees; they *smell* the fresh mountain air; they *feel* the morning chill; their muscles *tense* with the crack of a branch.

These images contribute to the talk in three ways:

- ▶ They invite the listener to participate with you in the experience you are relating
- ▶ They give your talk originality and help make it memorable

The *Storytelling* manual makes up Level 5 of this path and includes projects such as The Folk Tale and Bringing History to Life. In the third project in this level, The Moral of the Story, members can get creative with their speech topics. The speaker will have the option to share an existing story from someone else, retell an event from their own life, or make up their own tall tale—as long as the speech offers a lesson or moral.

The screenshot shows a digital interface for a project. On the left is a navigation sidebar with a menu icon and the text 'Overview'. Below it, 'Level 5' is indicated with a list icon. The sidebar lists several items: 'Introduction to Storytelling' with a dropdown arrow, 'Project 1: The Folk Tale' with a dropdown arrow, 'Project 2: Let's Get Personal' with a dropdown arrow, 'Project 3: The Moral of the Story' which is highlighted in a dark red box with an upward arrow, 'Introduction and Assignment' with a green checkmark icon, and 'Your Project' with a red checkmark icon.

The main content area is titled 'PROJECT 3' with a blue play button icon. Below this, there is a blue box containing an 'EXECUTIVE SUMMARY' and 'OBJECTIVES'. The executive summary states: 'Every story should offer some lesson or insight into life and human nature. Use stories with lessons to illustrate points in your own speeches. You can quote the stories of others, or make up your own. A story with a lesson or moral should have a simple plot and simple characters and the topic should be something with which people are familiar. The story should have an unexpected and somewhat humorous conclusion.' The objectives are:

- ▶ To understand that a story can be entertaining yet display moral values.
- ▶ To create a new story that offers a lesson or moral.
- ▶ To tell the story, using the skills developed in the previous two projects.

 Below the objectives, it says 'Time: Five to seven minutes'.

To the right of the blue box is the title 'THE MORAL OF THE STORY' in large blue letters. Below the title, there is a paragraph: 'Stories are an excellent form of entertainment for people of all ages. But they are also more than entertainment. They teach us valuable lessons.' This is followed by the section 'INSIGHT INTO LIFE' which says: 'Virtually every story offers us some lesson or insight into life and human nature. But the most obvious – and the most famous – of such stories are Aesop's Fables. One of these fables is "The Hare and the Tortoise."'

Below this is the sub-section 'The Hare and the Tortoise'. It begins with: 'A hare jeered at a tortoise for the slowness of his pace. But the tortoise laughed and said, "I'll run against you and beat you any day you name."' This is followed by a quote from the hare: '"Come on," said the hare, "you shall soon see what my feet are made of."' The text continues: 'It was agreed that they should start at once. The tortoise went off, plodding along without a moment's stopping, at his usual steady pace. The hare, treating the whole matter lightly, said she would first take a little nap, then she would soon overtake the tortoise.' This is followed by: 'Meanwhile, the tortoise trudged on. The hare overslept. When the hare arrived at the goal, the tortoise was already there.'

At the bottom of the main content area, there is a 'Lesson' box: 'Lesson: Slow and steady wins the race.'

Vintage Path Audience

Vintage paths provide a glimpse into Toastmasters history that many members will find exciting. Some of these members might be newer members, but others will be longer-term members who are invested in learning about the organization's history or remember working in the *Competent Communication* manual and *Advanced Communication* manuals. You may even remember working through *Competent Communication* yourself! Some members have expressed a desire to see the *Competent Communication* manual and some of the advanced manual options again. Existing members who have not yet started working in Pathways (and who have may even been resistant to doing so) might see this as a great opportunity to engage with education content.

A member must complete Level 1 in another path before they can purchase a vintage path. This will ensure that all Toastmasters, including new members, existing members engaging with Pathways for the first time, and longtime Pathways users, have the same starting experience and complete the same projects at the beginning of their journey.

As you talk with members of your club, encourage any who have not yet started working in Pathways to consider a vintage path. Encourage them to select their first path and complete Level 1 as soon as possible so they'll be able to purchase a vintage path soon after the launch.

The familiarity of the *Competent Communication* manual may appeal to some longer-term members; others may be excited to learn more about the organization's history through Basic Training for Toastmasters. While these paths are accessed and marked complete on Base Camp, members who would prefer to do their work outside of the system can print the entire path or individual projects.

Credentials, Recognition, and Distinguished Club Program Credit

Members working in vintage paths will receive recognition in the form of badges and certificates at each level. Vintage path badges and certificates will be awarded on Base Camp alongside badges and certificates for all other paths. Members will be able to share badges to social media and download and print certificates.

Distinguished Club Program (DCP) credit and credentials will be awarded for level and path completions in vintage paths. Since each vintage path includes five levels, the same DCP credit will be awarded as for all other paths. When you or another Base Camp manager approves level completions on Base Camp, the completion will be automatically awarded to your club on Club Central as usual.

Members working in Basic Training for Toastmasters will earn the credential BT, and members working in The Communication Series: Entertaining Speaker + Storytelling will earn the credential CES. These credentials will be updated for each level in a path. For example, in Basic Training, a member will progress through the following as they complete each level: BT1, BT2, BT3, BT4, BT5.

Supporting Members in Vintage Paths

Working in Vintage Paths

As you speak with members and other club officers, you might receive questions about how to support those who are excited about vintage path content but apprehensive about using Base Camp. Members who may have been slower to adapt to Pathways might find vintage paths to be a great opportunity to engage with the education program. While these paths will still live on Base Camp, PDF versions are available for members to download and print. Because the content on Base Camp does not have the same level of interactivity as other paths, members engaging with the PDF versions will not be missing video or other interactive content.

Members who are not familiar with Base Camp, but would like to work in a printed version of this content, may need some extra support. As a club officer, you should do the following to support such members as they work in vintage paths:

1. Help the member select their first path. Then, help them complete Level 1 if they have not yet done so (see the next section for additional details).
2. Once they have completed Level 1, ask if they need help selecting their vintage path.
3. Bring a device to a club meeting or arrange another time to sit with the member while they log in to their Toastmasters account.
4. Walk them through the path purchase process, if needed.
5. Once they have purchased their vintage path, help them log in to Base Camp and access their path from the Learning Dashboard:

The screenshot shows the Toastmasters Base Camp Learning Dashboard. At the top left is the Toastmasters Pathways logo with the tagline "learning experience". To its right is a search bar. Further right are links for "Learning Dashboard" and "Base Camp Manager" with a notification bell icon. The main heading reads "Welcome to Base Camp, Alexi!". Below this is a navigation bar with four tabs: "Paths & Learning" (which is underlined), "Achievements", "Feedback", and "Resources". Under the "Paths & Learning" tab, there is a section titled "Active" containing four path cards. Each card has a "Toastmasters International" logo at the top, a status indicator "In Progress", and a title. The first card, "The Communication Series: Entertaining...", and the third card, "Basic Training for Toastmasters", are highlighted with a red border. The second card is "Engaging Humor" and the fourth is "Story Collection".

6. Show them how to find and download the printable version. Each manual is available as a full download from the introduction page:

Note: The Competent Communication manual must be downloaded separately from The Entertaining Speaker and Storytelling.

The screenshot displays a web interface for the 'Your Vintage Path' section. On the left is a navigation menu with the following items: 'Introduction to Competent Communication' (expanded), 'Your Vintage Path' (checked), 'Toastmasters Mission' (checked), 'The Toastmasters Experience' (checked), 'About Your Club' (checked), 'Toastmasters Survival Guide' (checked), 'Project 1: The Ice Breaker' (dropdown), 'Project 2: Organize Your Speech' (dropdown), and 'Project 3: Get to the Point' (dropdown). The main content area features a dark blue box with white text. The text reads: 'would complete these projects to build their foundational public speaking skills before moving on to more difficult assignments.' followed by 'Please note that since this content was in use, the Toastmasters education program has changed significantly. There are certificates, awards, documents, and more mentioned throughout the content that either have new names or are simply no longer available. Some of the wording in these projects may also differ from the content you're used to in Pathways projects.' and 'Members who choose this path will earn the same credit as those who participate in any standard path. If you have any questions, feel free to contact member services. Below, find a printable version of the Competent Communication Manual.' Below this text is a 'Resource' section with a red border, containing a link 'Print Competent Communication Manual' with a download icon and the text 'PDF File'. At the bottom of the page are two buttons: '< Previous' and 'Next >'.

7. Share with them that they can use the PDF versions of the content to complete all projects and speeches.
8. When they have completed all requirements in a level, arrange another time to sit with them while they log in to their Toastmasters account.
9. Help them mark their projects complete and submit their level completion request. Project and level completions for vintage paths will follow the same process as all other paths.

Projects must be marked complete on the Before You Move On page at the end of each project:

Project 3: Get to the Point ^

- Introduction and Assignment
- Your Project
- Your Evaluation
- Before You Move On**
- Level 1 Completion v

Congratulations!
If you have completed every task, CONGRATULATIONS! You have completed Project 3: Get to the Point and are ready to move on to your next project.

When you have finished your tasks for this project, you are ready to mark it complete.

Complete My Project

< Previous Return to overview

Level completions must be submitted through the Level Completion section at the end of each level:

1 Level 1

- Introduction to Competent Communication
- Project 1: The Ice Breaker
- Project 2: Organize Your Speech
- Project 3: Get to the Point
- Level 1 Completion** ^
- Level 1 Completion

Submit Level 1 for completion

Submit for completion with the desired club. Credit for this completion will be applied to the club shown here. If you belong to multiple clubs, select a club from this drop-down.

Club
Your Club Name v

Submit

< Previous Return to overview

Completing Level 1

Some members who are excited about vintage path content might not have completed Level 1 in their first path. These members should be encouraged to do so as soon as possible. This is true for all members, but particularly for those who want to start working in vintage paths once they are available.

We encourage you to talk with members who haven't completed Level 1 to find out why and work to help remove barriers. Some members may simply need encouragement. Others might need support getting on the agenda for upcoming meetings. You may also encounter members who are apprehensive about using Base Camp. Provide these members with support to either learn the system or, if they would prefer, access printable versions of their projects.

If they need help downloading projects to print them or marking projects and levels complete, the steps outlined in the “Working in Vintage Paths” section above also apply to those who would like to access Level 1 content from non-vintage paths outside of Base Camp.

Downloadable, printable versions of each Pathways project, as well as PDFs of evaluation guides and additional resources, are available on the first page of the project on Base Camp: :

interactive, digital speech evaluation forms available on base camp for your convenience as well as that of your evaluator. You will find a tool to send a link to both the digital and downloadable and printable versions of the evaluation form for your speech directly from the Complete Your Project section in every project.

Resources

- Project Checklist PDF File
- Evaluation Resource PDF File
- Print the Ice Breaker Project PDF File
- Ice Breaker Speech Outline Worksheet PDF File

< Previous Next >

Projects will always be marked complete on the Before You Move On section of the project:

Effective Evaluator

Prepare to Evaluate

Deliver Your Evaluation

Part 4: Plan Your Assignment

Review and Apply

Complete Your Assignment

When you have finished your tasks for this project, you are ready to mark it complete.

Complete My Project

< Previous Return to overview

Levels will always be marked complete using the Level Completion section at the end of each level:

Writing a Speech with Purpose

Introduction to Vocal Variety and Body Language

Evaluation and Feedback

Level 1 Completion

Level 1 Completion

Submit Level 1 for completion

Submit for completion with the desired club. Credit for this completion will be applied to the club shown here. If you belong to multiple clubs, select a club from this drop-down.

Club

Your Club Name

Submit

Additional Information

Basic Training for Toastmasters includes content that was published in the 1950s when Toastmasters and the world looked very different (for example, women were not involved in many aspects of society and Toastmasters did not have as global of a reach as we do today). How was this content evaluated to ensure it is relevant to a global membership?

The foundations of public speaking and principles in *Basic Training for Toastmasters* continue to align with the foundations in the Pathways learning experience and provide a solid educational experience for members today. However, in reviewing the content, it did stand out that *Basic Training for Toastmasters* contained language and ideas that were characteristic of the early 1950s in the United States. With this in mind, we made edits to address offensive language and ideas within the content. Members may find that not all examples and recommendations are relevant to them. In addition, if members come across additional content that they find offensive, we request that they share this feedback with us for consideration in future edits.

Why are members required to complete Level 1 in another path before purchasing a vintage path?

Vintage paths offer a unique experience that is separate from the experience of all other paths. While most paths offer an interactive experience on Base Camp, vintage paths do not. Their appeal comes in the opportunity to work in classic content and get a glimpse of Toastmasters history. The best first experience for members is to engage with a fully interactive path on Base Camp. Completing Level 1 before starting any other path provides that experience. Additionally, asking members to complete Level 1 before starting a vintage path ensures that all members have the same foundational experience by completing the exact same projects at the start of their journey.

How much will vintage paths cost?

Vintage paths are a rare opportunity to explore classic Toastmasters content from years, or even decades, ago. Members will get access to original projects, self evaluations, and beloved content like the Competent Communication manual, Basic Training for Toastmasters, and select Advanced Communication manuals. It's a one-of-a-kind learning experience that celebrates Toastmasters' rich history, which is reflected in the vintage path price point of \$60 USD.

Will vintage paths qualify for Distinguished Toastmaster credit?

The education requirements for the Distinguished Toastmaster (DTM) award include the completion of two unique paths and the Distinguished Toastmaster project. Vintage paths are part of the Pathways learning experience and include five levels and a path completion section, just like all other paths. This means that they are eligible to apply toward the DTM award.

As a Base Camp Manager, how will I track progress for members working in these paths?

Because vintage paths are completed on Base Camp and each include five levels, progress will be tracked in the same way as all other paths. You and your fellow club officers will be able to approve level completions on Base Camp and will view member progress from Member Profiles and the Base Camp Manager dashboard.

Will vintage paths include speech logs? How will members receive evaluations?

Vintage paths will not include speech logs. Members working in these paths will receive their evaluations via the evaluation resource PDF. These will be fillable PDF resources that members can print and complete by hand or complete and save digitally. Speakers should send the relevant evaluation resource directly to their evaluator prior to delivering their speech.

Will members evaluating those working in vintage paths need additional information about the path?

Every project in each of the vintage paths includes its own evaluation resource. These evaluation resources will be available on the resources page on Base Camp where they can be easily accessed by members who are not working in the vintage path. While these evaluation resources differ from other Pathways evaluation resources, they still provide the specific criteria the evaluator should keep in mind. Evaluators should be able to review these resources and provide an effective evaluation even if they are not working in the path themselves.

Will members who use assistive technology and need accessible materials be able to engage with these paths?

Yes. Because these paths are built on Base Camp, they will be compatible with screen readers. The vintage path content has been digitized and can be accessed by assistive technology in the same way as the content from other Pathways paths. This includes both the path navigation and the content itself. If members using assistive technology would prefer to use a PDF, they will also be able to download either a full path or individual projects from Base Camp. Because the vintage content itself is not interactive, working in a PDF will mirror the experience of the digital path.

Will the vintage paths be available in translated languages? Will they be approved for District translations teams to translate into additional languages?

The initial launch of vintage paths will be in English only. Following the launch, World Headquarters will closely monitor member engagement with these paths to evaluate future content, including translated content and potential approval for District translations.

Any updates related to translation of vintage paths will be shared on the **Pathways Updates page** as they become available.

Will additional vintage paths be available in the future? Will any of the other Advanced Communication manuals be made available?

Following vintage paths, the next new content to become available will be the Online Meeting Mastery exploration later this year. We are currently considering the future of the education program and will assess feedback on both vintage paths and the exploration to determine what content will be made available in the future.



toastmasters.org