

IMPORTANT ASPECTS OF MERIT BADGES

Merit Badges at Camp Frontier



1. Obtain and read the merit badge pamphlet(s) prior to coming to camp.
2. Get a signed merit badge form from your Scoutmaster for each merit badge you are taking. It is your admission ticket to your first session on Monday.
3. Your staff counselor will help you learn and do the things that are required.
4. Some requirements must be completed prior to coming to camp.
5. When the counselor is satisfied that you have met each requirement, he/she will sign your form and return it to your Scoutmaster on Saturday morning.
6. Partial completions will also be noted on the form.
7. You are expected to meet the requirements as they are stated—no more and no less. You are expected to do exactly what is stated in the requirements. If it says 'show' or 'demonstrate', that is what you must do. Just telling about it isn't enough.

Introduction to Prerequisites:

Prerequisites are requirements that cannot be completed at camp due to time constraints, location restraints, or other circumstances. Scouts who do not complete the prerequisites before coming to camp will not complete the merit badge at camp. Scouts should read merit badge books prior to coming to camp. There are three types of prerequisite categories.

Activity Participation

This is a requirement that just asks the Scout to attend an event, activity, or visit a location. Examples would be participate on a sports team, visit your state capital, or take a year of a foreign language. Either a Scoutmaster or parent can verify these with a note.

Activity Participation with Action

This is a requirement that asks the Scout to do something then have the counselor evaluate it. Examples would be "conduct a home safety audit" or "conduct a home fire drill" or "collect 10 insects and properly identify them" For proving these type requirements, a note will not do. The Scout should bring with them whatever they needed to do, whether it is a rock collection, a copy of a letter to your congressman or a budget for three months. Sometimes items are not easily brought, i.e. fish, in that circumstance, a picture of you with the fish is satisfactory with a note from the parent or Scoutmaster.

Paperwork

This is a requirement that asks you to either write or draw something. Examples would be reports for Environmental Science, drawing a home escape plan, or write a 500 word report on a book about mammals. This paper needs to be brought to camp for the Scout to show to the counselor.

Merit Badge Fees

Some merit badges that require extra materials will have additional fees to pay for supplies. Fees for merit badges may be prepaid at check-in, the Sunday night leaders meeting, or in the trading post. It is suggested that leaders prepay for the cards. A report will be issued at the check-in showing how many of each card is needed. Excess cards may be returned for full refund if they are not used. After paying for the fees, they will receive a card to turn into their instructor. Scouts must present the cards to be able to receive the materials from the area.

What are Rank Requirements

Due to difficulty of merit badge and class size limitations, certain merit badges require a minimum rank to be achieved before starting the class. We want Scouts to achieve every merit badge they sign up for. Scouts who have not yet received this rank may not sign up for the merit badge. This is for their own benefit. If you have special circumstances, please talk to us so we may evaluate your Scout's situation.

2011 MERIT BADGE OFFERINGS

Merit Badge	Times Offered	Class Size	Prerequisites	Minimum Rank	Costs
Aquatics - Lakefront					
Canoeing	9, 10, 11, 2:00	20	Pass BSA Swimmers' Test	None	None
Motor Boating	9, 11, 2:00	12	Pass BSA Swimmers' Test	None	None
Rowing	9, 2:00	12	Pass BSA Swimmers' Test	None	None
Small Boat Sailing	10, 11, 2:00	12	Pass BSA Swimmers' Test	None	None
Aquatics - Pool					
Lifesaving	9, 10, 2:00	20	Pass BSA Swimmers' Test, 1a	None	None
Swimming	9, 10, 11, 2:00	20	Pass BSA Swimmers' Test, 3	None	None
COSA (Camp Outdoor Skills Area)					
Camping*	9, 10, 11, 2:00	15	3, 4b, 8c, 8d, 9a-c	First Class	None
Emergency Preparedness	9, 10, 2:00	20	1, 6c, 8c	None	None
First Aid **Note 2 hours**	9-11, 2-4	12	None	First Class	\$10.00
Fire Safety	11:00	20	6a	None	None
Geocaching	2:00	20	7, 8, 9	None	None
Hiking & Backpacking	3:00	20	Hiking: 5,6 Backpack: 6b, 9, 10, 11	None	None
Orienteering	9:00	20	Large Time Requirements	None	None
Pioneering**Note 2 hours**	10-12, 2-4	15	2a	First Class	None
Traffic Safety	10:00	20	5	None	None
Wilderness Survival	9, 11, 2:00	15	Bring personal survival kit	None	None
<i>*Requirement 9b can be completed at camp by rappelling and taking the biking outpost</i>					
<i>*Requirement 3 can be completed by attending camping outpost</i>					
Tower/Extreme Sports					
Climbing	9, 10, 11, 2:00	12	None	Second Yr	None
Cycling	9:00	16	8, 9, bring map, attend outpost	None	None
Personal Fitness	9:00	20	1b, 8, 9	None	None
Sports	10:00	20	4	None	None
Golf ** 2Hours on Tuesday only, other days 1 hour	10:00	8	8 (we will play only 9 holes on Tues. you will miss 11AM class)	None	\$15.00
Ecology (be sure to see page 30 for any additional comments)					
Animal Science	10:00	20	Visits	First Class	None
Astronomy	9:00	20	6, (7b would be helpful)	None	None
Bird Study	9:00	20	7, 8	None	None
Environmental Science *Please note 1.25 hour time slot*	9-10:15, 10:30-11:45, 2-3:15	20	None	First Class	None
Fish & Wildlife Management	9:00	20	5	None	None
Fishing	10, 11, 3:00	20	(9 would be helpful)	None	None
Fly Fishing	9, 2:00	6	(10 would be helpful)	First Class	\$5.00
Forestry	2:00	20	5	None	None
Geology	2:00	20	None	First Class	None
Insect Study	2:00	20	4(b) and 8 would be helpful	First Class	None
Mammal Study	11, 3:00	20	None	None	None
Nature	10:00	20	None	None	None
Oceanography	10:00	20	8	None	None
Plant Science	10:00	15	None	None	None
Pulp and Paper	3:00	20	6, 7	None	None
Radio (Week 4)	10:00	20	None	None	None
Reptile and Amphibian	3:00	20	8	None	None
Soil and Water Conservation	9:00	20	None	None	None
Space Exploration	11, 2, 3:00	15	None	None	\$13.00
Weather	11:00	20	(8 would be helpful)	None	None

Handicrafts					
Art	11, 2:00	20	4, 5	None	\$4.00
Basketry	9, 10, 3:00	15	None	None	\$7.00
Fingerprinting	9:00	25	None	None	None
Leatherwork	9, 10, 2, 3:00	20	None	None	\$7.00
Graphic Arts	11:00	15	5b, 6	None	None
Metalworking	9, 10, 11, 2, 3:00	12	Fireman Chit Card	Second Cls	\$5.00
Painting	9:00	15	None	None	None
Pottery	2, 3:00	12	7	Second Cls	\$6.00
Sculpture	10, 11:00	6	None	Second Cls	\$11.00
Composite Materials	2:00	15	4	Second Cls	\$6.00
Woodcarving	10, 11, 3:00	16	Totin' Chip Card	Second Cls	\$4.00
FTC (Frontier Trading Company)					
Textiles	9:00	20	6	None	None
American Heritage	10:00	20	3c, 4b, 4c	None	None
Indian Lore	11:00	20	Attend Outpost	None	\$7.00
FTC Program	2:00 - 5:00	10	None	14 years	None
Shooting Sports					
Archery	9, 10, 11, 2, 3:00	16	Bring State laws if out of Ohio (1c)	None	\$4.00
Rifle Shooting	9, 10, 11, 2, 3:00	16	Bring State laws if out of Ohio (1d)	Second Yr	None
Shotgun Shooting	9, 10, 11, 2, 3:00	8	Bring State laws if out of Ohio (1d)	Second Yr	\$8.00
Trail To the Eagle					
Citizenship in the Nation	9, 11:00	16	2, 8	Star/14yrs	None
Citizenship in the World	2, 3:00	16	7	Star/14yrs	None
Communications	2, 3:00	16	5, (3, 8 recommended)	Star/14yrs	None
Personal Management	9, 11:00	16	1, 2, 8a, 8b,8c	Star/14yrs	None
Additional Merit Badges					
Bugling	11:00	6	6, two years of experience	None	None
Crime Prevention	9:00	15	2, 4, 5, 6, 7	None	None
Medicine (week 3 only)	9:00	20	Read Book	First Aid MB	None
Photography	10:00	12	Bring digital camera	14 years	None
Public Speaking	2:00	20	Prep for #2	None	None
Older Scout Opportunities					
Aviation	Thursday	12	Must turn in permission slip	14 years	\$35.00
Horsemanship	Wednesday	12	Must turn in permission slip	14 years	\$35.00
Non Merit Badge Program Offerings					
Starting Place/T-2-1	Drop-in	None	None	None	None
Snorkeling	10:00	12	Pass BSA Swimmers' Test	None	None
Instructional Swim	3:00 M-F	None	None	None	None
Mile Swim	4:00	None	Pass BSA Swimmers' Test	None	None
BSA Lifeguard	All Day	5	See Aquatics page	None	None
BSA Kayaking	10:00	8	Pass BSA Swimmer's Test	None	None
ATV Adventure	9,11, 3:00	8	Parent Permission, 2 hours	14 Years	\$55.00
Mountain Biking	11, 2, 3:00	16	See Extreme Sports Page	None	None
Mountain Boarding	10, 2, 3:00	7	See Extreme Sports Page	None	None
Paintball Range	4:00 (M-Th) 7:15-8:30 (M, Th)	10	See Shooting Sports Page	None	\$6.00
Leave No Trace	7:30-9 Tuesday	20	None	None	None
Trek Safely	4-5 Tuesday	20	None	None	None

CAMP FRONTIER PROGRAM SCHEDULE

Program areas all closed during Lunch (12:00 - 2:00) and Dinner (5:00 - 7:15). All Areas close at 9:00pm, unless otherwise specified.

	Aquatics	Ecology	Handicrafts	Shooting Sports	COSA (Scoutcraft)	Tower/Extreme Sports	Other Programs
9:00	Canoeing (Lake) Motor Boating (Lake) Rowing (Lake) Lifesaving (Pool) Swimming (Pool)	Astronomy Bird Study Fish & Wildlife Environmental Sci(9:40-1:15) Fly Fishing Soil & Water Cons.	Basketry Leatherwork Metalworking Painting Fingerprinting	Archery Rifle Shooting Shotgun Shooting	Camping Emergency Prep. First Aid (9-11) Orienteering Wilderness Survival	Climbing (Tower) Cycling Personal Fitness	Textiles (FTC) Crime Prevention (DH) Personal Manage (T21) Cit in Nation (T21) ATV Adventure (9-11)
10:00	Canoeing (Lake) Small Boat Sailing (Lake) BSA Kayaking (Lake) Snorkeling (Lake) Lifesaving (Pool) Swimming (Pool)	Oceanography Animal Science Nature Environment Sci(10:30-11:45) Fishing Radio (Week 4 only) Plant Science	Basketry Leatherwork Metalworking Sculpture Woodcarving	Archery Rifle Shooting Shotgun Shooting	Camping Emergency Prep. First Aid (cont) Pioneering (10-12) Traffic Safety	Climbing (Tower) Golf Sports Mountain Boarding	American Heritage (FTC) Photography (T21) ATV Adventure Cont
11:00	Canoeing (Lake) Motor Boating (Lake) Small Boat Sailing (Lake) Swimming (Pool)	Space Exploration Weather Environmental Science(cont) Fishing Mammal Study Plant Science (cont)	Art Graphic Arts Sculpture Woodcarving Metalworking	Archery Rifle Shooting Shotgun Shooting	Camping Fire Safety Pioneering (cont) Wilderness Survival	Climbing (Tower) Mount. Biking (open) -limited Tuesday	Indian Lore (FTC) Bugling (Chapel) ATV Adventure (11-3) Cit in Nation (T21) Personal Manage (T21)
2:00	Canoeing (Lake) Motor Boating (Lake) Rowing (Lake) Small Boat Sailing (Lake) Lifesaving (Pool) Swimming (Pool)	Space Exploration Geology Environmental Science (2-3:15) Fly Fishing Nature Insect Study Forestry	Art Pottery Leatherworking Composite Materials Metalworking	Archery Rifle Shooting Shotgun Shooting	Camping Emergency Prep. First Aid (2-4) Geocaching Pioneering (2-4) Wilderness Survival	Climbing (Tower) Mount. Biking (open) Mountain Boarding	FTC Program Communications (T21) Public Speaking (Chapel) Cit in World (T21) ATV Adventure Cont.
3:00	Open Swim (Lake) Instructional Swim (Pool) -M, Tu, W, Th, F	Space Exploration Reptile & Amphibian Pulp & Paper Environmental Science(cont) Fishing Mammal Study	Basketry Leatherwork Woodcarving Metalworking Pottery	Archery Rifle Shooting Shotgun Shooting	First Aid (Cont) Hiking/Backpacking Pioneering (Cont) Totin Chip (M,Tu) Fire'n Chit (M,Tu) Paul Bunyan Trek Safely (Tues)	Open Climb Mount. Biking (open) -limited Tuesday Mountain Boarding	FTC Program Cit in World (T21) Communications (T21) ATV Adventure (3-5)
4:00	Mile Swim (Pool) Open Swim (Lake) Open Boating (Lake)	Hornaday Award (Tues) T-2-1 Requirements	Open Area	Open Shoot Paintball (M-Th)	Totin Chip (M,Tu) Fire'n Chit (M,Tu) Paul Bunyan Trek Safely (Tu)	Open Climb	FTC Program ATV Adventure Cont
Evening (7:15 - 9:00)	Open Swim - Mon, Tues, Wed(Pool) Underwater Basket-weaving - Wed (Pool) Water Polo - Thursday (Pool)	Astro. Observ. 10:00 pm (S-Th) Invasive Species (Monday) Wild Edibles (Tuesday) Amateur Radio (Tuesday) Croakers & Peepers (Mon 9:30) Wildlife Hike (Thur, 9-11PM) Euchre (Thursday)	Open Area Mon: Tie Dye shirt Tue: Candle Making Wed: Bracelet Making Thur: Boondoggle	Open Shoot Leader Shoot (Tues) Paintball (M, Th) Wed no MB work	Wiffle Ball (Mon) Pioneering Comp (M) Unique Knots (Tu) Leave No Trace (Tu) Ice Cream Making (Wed)	Open Climb	2 man saw (Mon) Tomahawk (Tues) Fire making(Wed) Night Hike (M-9:30)

OUTPOST SCHEDULE

Tuesday	<p>"Starting Place" Rendezvous... 4:00 PM - 8:00 PM. Sign up at "Starting Place" until 2:00 PM Monday. Dinner included. Completely new and improved! Tuesday night is the outpost for first-year campers. Enjoy building fires, cooking a hot meal and meeting fellow new Scouts. Also, learn new skills to continue working on your Tenderfoot, Second Class, and First Class requirements. While our experienced staff will lead the evening's activities, adult leadership and support is encouraged. Sign up for the Outpost is at Frontier Headquarters until 2:00 p.m. Monday.</p> <p>Cycling Outpost... 4:00 PM to 8:00 PM. Sign up at Frontier Headquarters until Tuesday at morning flags. Dinner is included and will be off site. Riding will be both in camp and off site. We will stop at a local carry out; you may want to bring spending money. Wear light reflective clothing. Must have one adult over 21 year of age. Maximum of 16 participants. Sign up at Frontier HQ before Tuesday morning Flags. With over 20 mountain bikes, grab your friends and go for a ride. Want to leave camp for a bit? The outpost involves offsite riding leaving at 4:00pm until 8:00pm. A cold dinner is provided by the camp at the local Indian Mounds Historical Site. We will also be stopping by a local carry out, so bring a few dollars if you wish. Both adults and Scouts are encouraged to attend.</p> <p>Horsemanship Outpost... 4:00 PM to 12:00 PM. This overnight outpost requires a signed permission slip. The boys will camp at a local horse ranch. The boys will be cooking buffalo burgers over an open fire and enjoying a night of bonding. The next morning, Scouts will complete Horsemanship MB.</p> <p>Golf Outpost... We will meet at Loftus Lodge and will need leaders to attend with us. We plan on leaving for the course at 10:00am and return by 2:00 pm. While we are at the Course we will have a pre-packed lunch prior to starting. It involves putting the boys' knowledge of the course to work. They will be golfing 9 holes and being looked at for course etiquette and utilization of golf skills.</p>
Wednesday	<p>Indian Lore Outpost... Wednesday 11:00 AM to 1:30 PM at the Frontier Trading Company (required for all Indian Lore participants). Scouts will cook their own lunches and explore a teepee while working on merit badge requirements. Sign up by 2:00 P.M. Tuesday at Frontier Headquarters if you would like to attend but you are not taking the merit badge</p>
Thursday	<p>Wilderness Survival... 4:00 PM - 7:00 AM. Sign up at Frontier Headquarters until 2:00 PM Wednesday. Dinner is included you'll be back in time for Breakfast on Friday. Must have two adults, one 18 and one 21 years of age or older. Meet at Frontier headquarters. The Outdoor Skills Staff will guide Scouts through an overnight adventure while being lost in the back country. Scouts will need to practice Wilderness Survival skills to build lodging, cook dinner, and survive the night. The Outpost is required for Scouts taking Wilderness Survival Merit Badges. The outpost leaves Frontier HQ at 4:00 PM Thursday. Scouts will return around 7:00 AM on Friday. Individuals can sign up at Frontier Headquarters until Wednesday, 2:00 PM.</p> <p>Aviation Outpost... This Merit Badge outpost requires a parental signed permission slip prior to attending. This is because we are going to the Angola Local airport where the boys will be learning about aviation and flying. It is an exciting fun-filled experience for the boys where they get to see the NW Ohio NE Indiana area from the Sky.</p>

Thursday **Camping/Backpacking...** 4:00 PM - 7:00 AM. Sign up at Frontier Headquarters until 2:00 PM on Wednesday. Dinner is included you'll be back in time for breakfast on Friday. Must have two adults, one 18 and one 21 years of age or older. Not intended for First Year Scouts. Scouts must bring an adequate backpack, sleeping bag, and gear for a 4 mile overnight trip. Meet at Frontier headquarters join the Outdoor Skills Staff as they set the Scouts out in groups from common GPS points to find a campsite. All the basics of the GPS unit will be taught in the Camping MB class prior to the outpost leaving. This outpost is not required for Scouts taking the Camping or Backpacking Merit Badge, but can assist in the completion of requirements. The outpost leaves from Frontier HQ at 4:00 PM on Thursday and will return by 7:00 AM on Friday. Individuals can sign up at Frontier Headquarters until Wednesday, 2:00 PM. Scouts need to bring their own backpack, sleeping bag, and gear suitable for a 4 mile overnight trip. This outpost can be difficult for first year Scouts and is recommended for older Scouts only.

Canoeing... 4:00 PM - 7:00 AM. Sign up at Frontier Headquarters until 2:00 PM Wednesday. Limited to 14 participants (**must include a Safety Afloat trained adult, 21 years of age or older**). Meet at Frontier Headquarters. Includes dinner and you will be back in time for breakfast on Friday. Youth and adults will need extra shoes. You WILL get wet! Limited to 14 participants (swimmers) (**must include one Safety Afloat trained adult leader 21 years of age or older**), individuals can sign up at Frontier Headquarters until 2:00 PM Wednesday. The group will leave Thursday at 4:00 PM and will return before breakfast Friday. Each Scout and leader participating must wear a pair of old shoes that can get wet.

Frontier Trading Company... 4:00 PM - 7:00 AM (FTC participants only) Dinner is included. You'll be back in time for breakfast on Friday.

ATV Outpost... 7:00PM - 7:00 AM. If you took the ATV Program in 2010 and have you ASI card, you can sign up for this. Involves over 2 hours of trail riding on the other side of the river. Outpost has a 10:00 cost and can only accommodate 10 people. We need to have one adult leader with training to go.

Friday **Fire Safety Outpost...** 11:00 AM to 1:30 PM at Loftus Lodge. Required for merit badge participants. Lunch is provided. Extra drivers and vehicles are **needed**. Join the COSA Staff and our local firefighters for a tour of the local facility. Check out the fire trucks, equipment and take a ride in a big rig!

Fishing Outpost... 4:00 PM - 8:30 PM. Sign up at Frontier Headquarters until 2:00 PM Wednesday. Meet at Loftus Headquarters and journey to Lake Wood duck. The number of Scouts permitted to attend will be limited by the availability of transportation. A cold supper will be provided. Everyone 16 years of age or older must possess a valid Ohio fishing **license**. Thursday evening from 4:00 to 8:00 PM. Meet at Loftus Headquarters. Sign up at Frontier Headquarters before noon Wednesday. We will journey to Lake Wood Duck in the La Su An Hunting and Fishing area. This is a managed fishery complex maintained by the State of Ohio. The number of individuals is limited by the transportation. We will need Adult Scouters to drive. The camp will provide bait and a cold supper. The outpost will not be conducted in the event of heavy rain. Everyone 16 years of age and older will be required to possess a valid Ohio fishing license. (They must be purchased before camp). If anyone does forget to purchase this fishing license prior to camp, they may be purchased at the Business Office with a credit card online.

OPEN EVENING ACTIVITIES

Take part in our evening activities around camp. More information can be found on individual area pages.

Sunday	Astronomy...10:00 - 11:00 PM. Need 3 nights observing for merit badge. All are welcome
Monday	Astronomy...10:00 - 11:00 PM. Need 3 nights observing for merit badge. All are welcome High-Cope... 7:15 - 9:00 PM. Must sign up at Frontier Headquarters. Tie Dye Shirt making...7:15-9:00 PM Come to Handicrafts to make a shirt Seesaw Competition... 7:15 - 9:00 PM Compete in the COSA competition. Horse Racing... 7:15 - 9:00 PM Race your Scoutmasters at COSA. Wiffleball Tournament... 7:15 - 9:00 PM Compete in the COSA tournament. Paintball... 7:15 - 8:30 PM. Come down to the paintball range to hone your skills Open Shoot... 7:15 - 9:00 PM. Come down to the shooting range and try your skills Open Swim... 7:15 - 9:00 PM. Free Swim at the Pool. Invasive Species Program... 7:15 - 9:00 PM. Learn about invasive species down at Ecology FTC Competition... 8-9:00 PM Two mansawing competition. Night Hike... 9:30-11:00PM Night hike, meet at Frontier Trading Company Croakers & Peepers... 9:30 PM. Explore the amphibian population. Meet at Ecology.
Tuesday	Astronomy...10:00 - 11:00 PM. Need 3 nights observing for merit badge. All are welcome High-Cope... 7:15 - 9:00 PM. Must sign up at Frontier Headquarters. Bowling Tournament... 7:15 - 9:00 PM Compete in the COSA tournament. Horse Racing... 7:15 - 9:00 PM Race your Scoutmasters at COSA. Leave no Trace... 7:15 - 9:00 PM. Come to COSA to learn the basics of Leave No Trace. Candle Making...7:15-9:00PM Make a candle of your own. Radio...7:15-9:00 Amateur Radio at Ecology Open Swim... 7:15 - 9:00PM. Free Swim at the Pool. Scoutmaster Shoot... 7:15 - 9:00 PM. Leaders over 18 Come and shoot at the Rifle Range FTC Competition... 8-9:00 PM Tomahawk throw competition Wild Edibles... 7:15 - 9:00 PM. Learn about what can be eaten in the wild down at Ecology
Wednesday	Astronomy...10:00 - 11:00 PM. Need 3 nights observing for merit badge. All are welcome Bracelet Making...7:15 - 9:00PM. Come to Handicrafts to make a bracelet. (Everyone welcome) Open Swim... 6:45 - 8:30PM. Free Swim at the Pool. Horse Racing... 7:15 - 9:00 PM Race your Scoutmasters at COSA. Underwater Basket Weaving... 6:45 - 8:30PM. Make your basket underwater at the pool. FTC Competition... 7-8:00 PM Fire building by flint and steel competition. Home-made Ice Cream... 6:45 - 8:30. Batches started at 7:00 and 7:30. COSA and make some ice cream...supplies limited!
Thursday	Astronomy...10:00 - 11:00 PM. Need 3 nights observing for merit badge. All are welcome High-Cope... 7:15 - 9:00 PM. Must sign up at Frontier Headquarters. Make Survival Bracelets... 7:15 - 9:00 PM Come down to COSA and make a survival bracelet and learn what they're good for! Wildlife Management Hike... 9:00 PM, meet at Ecology Water Polo... 7:15 - 9:00PM. Signup at Frontier HQ. Held at the Pool. Boondoggle Weaving... Handicrafts from 7:15-9:00pm Weave different styles. Euchre Tournament... 7:15 - 9:00 PM. Play some Euchre down at the Ecology Pavilion.

Scouts may participate in the following activities either individually, as a Patrol or as a Troop

4:00-5:00 PM During Open Program	7:15- 9:00 PM During Open Program
Open Swim / Open Boating (Lake)	Open Rifle/Shotgun/Archery/Paintball
Open Rifle/Shotgun/Archery/Paintball	Open Handicrafts
Open Handicrafts	Open Climbing and Rappelling
Open Climbing and Rappelling	Open Ecology
Open Ecology	

FRONTIERSMAN PROGRAM

This program is designed to honor Scouts for attending camp and to facilitate personal and leadership development. Each Scout will progress through the ranks, one a year to reach Frontiersman.

The awards will be presented during a sacred ceremony on Friday night, at 8:45pm at the Chapel.

Specifics of the Frontiersman Award:

	Name	Rank	Scout Skills	Ecology	Swimming	Scout Spirit	Program Areas
First Year	<i>Fox</i>	Scout	Have earned: Totin' Chip & Firem'n Chit	Identify 10 plants and attend a sunspot viewing or stargaze*	Pass learner test	Participate in mealtime and flag activities (Scoutmaster signature)	Visit each program area.
Second Year	<i>Beaver</i>	Second Class	Two Merit Badges (at camp), completion of camp-wide orienteering course	Identify 10 animals, 5 constellations	Pass Beginner Test†	Participate in a flag raising or lowering (COSA, Starting Place, campsite, or other area)	Visit 2 program areas of your choice and complete an approved activity at each.
Third Year	<i>Starfire</i>	First Class	Plan and complete a short (2-5 mile) hike approved by COSA Director†	Attend a bird hike or go on an Ecology outpost	Complete Swimming MB†	Pickup 25 pieces of trash from trails and turn it in to the TP	Visit 3 program areas and complete a 2 hour environment service project at camp.
Fourth Year	<i>Eagle</i>	Star	Help Scouts identify plants, animals or stars. See T21 requirements.	Assist and complete a 2 hour environmental service project at Camp	Earn one Lakefront MB	Attend an Outpost	Volunteer in an area of your choice for at least 2 hours
Fifth Year	<i>Frontiersman</i> ***	Life	Help Scouts advance in rank through summer camp	Lead an 2 hour environmental service project at camp	Have attended Canoeing outpost†	Lead a song or skit at meal, before flags, or campfire	Have earned a merit badge in every program area.

†Those who are physically unable to complete a task should speak with the program director about this requirement

*weather permitting. **Have at least participated in open programs in Shooting Sports ***Can complete FTC first year program instead of Year five to obtain Frontiersman