

AQUATICS AREA

The Aquatics Area offers a great opportunity for Scouts of any age to advance and have lots of fun during their week at Camp.

The Aquatics Staff is dedicated to instructing safe aquatic skills while allowing the Scouts to have a great time. From swimming at the pool to sail boating on the lake, the Aquatics Staff will offer loads of fun for all Scouts and Scouters.

POOL MERIT BADGES & ACTIVITIES

Lifesaving MB
Swimming MB
Instructional Swim*
Mile Swim*
Starting Place Requirements*
BSA Lifeguard Program*



LAKE MERIT BADGES & ACTIVITIES

Canoeing MB
Motor Boating MB
Rowing MB
Small Boat Sailing MB
BSA Snorkeling
BSA Kayaking

*These activities do not require signup through the Merit Badge system

WE ALWAYS NEED HELP AS LOOKOUTS

Please volunteer anytime. We will make sure you get wet.

Evening Aquatics Programs

7:15 – 9:00 Monday through Thursday at the Pool.

Monday – Open Swim (7:15 – 9:00)

Tuesday – Open Swim (7:15 – 9:00)

Wednesday – Open swim (6:45 – 8:30)

- Grab some reeds and make a basket, UNDERWATER during Underwater Basket Weaving. (There is a fee to purchase materials. Pay at the Trading post. Must sign up at Frontier Headquarters.)

Thursday – Take part in the exciting game of Water Polo. Sign up at Frontier Headquarters.

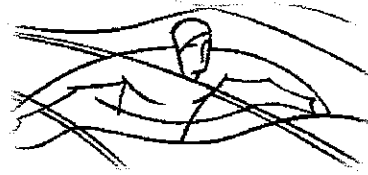
Aquatics Awards

BSA Lifeguard... In order to earn the BSA Lifeguard at camp we do have a couple of pre requisites. Please be able to show proof that you are at least 15 years of age. Have a completed and physician approved medical form prior to coming to camp. Finally completed and valid certifications in American red cross first aid, as well as, American Red Cross CPR/AED for the professional rescuer.

Wet Towel Award...This prestigious award goes only to the troop that participates in the most Aquatics activities. This includes the Polar Bear Swim, Troop activities at the lakefront and/or pool, Aquatics Merit Badge participation, and Canoeing Outpost. The award will be presented at the Closing Campfire on Friday. The award will be determined by a percentage of troop participation.

Polar Bear Swim Award...Those individuals that successfully complete their week of Polar Bear Swims will be able to purchase a patch at the Trading Post after completion.

Other Aquatics Programs



Open Swimming...from 3:00 — 5:00 PM at the Lake; Adult leaders are needed to be lookouts.

Open Boating...From 4:00 — 5:00 PM at the lake; Open Boating is for kayaking, canoeing and rowing. Motor boating and Small Boat Sailing is by permission of the counselor.

Open Leader Swim...Every day starting at 11:00 AM, Cool off at the lake.

The Blob...made famous by the movie Heavyweights. Open to all swimmers during troop swims and open swims, pending guards and lookouts. Along with the Blob is a zip line, iceberg climbing slide, and rope swing.

BSA Lifeguard...A strenuous course for Scouts and adult leaders. The course emphasizes the proper techniques for all forms of water rescue and proper management of an aquatic area. Those participating will receive *hands-on* experience in life guarding as well as operating a swimming area. BSA Lifeguard is a week-long, all day course and will require your total dedication to complete. Scouts and adults must demonstrate skill and knowledge of current requirements for: Swimming, Lifesaving, Rowing, Canoeing, and First Aid Merit Badges. Must Complete American Red Cross CPR/AED and First Aid prior to camp.

Instructional Swim...Need help learning to swim? Held at the pool at 3:00 PM every day.

Mile Swim...Every day at the pool (4:00 PM) for practice swims culminating with the Mile Swim on Friday. You will receive your certification card upon successful completion; a patch is available for purchase in the Trading Post when you present your card. Daily practice sessions are mandatory.

Polar Bear Swim...Held Monday — Thursday at the pool (6:00 AM — 6:50 AM. Individuals who participate all four days will be able to purchase a patch at the Trading Post.

Evening Swim Activities... Check out our evening activities. Participate in a troop water-polo tournament, take part in underwater basket weaving, or just come for open swim. See the schedule on the previous page.

Safe Swim Defense & Safety Afloat... Is mandatory for any adult leaders who wish to have a troop swim or troop boat. Monday 11:00 to 11:50 AM at the Lakefront, Both will be covered. This certification is good for two years.

Snorkeling... Is available at the lake. You receive a card upon successful completion, and a patch is available for purchase in the Trading Post by presenting your card.

BSA Kayaking... Come down and try your hand at kayaking either in Class or for fun!

Troop Swim & Troop Boating...Schedule a Troop Swim or Boating at Frontier Headquarters. Both are available in the evenings at the Lake on Monday, Tuesday and Thursday. **Troops must provide one Safe Swim Defense trained adult lookout**, one lifeguard for every 10 swimmers and 1 BSA Lifeguard. Sign up with another troop to increase your fun. There is a maximum capacity of 50 participants. Troop boating is also at the lake with a maximum of 30 participants per session. **A Safety Afloat trained leader must be present.**

Canoeing Outpost...Please see Outpost page 23.

CAMP OUTDOOR SKILLS AREA

(COSA)

When Baden-Powell founded the Scouting movement, he felt that any Scout who took the time and trouble to master certain Scoutcraft skills should be rewarded. Today we utilize the outdoor element as the foundation for many Scouting programs.

The **Camp Outdoor Skills Area** offers an exciting program which teaches these special skills and illustrates their usage in everyday life.

COSA Merit Badges Offered:

Camping • Emergency Preparedness • First Aid •
Backpacking • Hiking • Geocaching
Fire Safety • Orienteering • Pioneering • Wilderness
Survival

COSA Awards

Do Not Climb Award... is back! For that certain Scout that proves to be outstanding at pioneering and is around in the COSA area building the best gadgets, towers, and other pioneering structures. Award will be presented at Closing Campfire.

Master of the Outdoors... The Master of the Outdoors award goes to any Scout or Scouter who completes the Outdoor Challenge. Come down to COSA to find instructions and prove to your Troop and the camp that you are a master of the outdoors. Awards will be presented at Closing Campfire.

COSA Challenges

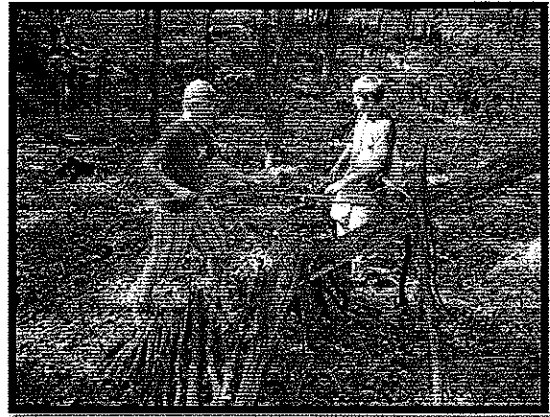
Seesaw Competition... Monday 7:15-9 pm, come down to COSA with your troop, patrol, a group of friends, or on your own, and compete in a competition to build the best seesaw.

Rope Making... Tuesday 4-5 pm, learn how rope makers work and make some of your own rope.

Unique Knots... Wednesday 4:00-5 pm, come down to COSA to learn new knots and teach your unique knots to others. Show off your skills and maybe year a 25, 50, or 100 knot award.

PIONEER GEOCACHING CHALLENGE

While in camp, check out the five unique geocaches within camp. This program is open to youth and adults. Come by the COSA field for a list of coordinates. Bring your own GPS receiver or check one out at the COSA field.



OTHER COSA PROGRAMS

Firem'n Chit... Come to COSA at 3:00 or 4:00 pm on Monday or Tuesday to discuss the safety rules and regulations, firefighting techniques, fire safety procedures, and the Outdoor Code. A card will be issued upon successful completion of the requirements for the Firem'n Chit. Leaders are welcome to use the facilities to teach their own scouts, cards are also available upon request from leaders.

Totin' Chip... Come to COSA at 3:00 or 4:00 pm on Monday or Tuesday to complete all the requirements and earn the Totin' Chip. A card will be issued upon successful completion. Leaders are welcome to use the facilities to teach their own Scouts, cards are also available upon request from leaders.

Paul Bunyan... This award is available for Scouts to work on any time. This is directed toward older Scouts who are proficient in the use of woodsman tools. Scouts are required to share their knowledge of these tools with other Scouts while helping them earn their Totin' Chip. A card and patch will be issued upon successful completion.

Wilderness Survival Outpost... Please see Outpost page 23.

Camping/Backpacking Outpost... Please see Outpost page 23.

Fire Safety Outpost... Please see Outpost page 23.

Trek Safely... Come to COSA from 4-5 pm on Tuesday, it is for both Adults and Scout Leadership. Learn how to successfully plan a high adventure trip. Share ideas and gain some valuable resources.

Leave No Trace... Come to COSA around 7:30 pm on Tuesday for an informative discussion on following the Outdoor Code and reducing your impact on the wilderness while camping and hiking.

Home-made Ice Cream... From 6:45-8 pm on Wednesday, come to COSA and make your own ice cream. Supplies are limited, and ingredients will be distributed at 7:00 and at 7:30 pm.

Semaphore - come to COSA on Monday from 4:00-5:00pm to learn the basics of signaling in semaphore code. Be able to talk to others in code using flags! Then come back anytime to practice and improve your skills.

Whiffle Ball... Monday night from 7:30 to 9, come down to COSA and play a fun game of whiffle ball! Equipment is also available throughout the week, so if you have some free time, you're welcome to come down.

Survival Bracelets - come to COSA on Thursday after evening flags (7:15-9:00pm) to learn how to make a paracord survival bracelet. Be able to use the same technique to make a bracelet that contains up to 16 feet of cord or rope.

Human Foosball... Bring your troop, patrol, or some friends down to COSA to play some human foosball. A ball is available any time, or you can bring your own. Please do NOT play during merit badge classes though, as it is distracting to the Scouts in class. Thank you, and have fun!

HORSE RACES... Bring your friends down and have some fun racing around the track. 4-5 daily and 7:30 to 9 on Monday, Tuesday and Wednesday. Challenge your Scoutmaster to a race!



TOWER/EXTREME SPORTS/C.O.P.E. AREA

Taking part in new experiences is a crucial part of the Scouting program. Taking part in these activities allows personal growth and outstanding experiences. Climb the tower or go mountain boarding, it's all here in the Tower and Extreme Sports area.

Merit Badges Offered:

Climbing • Personal Fitness • Cycling • Sports • Golf

Merit Badge Notes:

Personal Fitness Merit Badge... This merit badge **cannot** be completed entirely at camp. Scouts may only complete the merit badge if they have come to camp with all prerequisites done, including a 12 week Personal Fitness program. Otherwise, this program is meant to get Scouts started on the merit badge while providing them with proper instructions on Personal Fitness ahead of time. Scouts are required to wear proper clothing for exercising, including tennis shoes and athletic clothes.

Cycling Merit Badge... The merit badge is open to everyone; however it cannot be completed at camp. This program is meant for Scouts to get started while providing them with proper instruction on cycling. Scouts are required to wear proper clothing for this merit badge, including light colored shirts. The outpost is required for participants.

Golf Merit Badge... This merit badge is open to all; however previous golf experience is extremely helpful. We will leave on Tuesday morning to go play 9 holes at the local course. Tuesday you will miss your 11:00 AM merit badge while at GOLF outpost. **Please make your 11:00 AM counselor aware that you will need to do make up work.** Bring your own golf clubs and balls. Cost for the merit badge is \$15.00 to cover the green fees.

Other Programs:

Cycling Outpost... 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.

Mountain Biking... Sign up like a merit badge and you will learn about bicycle mechanics, safety and enjoy PSR in a way you have never seen before. First come, first serve. Open biking from 3-5:00pm on Monday, Wednesday, and Thursday

Mountain Boarding... You will watch a safety video and practice the first day, and then traverse a course behind the Mountain Biking Building. The activity requires training; anyone missing the first day will not be permitted to use the course on following days. This is NOT an open activity

Open Climbing/Rappelling... Every day at the Tower from 3:00-5:00 P.M. and 7:15-9:00 P.M. Climbing Merit Badge students must come to open climbing to do their required climbing and rappelling.

Flying Squirrel... Sunday and Wednesday Dinner. Meet at the Dining Hall to get a great view of PSR from over 40 feet. It's like tug of war with one Scout on one end and the rest of the patrol on the other with a pulley 40 feet up. Minimum of 8 people are required.

Project COPE... is an acronym for Challenging Outdoor Personal Experience, a program in the Boy Scouts of America. It consists of different challenges for groups of scouts that involve teamwork and problem solving, or for individual scouts that test agility and individual skills. The underlying purpose is to develop leadership. You will be able to sign up to do COPE as a troop activity at Camp Frontier. We have changed the program back to its original state at Camp Frontier after much deliberation on the issue.

ECOLOGY AREA

Since the earliest days of Scouting, nature and conservation activities have held an important place in the Scouting movement. From the earth's environment to the far reaches of space, the Ecology Area has it all.

Merit Badges Offered:

Animal Science • Astronomy • Bird Study • Environmental Science • Fish & Wildlife Management • Fishing • Fly Fishing • Forestry • Geology • Insect Study • Mammal Study • Nature • Oceanography • Plant Science • Pulp & Paper • Radio (Week 4 only) • Reptile & Amphibian Study • Soil & Water Conservation • Space Exploration • Weather

Additional Merit Badge Comments:

Astronomy... Three nights of observations are required or complete 7b before camp

Environmental Science... Classes run 1.25 hours. Scouts taking the 9 am class cannot take a 10 am merit badge. The same applies to Scouts taking the 2:00 pm badge.

Fishing... It is preferred that Scouts bring their own fishing poles. We maintain a small supply of rods and reels available to all Scouts

Fly Fishing... Two additional Scouts will be permitted if they bring their own rod and reel. Note that reel will have to be emptied at camp.

Oceanography... We will do a version of the prerequisites, but the Scout will have a better experience doing the prerequisite before camp.

Insect Study... This is an extremely difficult badge. It is best to begin the scrap book prior to camp. Cameras will be available for "rent" and some scrapbook materials for sale.

Other Program Offerings:

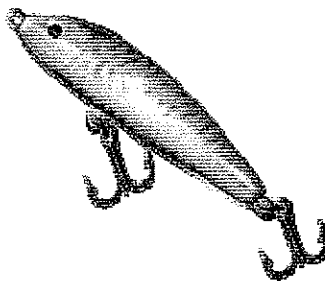
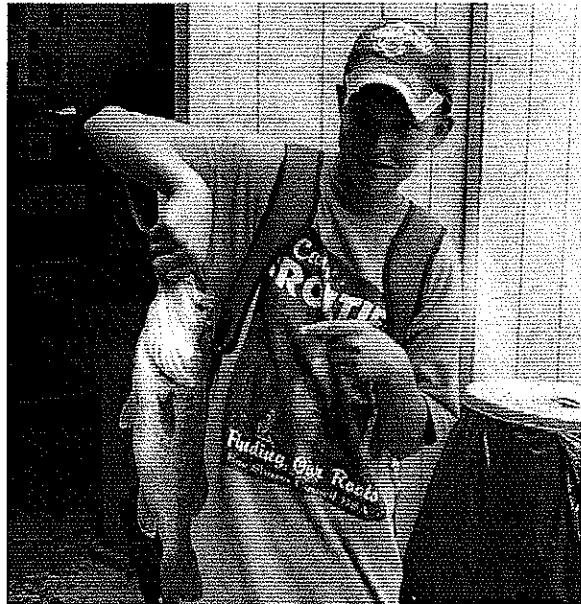
- **Service Projects...**The Ecology Area maintains a list of projects that troops may undertake for their Baden Powell Award. See the Ecology Staff Monday or Tuesday.
- **Amateur Radio...**Tuesday Evening after flags. Come down and talk to others on short wave radio. Discuss Amateur Radio with others. Individuals with licenses are welcome to bring their own equipment (sorry, we do not have storage space).
- **Sun Spot Viewing...**will be conducted on Monday and Tuesday outside of Loftus immediately after lunch if clear.
- **Astronomy Observation...** is conducted at the telescope facilities north of the Council Ring every clear evening Sunday through Thursday, 10:00 PM to 11:00 PM. No Friday viewing. All Scouts and Scouters are encouraged to attend.
- **Invasive Species Program...**Monday following evening flags. Learn about invasive species and what they are doing to our environment.
- **Wildlife Management Hike...** Observe wildlife at night. Leaves from Ecology 9:00 pm-11:00 pm
- **Hornaday Award...** information will be given on Tuesday at 4:00 PM. Learn about Scouting's most difficult award
- **Wild Edibles...**Learn about what can be eaten in the wild and sample some wild delicacies. This will include a short hike. Meet at Ecology after evening flags on Tuesday.
- **Croakers & Peepers...**Explore the amphibian population of Lake MacNichol. Meet at Ecology at 9:30 PM on Monday and bring a flashlight and clothing that can get wet and dirty. Required for individuals in Reptile and Amphibian Study. All are welcome.
- **T-2-1 Requirements...**The Ecology Staff will be happy to assist Troops meet the T-2-1 requirements at 4:00 PM. Please make an advanced appointment with the staff at Ecology. This takes approximately an hour to complete.
- **Recycling...**Every campsite and every pop machine has an aluminum recycling container. Please use it. Also please pick-up litter. New for this year, plastic pop bottle recycling will be conducted in camp. Containers for plastic bottles will be at Frontier Headquarters and at the Quartermaster. Please make sure that all bottles have been emptied and the caps and rings have been removed.
- **Euchre Tournament...**Who is the best Euchre player in camp? Find out Thursday after flags at the Seton Ecology Pavilion. Scouts and Scouters are both welcome.

FISHING AT CAMP FRONTIER

- **Big Fish Contest...**each week an award will be given to the Scout who catches the largest fish (length) while camping. Measure and release your fish with a note from your Scoutmaster or bring the fish to Ecology during our open times.

Fishing Outpost... Please see Outpost page 23.

- **Fishing Poles...**can be obtained from the quartermaster. Except for individuals taking Fishing Merit Badge, the poles should be returned after one day's use. The camp maintains a limited number of poles. Broken fishing poles should be taken to the fishing instructor for repair (not during class time). Individuals will be responsible for broken rods or reels.
- **Bait...**can be purchased from the Trading Post for approximately our cost. The price may vary from week to week, but is usually about a dollar for 3 worms.
- **Fly Fishing...**equipment is provided to individuals who have paid the fee for the merit badge. This equipment is the responsibility of the Scout for the week. It must be returned in good condition by the end of the week. The fee for a broken Rod is \$40 and the fee for a broken or missing reel is \$30.
- **Fly Tying & Lure Making...**apart from the merit badge is available at 4:00 PM at the Fishing tent. For \$3.00 you can tie two flies or paint one lure body. Purchase a card in the trading post for this activity.



HANDICRAFTS AREA

The Handicrafts Area can do much to add to a Scout's growth and appreciation of skilled craftsmanship. By completing simple projects, Scouts will be able to evaluate their own talents, strive to do a better job next time and learn the wisdom of the adage "practice makes perfect". Craft work can also teach the perseverance to finish a job once it is started.

Merit Badges Offered:

Art • Basketry • Composite Materials • Fingerprinting • Graphic Arts •
Leatherwork • Metalworking • Painting • Pottery • Sculpture • Woodcarving



Handicrafts Awards:

The Frontier Eagle... Every week, a certain Scout who has shown superior involvement in the area, participating in merit badges, open area programs, and helping out. This Scout will get to sign the Frontier Eagle at the closing campfire.

Other Handicrafts Programs:

Open area... Gives Scouts both in and out of Handicrafts merit badges a chance to make unique projects, have fun, and learn new skills. Open time can be used to work on merit badge projects or other projects like tie-dyed T shirts, belts, bracelets, chokers, slides, key chains and much more! Cards and supplies can be purchased in the trading post.

Patrol Flags... Patrol flags can be made during open area time. We have many tools to use or feel free to bring you own supplies.

Handicrafts Demonstrations

Every night at Handicrafts from 7pm to 9pm come down for some amazing demonstrations

Monday... Learn how to do Tie Dye T-Shirts

Tuesdays... Make your own candle

Wednesdays... Make a bracelet, open to all on parent's night!

Thursdays... Make Boondoggle and learn the art of some different weaving patterns.

(There will be fees accompanying these activities.)

SHOOTING SPORTS AREA

The rifle, bow and arrow, and shotgun are symbols of the American pioneer. In early America, they were the survival tools. The Shooting Sports Area offers you the opportunity to develop the skills and safety required to create a hobby of lifelong interest.

Merit Badges Offered:

Archery • Rifle Shooting • Shotgun Shooting

PLEASE BRING A COPY OF THE HUNTING LAWS IN YOUR STATE FOR ALL MERIT BADGES

First year Scouts will not be allowed to take Rifle and Shotgun Merit Badges but are welcome to come by during open times.

Other Shootings Sports Programs:

Paintball Range... Hone your skills at shooting at targets along a trail with up to 5 other shooters. You will go out with a guide on this paintball course, be loaded with 100 rounds of ammunition in a paintball gun and be ready to take out your target. All shooting will be at targets only, anyone caught aiming or shooting at another person will be sent home immediately. Open on Monday thru Thursday from 4-5pm and Monday and Thursday from 7:15-8:30pm. Cost is \$6.00/100 rounds.

Leader Shoot... Tuesday night, all leaders over 18 are invited to come out and shoot at the Rifle range.

Open Shoot Times and Fees... May be done either individually, as a patrol or as a troop.

Open Shoot:

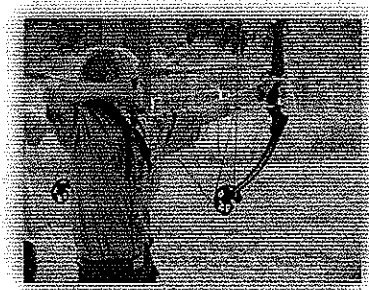
Open Shoot is from 4:00pm to 5:00pm daily and 7:15pm – 9:00pm Monday and Thursday

Open Shooting is also offered on Wednesday night but will not count for merit badge qualifiers.

Shotgun Range	\$0.40/shot (purchase ticket at the Trading Post) **Limit of 20 shots per card, Limit for Adult Shooting is 20 shots per open period
22 Rifle Range	Cost is included in camp fees
Archery Range	\$3.50 charge for a lost/damaged arrow
Paintball Range	\$6.00/100 rounds (purchase ticket at the Trading Post)

Range Orientation

Anyone new to shooting and First year Scouts should attend the range orientation on Monday at 1:30 PM at the ranges. This orientation gives Scouts the general rules of the range and is required to be able to use the range later in the week.



TRAIL TO THE EAGLE AREA

The Trail to the Eagle Program, located with the Starting Place, is the key area for advancement from Scout to Eagle. First year Scouts can come down and take part in our classic T-2-1 Area, and older Scouts can take Eagle Required Merit Badges and other advanced merit badges to further their quest to Eagle.

Merit Badges Offered:

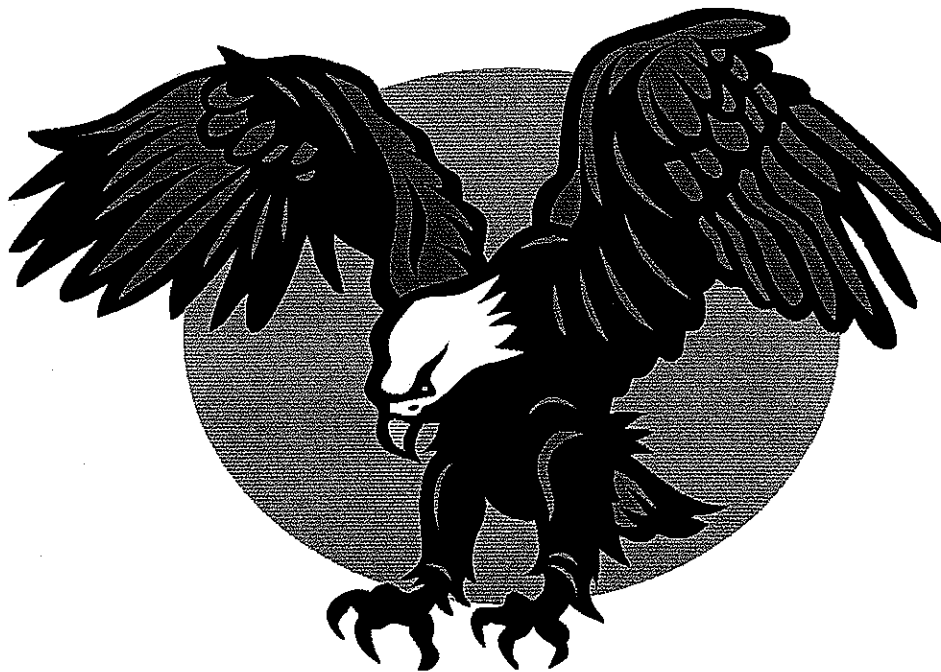
- Communications (T21) • Citizenship in the Nation (T21) • Citizenship in the World (T21)
- Personal Management (9:00 at Frontier, 11:00 at Loftus)

ADDITIONAL MERIT BADGES

Take part in some additional merit badges at Camp Frontier this summer to expand your horizons.

Merit Badges Offered:

- Bugling (chapel) • Crime Prevention (DH) • Public Speaking (chapel) • Photography (Frontier HQ)



THE STARTING PLACE

EXCITING INTERACTIVE FIRST YEAR ADVANCEMENT AREA & RESOURCE CENTER

This area is a resource center for you to help your younger Scouts work towards most of the requirements for their Tenderfoot, Second Class and First Class ranks.

To enter the area, staff must be present and all Scouts must have a leader/SPL/Troop Guide with them.

General Area Information

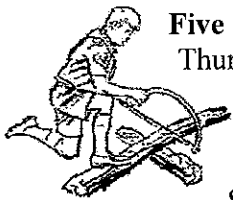
- Drop-in area during open program time, flexible in almost every aspect.
- Younger Scouts can work on rank requirements and still participate in the merit badge program.
- Scoutmasters, Troop Guides, SPL's &/or ASPL's teach Scouting skills
- We provide the area and equipment to facilitate instruction.
- We will have a staff member available to aide you with Scout instruction from 2:00-5:00pm.

Attributes of the Area

- Customized, personalized instruction and team building.
- You choose when to work on T21 requirements, and which ones to work on.
- If you have an older Scout who only needs to work on a few of his rank requirements, you may choose to work with him during his "free" time one day. He can still be signed up for merit badges.
- First year Scouts are able to take a merit badge class, because you can plan their rank requirement sessions around the merit badge scheduling.

New for '11

Starting Place Outpost: 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.



Five Mile Hike: The five mile hike will be lead by a member of The Starting Place Staff on Thursday morning at 10:00

Tenderfoot Rock: Thursday at 1:00pm, Scouts can come to Tenderfoot Rock outside of Frontier Headquarters. Scouts will light fires using flint and steel. This is open to all Scouts.

Recommended Merit Badges for First Year Scouts:

Basketry
Mammal Study
Nature

Art
Indian Lore
Fishing

Leatherwork
Swimming
Fire Safety

- Try to sign up for ONE that is not too complex, then each Scout will have a sense of accomplishment and come home with a merit badge AND rank advancements complete. Do not allow camp to become another session of school by having Scouts sign up for a full load.
- You have a better Scout troop because YOU trained them, and you know they know it, and you know their strengths and weaknesses, and you know the Scouts.

Frontier ATV Adventure

The use of ATVs has been approved for this location only.

Step into the New Frontier & experience Frontier ATV Adventures. Camp Frontier is proud to be one of three camps in the nation to offer this pilot program in 2010 and is happy to offer it again. Become a part of the ATV Safety Institute of America (ASI) Safe Rider Coalition. As a part of this program you will complete several trail rides, practice tread lightly skills and complete a conservation trail project and earn the ASI rider course certification. Be a part of the newest program offered to the Boy Scouts of America at Camp Frontier.

Download a permission slip from <http://www.psrweb.org/ATV.html>, a parent's signature is required; form must be turned in by the two week leaders meeting.

Real Value of the Course:

For youth 14 and 15 years old, the ASI course alone would be \$55.00, for youth 16-17 and adults age 18 and beyond, the course is valued at \$150.00. In addition, renting an ATV at most locations costs around \$185.00 for 8 hours of riding time.

Course Requirements

Cost: \$55 Age: 14 and up

Class sizes are limited, Act Fast!

Classes

Session 1: 9-11am

Session 2: 11-12pm, 2-3pm

Session 3: 3-5pm

Required Equipment list

- Long pants
- Long sleeve Shirts
- Boots that cover your ankles
- Gloves (riding, mechanics, etc.)
- A Desire to have fun!!!
- Bandana (for a helmet liner)



FRONTIER TRADING COMPANY

Scouts will be given the opportunity to explore their abilities and challenges themselves in the ways of the pioneers. Conditions on the frontier required certain qualities from these bold individuals: strength enthusiasm, an adventurous and restless spirit, and a curiosity for the unknown.

If an older Scout (at least 14 years old or has completed the 8th grade) would like to try a new experience at Camp Frontier, sign up for the Frontier Trading Company. Scouts who sign up for this activity will attend this program 2:00 P.M. - 5:00 P.M. Daily, leaving the option of any morning Merit Badge. This program includes a Thursday night outpost to River Run Rendezvous.

Participants in this program will travel back in time and will be spending their day living and working in the 1700's. Frontiersmen will be challenged with a range of activities from tomahawk throwing, to blacksmithing, wood working, period cooking and much more. There will be an outpost on Thursday night that will take participants along the winding animal trails to a site far in the woods where frontiersmen will spend a night under the stars.

Merit Badges Offered:

American Heritage • Indian Lore • Textiles

Other Program Opportunities:

The site will be open after 4:00 P.M. for visitors and non-participants to come and enjoy our period campsite and activities. Campers will be able to make and take home items such as pewter creations, wooden mallets, branded log cookies, and other projects. There will be an opportunity for troops to sign up and spend a fun filled evening learning and participating in the life and activities of fur trappers in the 1700's. Some open area activities may have additional fees. These expenses will be handled at the trading post.

During the open area time there will be competitions held on Monday, Tuesday, and Wednesday night to test individual's and troop's skills at fire building, tomahawk throwing, and two man sawing. These competitions will start at 8:00 P.M. and end at 9:00 P.M.

There will be a night hike on Monday evening open to all campers. It will be a chance to enjoy the night at Camp Frontier as many of the original pioneers did, walking by the guide of the moonlight paths and listening to the sounds of the woods.

Outpost:

Indian Lore outpost... Please see Outpost page 23.