

# Frontier!

The Frontier! Program is designed specifically for scouts who are new to the Scouts BSA program!

The format of the program each day is modeled after an ideal meeting. All Frontier! participants will be grouped with Scouts from other Troops to form patrols and the “Frontier Troop.” Patrols will elect Patrol Leaders each day, make a flag to show unity and spirit, and do all sorts of things together. Fun and learning is the name of the game!

The Frontier Troop will spend each day learning about and experiencing the basic outdoor and Scouting skills. Because of the large volume of material to be covered, it is highly recommended and encouraged that Troops retest and review skills – before and after – which are learned in Frontier

Frontier! Scouts should always carry a water bottle, rain gear, and other supplies needed for that day in a personal daypack. Be Prepared!

On Friday, Frontier! participants will take part in their biggest challenge yet. A 5-mile hike that incorporates skills learned throughout the week! The hike also includes a trail lunch, a visit to the top of a mountain, a pass through a secluded swamp, and a tour of the Reservation! Scouts will get to explore Camp Bell!

You’ll never forget this!

## ***SCOUTS WILL BE INSTRUCTED IN THE FOLLOWING:***

Scout Requirements: 1a, 1b, 1c, 1d, 1e, 1f, 2, 2a, 2b, 2c, 2d, 3a, 3b, 4a, 4b, 5.

Tenderfoot Requirements: 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 7a, 8.

Second Class Requirements: 1b, 2a, 2b, 2c, 2d, 2f, 2g, 3a, 3b, 3c, 3d, 4, 5a, 5d, 6a, 6b, 6c, 6d, 6e, 8a, 8b, 9a.

First Class Requirements: 1b, 3a, 3b, 3c, 3d, 4a, 4b, 5a, 5b, 5c, 7a, 7b, 7c, 7d.

Totin’ Chip, Firem’n Chit, and the Outdoor Code will be taught, also.

**Griswold Scout Reservation does not sign off on scout rank requirements. It is expected that the Scoutmaster reviews these requirements with the scout to ensure they have completed the requirements.**