

THE FRONTIER PROGRAM



OF **CAMP CROOKED CREEK**
LINCOLN HERITAGE COUNCIL
SCOUTS BSA



WHO ARE THE FRONTIER SCOUTS?

Outdoorsmen and Adventurers
Camp leaders and advanced campers
The rough, the tough, and the ready
Examples and leaders in the Troop and Crew

The Frontier Program is an in-camp program for Scouts who can prove they have what it takes in the out-of-doors. It is divided into three stages. Those who are aspiring but have not yet completed it are called "City Slickers."

Pioneers are members who have filled the basic requirements and have learned the Outdoor Code.

Trappers are members who have filled the requirements beyond Pioneer and have shown that they can live the Frontier Code.

Mountainmen/woman or Mountaineer have been honored by the Frontier Program for their attitudes and skills and are selected by the Mountain Man Council. They are the toughest of all, and they must prove it through various tests of skill and knowledge.

The basic requirements are listed on the following pages. There are no timed requirements. Only one advancement can be earned each week, but a Scout may advance as much as he or she is able during a single summer.

All basic Scoutcraft skills must be completed before the Rendezvous.

Special Programing for Frontier Program

Service Project

(Tuesday)

Pioneering Project

(Wednesday)

Overnight Rendezvous

(Meet Thursday; you will return Friday morning)

FRONTIERSMEN CADENCE

The cadence is sung by the brigade during the rendezvous. All members of the brigade can sing the chorus & City Slick verse. While the Pioneer, Trapper, & Mountaineer verses may only be sung by those who have earned the respective claws.

Opening Verse

Heidi Heidi Heidi ho
Willy Willy Willy wo
Lift your eyes unto the sky
The Frontiersmen are passing by

Chorus

Leader: Am I right or wrong?
Brigade: You're right!
Leader: Am I weak or strong? (*Am I smellin' strong*)
Brigade: You're strong!
Leader: Sound off!
Brigade: One, Two
Leader: Sound off!
Brigade: Three, Four
Leader: Bring it on down!
Brigade: One, two, three four/ One two... three, four!

City Slick Verse (all sing)

Don't know how to use an axe
Survive outside, or pack a pack
Can't start a fire by rubbing two sticks
That's why they're called the City Slicks.

Pioneer Verse

Slept up on the hill last night
Without a pack and without a light
Rough and tough beyond our years
That's why we're called the Pioneers.

Trapper Verse

Trappers go farther than Pioneers
Breaking in them new Frontiers
Tracking and trailing the hills at night
Without a guide and without a light.

Mountaineer Verse



THE FRONTIER PROGRAM

The Frontier Program was started at Camp Maple Dell during the summer of 1977. The program was organized and developed during the summer of 1978. The major reason for beginning the program was to promote real outdoor adventure at camp and growth of individual scouts. The Frontier Program was brought to Ohio in 1980 and has continued to aid camps for more than 40 years.

It has five main purposes:

1. **To build camp spirit:** The Frontiersmen or Scouts aspiring to become a Frontiersman will work with other Frontiersmen and generate a group spirit that will spread through the camp and their troop or crew.
2. **To teach scouting skills in an adventure situation:** The Frontiersmen can perform many outdoor skills and use them in real situations. They are an adventure rather than a chore and they increase the Scout's capabilities.
3. **To provide a program for older Scouts:** Many Scouts who come to camp for a second or third year are looking for something new and exciting to do. The Frontier Program is designed with the more advanced scout in mind.
4. **To increase troop resources:** The troop or crew will gain from the Frontiersman's experiences as that individual shares his or her enthusiasm and skills with them.
5. **To build leadership and self-confidence:** Frontiersmen find they actually have the ability to meet real challenges. They build leadership as they share this confidence with others.

THE FRONTIER CODE

Each Scout who becomes a Frontiersmen is expected to live by this code when they becomes a Pioneer. The three parts of the code represent three things that one can always count on a Frontiersman for:

Respect the Out-Of-Doors

A Frontiersmen recognizes the balance of nature and respects it. They are at home in the out-of-doors. They realize that not all people share these feelings for it and, therefore, must often compensate for them.

Be Self Reliant

A Frontiersmen can always depend on themselves, not only in the out-of-doors, but in all they do. They recognize that others have things to offer that are of value, but they do not depend completely on anyone other than themselves. They are ready in every way – physically, mentally, and emotionally –to operate completely on their own should the need arise. They are even prepared to take a stand against that which they know to be wrong, after considering all sides; often meeting social opposition.

Keep Your Word

A Frontiersmen realizes that their word is more valuable than any tangible possession. They are conscious that no matter what else they lose, they have lost nothing if they still have their honor. They are aware that a simple "I will do this" is as binding to them as a formal oath or promise.

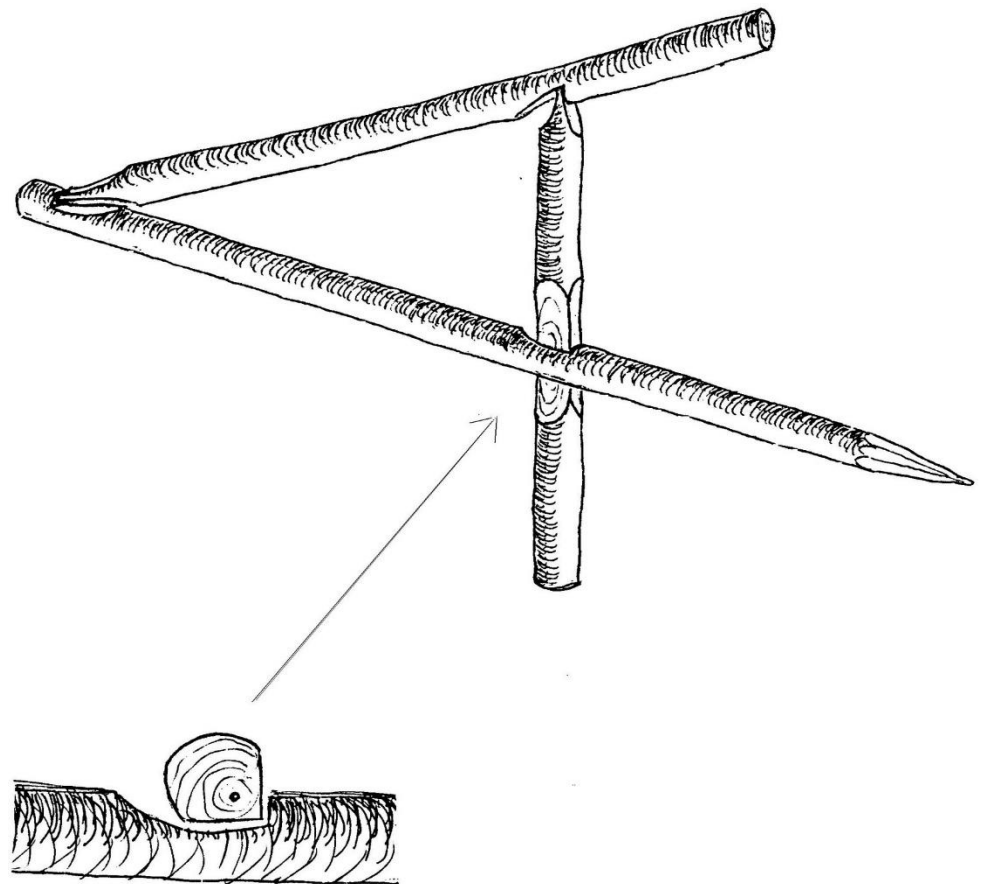
HISTORY OF THE WESTERN FRONTIER

Long ago, most of the American continent was populated only by plants, animals, and Native Americans. Then various European explorers, spanning several centuries, discovered different parts of this "New World," leading to its settlement by thousands of eager men & women. The Spaniards went into South American and the southern parts of North America. The French penetrated the northern part of the continent around and above the great lakes and parts of the southeast. The English settled on the east coast. These hardy pioneers prepared the way for the civilization that we know today.

It wasn't until the early 19th century that the United States began the push west of the Missouri River. Lewis and Clark were sent by the government to explore this wilderness. John Colter, a member of this expedition, decided at the end of the journey not to return to the settlements with the rest. Instead, he returned to the mountains to trap the wild game that was abundant in the area. He has been considered by many to be the first mountain man. His wanderings took him into the Rocky Mountain, over the continental divide, and into such places as Jackson Hole and Yellowstone.

Others followed after him. The fur trade was just beginning to take hold in the west, and many enterprising men organized fur companies. One such fur company was the famous company organized by William Ashley and Andrew Henry. They started in St. Louis with a group of men who later became some of the most famous mountain men of all time: Jedediah Smith, Jim Bridger, David Jackson, Bill Sublette, Jeremiah Johnson, and others.

These men trapped their way into the Rocky Mountains, discovering lakes, rivers, mountains, deserts, and other features for the first time. They started first as large groups and later split into smaller parties. Finally, it was found that they could do more alone, so many of these trap-pers worked by themselves in the mountains, earning the name of Mountain Men.



MOUNTAINMAN/WOMAN OR MOUNTAINEER

The Mountaineer award is given by the Frontier Council to Frontiersmen in recognition of their skills and attitudes developed in the out-of-doors and manifests in everyday activities. This award is given to those Frontiersmen who make the Frontier Code an important part of their lives. The Mountaineer is a test of maturity and goes beyond frontier skills. Not every Trapper will be awarded the Mountaineer. It is not a successive step of the Frontier Program; rather, it is an award given to exceptional individuals.

1. Be a Trapper
2. Receive a letter from the Frontier Council inviting you to earn the Mountaineer Award. Requirements will be sent along with the letter.

NOTE: The Mountaineer is no piece of cake! You will be severely challenged – so be prepared physically, mentally, and emotionally.



The frontier was rugged and fierce. It was full of hostile Indians, wild animals, and cruel weather. However, these mountain men were able to live at home among them. Many of them were taught mountain crafts by their Native American counterparts and lived among them in peace.

The mountain men lived in the Rocky Mountains before any other settler. Later, they led the pioneer settlers safely through the mountains, helping them develop the skills the pioneers needed to survive.

Today, there are some who are afraid of their own country. We city slickers drive on blacktop roads and look at the mountains through our windshields; admire their beauty and hurry back to the comforts of our home.

But the frontier lives on! Many of the city slickers are turning to the mountains as in the days of the old frontier. Most do not adapt well to the out-of-doors. However, a few begin as pioneers of old, learning about and adapting to it. Then they become more and more independent as the trappers did. They leave the security of their pioneer groups and settlements to make their own way through the wilderness with their companions. Finally, after much experience, they become mountain men, independent from the securities of today's society and happy to be alone in the beautiful, rugged out-of-doors. The law of the old frontier becomes an added standard for them: respect the out-of-doors, be self-reliant, and keep your word.



PIONEER REQUIREMENTS

These requirements must be approved by and appropriate staff member or an authorized Trapper or Mountaineer. Requirements with ♣ are to be initialed by your Scoutmaster, Advisor, or SPL. **All requirements must be completed by Thursday, or you will not be allowed to attend the Rendezvous.**

- _____ 1. ♣ Be at least 12 years old.
- _____ 2. ♣ Be at least a First Class Scout. (This requirement is waived for adults 18+ & crews. However, they must be able to perform all 1st class Skills. See the Brigade Commander to pass this requirement.)
- _____ 3. ♣ Obtain permission from your Scoutmaster (or Advisor) and SPL (or President) to become a Pioneer and attend a rendezvous.
- _____ 4. Participate in a camp service project approved by the Frontier Council.
- _____ 5. Complete the following Brown Sea Island Frontier Skills:
 - _____ A. Earn the Firem'n Chit.
 - _____ B. Join the 7 Knot Club.
 - _____ C. Tie a square, diagonal, and shear lashing.
 - _____ D. Earn the Totin' Chip.
- _____ 6. Start a fire using flint & steel, a hot spark, a magnifying glass, or a bow drill.
- _____ 7. Identify 5 wild edible plants and explain how each is prepared and eaten
- _____ 8. Make your own primitive fishing gear & demonstrate how it is used.
- _____ 9. Participate in a pioneering project with the Frontiersmen.
- _____ 10. Make a possibles pouch
- _____ 11. Demonstrate how to pack and roll a bedroll. It should include everything you'll need for the Rendezvous.
- _____ 12. Participate in an overnight Frontiersmen Rendezvous. You will need an improvised pack, bedroll, possibles pouch, and something to start a fire (NO MATCHES OR LIGHTER.) DO NOT BRING FLASHLIGHTS!!
- _____ 13. Improvise a shelter using a poncho, plastic, or natural ground cover

Note: All skills must be demonstrated with proficiency. They must be complete, not just close. Do not expect an instructor to show you how to do something and then approve it. You must do it yourself. Trappers who have been authorized by the Frontier Council to teach and sign off certain skills may only sign off those skills that they have been authorized to approve.

TRAPPER REQUIREMENTS

These requirements must be approved by an appropriate staff member or a Mountaineer. Requirements with ♣ need to be signed off by your Scoutmaster, Advisor, or SPL.

All requirements must be completed by Thursday.

- _____ 1. ♣ Be a Pioneer.
- _____ 2. ♣ Be at least 13 years old.
- _____ 3. ♣ Be at least a Star Scout. (This requirement is waived for adults 18+ & crews. See the Brigade Commander to pass this requirement.)
- _____ 4. ♣ Obtain permission from your Scoutmaster (or Advisor) and SPL (or President) to become a Trapper and attend a rendezvous.
- _____ 5. ♣ Earn Wilderness Survival and any one of the following merit badges: Pioneering, Camping, Hiking, Soil & Water Conservation, Mammal Study, Cooking, Lifesaving, or Emergency Preparedness.
- _____ 6. Know and live the Frontier Code.
- _____ 7. Complete the following Brown Sea Island skills:
 - _____ A. Tie a bowline on a bight, rappel seat, and a Fig.8 knot
 - _____ B. Know how to find your way at night.
 - _____ C. Set up and identify 5 trail signs.
 - _____ D. Build alone a pioneering project for practical use, using at least 4 different lashings.
- _____ 8. Start a fire using either flint & steel or a bow drill
- _____ 9. Develop the following Nature skills:
 - _____ A. Identify 5 wild animal tracks.
 - _____ B. Identify at least 10 wild edible plants. Prepare and eat at least 3 of them.
- _____ 10. Make & decorate an item using leather or beadwork (ex. Headband, knife sheath, medicine bag, etc.)
- _____ 11. Help supervise a service or pioneering project approved by the Frontiersman Council.
- _____ 12. Participate in the other project that you did not help supervise in requirement 12 (or help supervise as needed)
- _____ 13. Interest at least 2 city slickers into becoming pioneers. Teach and assist them in pioneer skills.
- _____ 14. Demonstrate how to set a deadfall snare, describe where you would set one. Do not catch anything with your snare.
- _____ 15. Participate in an overnight Frontiersmen Rendezvous, and...
 - _____ A. Prepare a ground bed using blankets.
 - _____ B. Guide a group of pioneers in the dark.
 - _____ C. Build a survival shelter for 2 people using natural materials.