

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.

	NAME	RANK	SCOUT SKILLS	ECOLOGY	SWIMMING	SCOUT SPIRIT	PROGRAM AREAS
FIRST AWARD	Fox	Scout	Have earned: Totin' Chip & Firem'n Chit	Identify 10 plants and attend an astronomy viewing*	Pass the beginner test	Participate in mealtime and flag activities (Scoutmaster signature)	Visit each program area.
SECOND AWARD	Beaver	Second Class	Earn two Merit Badges (at camp), completion of camp-wide orienteering course	Identify 10 animals, and 5 constellations	Pass the swimmer 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 AWARD	Starfire	First Class	Plan and complete a short (2-5 mile) hike approved by COSA Director. †	Attend an Ecology hike or go on an Ecology outpost	Complete Swimming MB†	Pick up 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 AWARD	Eagle	Star	Build a medium-sized pioneering structure project at COSA.	Assist and complete two 1-hour environmental service projects at Camp	Attend canoeing outpost	Attend an Outpost	Volunteer in an area of your choice for at least 2 hours
FIFTH AWARD	Frontiersman**	Life	Complete Paul Bunyan Training while at camp.	Lead two 1-hour environmental service projects at camp	Earn paddle craft safety or swimming/water rescue	Help Scouts advance in rank through summer camp.	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 Sport