

NEW FRONTIER PROGRAM

Yawgoog's New Frontier program has two distinct yet complementary aspects. First, New Frontier acts as Yawgoog's primary resource for first-year campers. From a "Get Acquainted" hike around camp proper to a survey of Camp Yawgoog's flora and fauna, those new to camp will benefit from programs offered at New Frontier. Second, the New Frontier program is designed to supplement the camp's merit badge program with rank advancement. Most of the skills needed for Tenderfoot, Second Class, and First Class are taught here. Instruction is available in everything from first aid to orienteering and knot tying to patrol menu planning.

New Frontier offers each Basic Skills Instruction session twice per week (once in the morning and once in the afternoon) so a Scout can easily work advancement into his daily schedule. If a Scout requires extra assistance learning specific skills, or just wants to improve the ones he has, he can opt to attend an Open Workshop held on Wednesday and Friday evenings at 7:00. No sign ups are necessary - all a Scout has to do is show up.

At the New Frontier program we teach the skills needed for completion of requirements needed from Tenderfoot through First Class, but it is still the responsibility of the Troop leadership to test the Scout and sign off on the requirement in the Scout's handbook. At the end of the week Scouts will be given a personal report of what sessions were attended.

The New Frontier program is located in the Campcraft Center located in Sandy Beach. We ask that Scouts arrive on time for the sessions. Scoutmasters, if you are escorting a large number of Scouts, we ask that you be willing to stay and help with signing Scouts in and maintaining order.

All aquatics requirements will be done at the waterfronts during Benefit Swim, Monday through Friday, from 2:00 to 3:30.

Attendance is not required at all sessions. A Scout can pick and choose what sessions to attend.



Requirements Taught at the New Frontier Program

Toten' Chip & Fireman Chit:
Scout 5, Tenderfoot 3d, 2nd Class 2b

Map and Compass:
Second Class 3a, 3b, 3d
First Class 4a, 4b

Campfires and Stoves
Second Class 2a, 2b, 2c, 2d

Wild Plants and Animals:
Tenderfoot 2c
Second Class 2a, 2b, 2c, 2d

Flad Etiquette
Scout: 1a, 1b, 1c, 1d, 1e, 1f
Tenderfoot: 7a

First Aid 1:
Tenderfoot 4a, 4c
Second Class 6a, 6c

First Aid 2:
Second Class 6a, 6c, 6d
First Class 7a, 7b, 7c

Knots and Lashing:
Scout 4a, 4b
Tenderfoot 3a, 3b, 3c, 8
Second Class 2f, 2g
First Class 3a, 3b, 3c, 3d

Safe Hiking/Buddy
Tenderfoot 5a, 5b, 5c
Second Class 4b,

Leave no Trace principles: Ask your PC or set up a time with the Camp Craft Staff

All swimming reuirements can be done during Benefit Swim at your waterfront

NEW FRONTIER SCHEDULE

Time	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
9:00 to 10:30	XX XX	First Aid 1	Campfires and Stoves	Wild Plants	Knots and Lashings	Knots and Lashings
10:30 to 12:00	XX XX	First Aid 2	Knot and Lashing	First Aid 1	Campfires and Stoves	Flag Etiquette
2:00 to 3:30	Camp Tour	Safe Hiking	Wild Plants	First Aid 2	Map & Compass	XX XX
3:30 to 5:00	Flag Etiquette	Map & Compass	Flag Etiquette	Safe Hiking	Wild Plants	XX XX
7:00 to 8:00	XX XX	Totin' Chip & Fireman Chit	Totin' Chip & Fireman Chit	Map & Compass	Totin' Chip & Fireman Chit	XX XX

At the New Frontier Center we offer all Scouts the opportunity to work on all skills required to reach First Class. Scouts need not sign up for the entire week nor a complete time slot. Scouts can pick and choose which sessions to attend. Scouts attend whichever section that most fits their needs. We do not sign off on any rank requirements, we only teach those requirements and then the Scout must demonstrate what he has learned at the Troop level. See page 55 for Tenderfoot, Second Class and First Class Requirements covered at the New Frontier Program.

