**Bushcraft the Frontiersmen Method Adventure Week Track 1/Track2/Track 3/Track 4(Week 1 Only)**

**Bushcraft the Frontier Method Adventure Track 1**

Age Rank Requirement. You must be age 13 and 1st Class Rank.

Life like learning the ways of the frontiersmen of the 1800s fur trade. A living history program.

Program Overview - Go back in time and live in the days of the 1840's. Learn the skills and ways of the early settlers and explorers in this week long rendezvous. You will learn primitive cooking skills, fire building, archery, camp craft and native lore. You will learn how to make candles and candle lanterns. This program is designed for older Scouts who are looking for a unique experience. Scouts in this program will not be camping with their unit. The Bushcraft program will have its own outpost campsite. Scouts in this program will reunite with their troop at end of the week. Due to the restrictions for shooting sports restrictions and the physical/mental demand of this program Scouts must be at least 13 years old(as of July 9th, 2017) and First Class Rank for Track 1

**Bushcraft the Frontier Method Adventure Week Track 2**

Age Rank Requirement. You must be age 14 and 1st Class Rank.

Life like learning the ways of the frontiersmen of the 1800s fur trade. A living history program.

Program Overview - Go back in time and live in the days of the 1840's. Learn the skills and ways of the early settlers and explorers in this week long rendezvous. You will learn primitive cooking skills, blacksmithing techniques. You will have the opportunity to make musket balls and shoot black powder rifles. You will learn how to make a backpack basket. This program is designed for older Scouts who are looking for a unique experience. Scouts in this program will not be camping with their unit. The Bushcraft program will have its own outpost campsite. Scouts in this program will reunite with their troop at end of the week. Due to the restrictions for shooting sports restrictions and the physical/mental demand of this program Scouts must be at least 14 years old(as of July 9th, 2017) and First Class Rank for Track 2

**Bushcraft the Frontier Method Adventure Track 3**

Age Rank Requirement. You must be age 15 and 1st Class Rank and have completed at least Bushcraft 1 or Bushcraft 2.

Life like learning the ways of the frontiersmen of the 1800s fur trade. A living history program.

Program Overview - Go back in time and live in the days of the 1840's. Learn the skills and ways of the early settlers and explorers in this week long rendezvous. Scouts who completed Track 1 or 2 and be at least 15 years old and 1st class Rank may register for Track 3 where they will have the opportunity to explore woodworking skills and learn some basic shipwright skills. You will have the opportunity to learn how to construct from scratch a three person skiff. You will also have the opportunity to work on completing any partial badges from Track 1 or Track 2 and will also learn more advanced living history skills. This program is for experienced and mature campers only. Please note that although you will earn a partial in Woodworking merit badge this program track is not a merit badge based program, rather an experience based program.

**Bushcraft the Frontier Method Adventure Track 4**

Age Rank Requirement. You must be age 16 and Star Rank and have completed at least Bushcraft 1 or Bushcraft 2.

Life like learning the ways of the frontiersmen of the 1800s fur trade. A living history program.

Program Overview - Go back in time and live in the days of the 1840's. Learn the skills and ways of the early settlers and explorers in this week long rendezvous. Scouts who completed Track 1 or 2 and be at least 16 years old and Star Rank may register for Track 3 where they will have the opportunity to explore a more rich and deeper understanding of the fur trades of the 1840s. More information to be announced soon. Please note that this program track is not a merit badge based program, rather an experience based program.

Earn: TBA

**Advancemen**t – Scouts in this program will gain a lot of knowledge about how different life was during the 1840’s. Scouts in **Track 1** will work on Archery(Long/Recurve Bow Track) Merit Badge, Leatherwork Merit Badge and Indian Lore Merit Badge. Scouts in **Track 2** will work on Rifle Shooting(Black Powder track) Merit Badge, Black Powder shooting, Basketry Merit Badge and Metal Work Merit Badge. **Track 3** will earn a partial in Woodworking. **Track 4.** May earn partials in various badges TBA. This program offers experiences the Scouts will find more rewarding than the merit badges they will earn. If you already have several of these merit badges don’t let that stop you from participating in the Bush Craft Adventure. All Scouts may also have the opportunity to earn the Bushcraft Award.

For up to date information please visit the official Bushcraft Facebook Website at : https://www.facebook.com/Bushcraftcampbomazeen/