

Your Adventure Awaits

Every week at Swift is packed with great program at a Venturing specific camp.

- Challenge Course
- Water Skiing
- Sailing
- Mountain Bikes
- Tubing
- Horse Trail Rides
- Huck's Cove: S~F's own Waterpark
- Shotguns, Rifles, Archery, and more
- Climbing and Rappelling on Natural Cliffs
- Canoeing
- Kayaking
- Standup Paddle Boards
- Swimming

And those are just the things you can do during the day! Each week also has a theme week, where you can do even more.



How Do We Get Signed Up?

Registration for 2014 is open now. Crews and Ships get first priority. Troops and can register beginning January 1. To reserve a slot is \$25, and the rest is due before camp. Pay by camper savings on May 1, and you'll get an early payment discount. A provisional (individual) signup will also be available beginning January 1. At most, 4 youth from one unit may signup for provisional.

How are Activities Organized?

Some larger group activities such as the High Ropes Course or overnights such as spending the night on Castle Rock are scheduled for a specific time for the entire crew or troop. However, the rest of the time spent at Swift is up to the you.

Campers sign up individually to participate in water skiing, tubing, kneeboarding, mountain biking or horseback riding.

Campers may participate in archery or rifle shooting whenever the range is open. The waterfront is open in the morning and afternoon for swimming, canoeing, sailing, kayaking, stand up paddle boards and more.

Or you can chose to hang out on your campsite, explore the 5,200 acre property, or sit on the beach with friends. It's up to you!

In addition, nightly whole camp activities are planned including campfires on Sunday and Friday, a dance on Friday, and more...

FOR MORE INFORMATION:

SWIFT.STLBSA.ORG
VENTURING.GSLAC.ORG/SWIFT

John S. Swift Base Venturing Camp



Summer 2014

June 15 - June 21

June 22 - June 28

July 6 - July 12

Greater St. Louis
Area Council, BSA



Every Week is a New Adventure!

Swift 2014 will be a different adventure every week. During these weeks you can still do all the traditional Swift activities, but you can also choose to participate in some of the other great activities we've got going on.

June 15-June 21 Past, Present, Future

June 22-June 28 Sea Scout and Pirate Invasion

July 6 - July 12 Are You Tough Enough?

During these weeks we'll have experts supplementing the Swift staff, and we will be bringing in extra equipment for these programs. Imagine the waterfront full of sailboats, or taking a climb on a natural rock face-- at night. Now you've got it. Swift 2014--Your Adventure Awaits.



Can't come with your unit? --No Problem

Whether your unit is coming to camp or not, you can still have the fun of Swift. We'll be bringing back the provisional option in 2014, with signups starting in January 2014. *Note: At most 4 youth from a unit may do provisional without a leader.*

Past, Present, Future June 15-21

This week has got a little bit of history, a little bit of technology, a little bit of arts and crafts, and a whole lot of fun.

Start out the week with one of the most popular programs at Swift, the historical reenactors. Learn historical crafts, trades, and cooking. Then see if you can find similarities with present day STEM activities as we explore technology and engineering in ways never before seen at camp. Rounding out the week will be some fun with trades such as welding, metalworking, and blacksmithing you may have never done before.



Sea Scout/Pirate Invasion June 22-28

For one week every year at Swift, the aquatics area becomes home to the Swift Fleet, and 2014 is no exception. In fact, the Sea Scouts are bringing boats so big you don't just sail them, you crew them. Plan for some great sailing, some terrific races, and just out and out aquatics adventure this week.

But watch out, rumor has it the pirates are invading this week too. Expect some friendly competition between the Sailors, Pirates, and even the Landlubbers. Question is, who will be walking the plank by the end of the week?

Are You Tough Enough? July 6 - 12

Think you've got what it takes for outdoor survival? Ready to take on multiple challenges to prove your skills? Then this week might just be for you. We'll put you to the test with wilderness survival, land navigation, search and rescue, and emergency preparedness. And every good outdoorsman (or woman) must know how to shoot with the best of them, so this week we're bringing back some of the big guns, pistols, archery, and shooting challenges! Finally, one last skill you should know as an outdoorsman is fishing, so grab your poles and join us.

And even if you're not an expert, that's ok. We're bringing the experts in these fields to make sure you can survive. Expert or Novice, are you up to the challenge? Build your shelter, catch some fish, get lost and found in the woods, and we'll see if you are tough enough.



Venturing NYLT

We've got one more adventure up our sleeves. How's a week of backpacking and canoeing around the 5200 acres of S~F Sound? Combine that with a great week of youth leadership training, and you've got Venturing NYLT. National Youth Leadership Training -- Venturing Edition returns in 2014.. Come out and enhance your leadership skills in a challenging outdoor setting.

July 20-July 26 Pack 'n Paddle