

# Freedom Vehicles

## Living History Military Adventure Park

Initial Plan  
Updated 2-23-2017

The purpose of this document is to outline the goals of the Freedom Vehicles' Living History Military Adventure Park and to communicate to potential donors, stakeholders and the public these goals so that we can build a network of volunteers and begin raising funds and support to move this project forward as a successful venture.

The objective of the Freedom Vehicles' Living History Military Adventure Park is to help visitors appreciate and be willing to defend the freedoms that have been provided to them through the sacrifices of many in the last century. Within several distinct areas of the park visitors will have the opportunity to have a meaningful, emotional, life changing, and fun experience while learning about the history and technology of the United States Armed Forces and what our brave soldiers have done to protect freedoms throughout the world.

The Adventure Park will represent all major U.S. conflicts in the 20<sup>th</sup> century from the front lines to the home front. The activities will enable visitors to get to know the people and the situations that occurred during each conflict.

The development of the Park will happen in several phases however this document will present a long term plan and then address each phase of park development.

- Honorarium: In order to achieve the long term desired behaviors it is critical for visitors to have a powerful emotional response when entering the park and then to re-access that response throughout their time at the park. The honorarium is the first step, helping visitors feel empathy for those who have defended our country.
  - Circle of Flags: Immediately after entering the Adventure Park, visitors will be encircled by a ring of flags that represent all branches of military service with a U.S. flag flying at the center. Below the U.S. flag on the same pole will be a title of liberty which denotes what the U.S. flag represents "In memory of our God, our religion, and freedom, and our peace, our wives and our children. " Each pole will be accompanied by a plaque describing that military service.
  - Memorial Wall: The Honorarium will include a series of walls that contain the names of all the local fallen soldiers from that conflict, these may be digital screens encapsulated in the wall that scroll and have pictures and stories in addition to listing all the names. If possible we will list every fallen soldier from the entire conflict.
  - Soldiers Cross: The Honorarium will include a Soldier's Cross placed immediately below the U.S. Flag along with a monument that explains the Soldiers Cross, how it is made and what it represents.
  - Memorial Garden: Flowers and plants of types applicable to each military branch will be planted in gardens intermingles with the wall, the flags, and the monuments. Plaques will teach what they all are and what they represent.
  - POW / MIA Camp: A special part of the Honorarium will be dedicated to the POW / MIA members of our armed forces. This area will use media, artifacts, and architecture to teach visitors about the special sacrifices of those soldiers who are/were Prisoners of War or Missing in Action.
- Conflicts: As visitors exit the Honorarium they will have the opportunity to enter each of five (WWI, WWII, Korea, Vietnam, Desert Storm) conflict exhibits. These exhibits will be authentic representations of those conflicts. As visitors enter the walk that guides them to each conflict they will walk back in time seeing what it was like in each of the major

U.S. conflicts of the 20<sup>th</sup> century. Each of these exhibits will be hands on displays where visitors will take on the role of real people from our past.

- WWI: The World War One area of the Adventure Park will help visitors understand that the technology used in this war was only partly mechanized, primarily using horses and wagons similar to the Civil War.
  - Trench Warfare: Visitors will have the opportunity get outfitted in reproduction uniforms, gas masks, boots, and replica rifles; after which they will enter one of the most predominant features of WWI; a trench. They will then climb through the trench, climb up the sides, and have simulated experiences that help them understand the sacrifices made by all who defended freedom during the Great War. An Area will be made to let people smell what the trenches were like which will be a revolutionary experience for all.
  - Tents / Equipment: Reenactors (visitor guides) will be using WWI equipment while housed in tents recreated in the style of WWI. Visitors will be able to have hands on experiences with the tools, uniforms, and equipment used.
  - Vehicles: A display of authentic vehicles such as a Dodge Brothers ambulance will be on display along with re-manufactured items including a U.S. Mark 8 tank, the iconic tank of WWI. Visitors will also be able to visit horse stalls, see them pull cannons, and ride horses outfitted just like they were in 1916. Finally visitors will tour the media center where they will see pictures and video learning how horses along with new machines played a crucial role in this conflict.
- WWII: The WWII section of the Adventure Park will be the most immersive recreation of this world wide conflict ever to exist. This section of the park will include every aspect of the WWII experience including weapon development, the home front, the front lines, the enemy's perspective and so much more.
  - Front Lines: The World War II front lines exhibit will help visitors step back in time and be part of the European and Pacific theaters. Visitors will walk through a complete encampment from both theaters where they will see the tools and people who served in the world's largest armed conflict. Similar to the WWI section of the park, visitors will have the opportunity to get fully emerged learning how to dress, tactics used, equipment function, and key historical facts including major battles and events.
  - Tents / Equipment: An extensive and nearly complete display of equipment from both the Pacific and European theaters will be viewable by visitors with some original equipment along with reproduction items available to touch, smell and use. The hands on nature of this display will help all visitors gain a better understanding for how the equipment was used and how every improving technology was a key aspect in ending the conflict.
  - Vehicles: The Adventure Park will include a large assortment of vehicles that were used during WWII such as MB / GPW (Jeep), tanks, amphibious vehicles (DUKW), Command Vehicles, prime movers, and planes all within a replica WWII hangar. Some of these vehicles will be appropriately modified so that visitors can safely enter, experience, and exit the vehicles.
  - Terrain: The WWII section will also include Bunker Mountain where replica bunkers and pillboxes will be available for tour and for

reenactments. Bunkers were used extensively in the European Theater and Pill Boxes were used in the Pacific Theater. Some of the bunker will be small fortifications and others will be full concrete structures that are very bomb resistant. Bunker Mountain will include bunkers used in WWII, Korea and Vietnam.

- Beauty to Wreckage: This key area of the Adventure Park will help visitors understand the impact of war on the communities in the vicinity of combat. Buildings will be created that represent European towns that are beautiful and quaint on one half and bombed and destroyed on the other. These areas will help visitors understand the awful realities of war causing emotional and dramatic impacts on all who come to visit.
- European town: The European town will include shops, homes, and offices where visitors will see what 1942 France looked like before and during the war. Visitors will be able to watch reenactments on the streets of the village and have the opportunity to stay the night in some of the homes. Shops will be open where visitors can purchase European foods, clothing, and other 1940's era antiques and reproduction items. Part of the town will look as if it has been bombed and burned including bullet holes and overall destruction.
- Pacific Theater landscape: Many of the islands where battles were fought were beautiful drops of paradise before they were turned into military strongholds by the Japanese empire. As the U.S Marines began to push back and retake island after island starting in Guadalcanal the landscapes and the residents were changed. Visitors will gain a strong appreciation of what these heroes had to endure to bring freedom back to these islands including the post battle burned and blackened landscapes due to the fierce fighting that occurred. Visitors will be able to see what it was like for soldiers to work in the hot humid conditions and then see the aftermath of war. The park will show the sharp contrast between the pristine beaches and jungle and the horrific post battle destruction of life and landscape.
- Post Atomic Bomb Japan: The two nuclear bombs dropped on Japan to end WWII killed approximately 200,000 Japanese civilians and 50,000 soldiers. The Adventure Park will help visitors understand this action and how it likely saved more than 1.7–4 million American casualties, including 400,000–800,000 fatalities, and five to ten million Japanese fatalities. We would help visitors further understand how sacrifices are made by all to protect freedom. This will happen through building an area that shows what these two cities looked like after the nuclear bombs were detonated.
- Home Front: The 1940's Home Front will be a replica of 1943 America, a place to learn about the life, culture, and sacrifices made by every man, woman, and child living in the United States to sustain the war effort. This area will include a 1940's styled stage and dance floor where events can take place such as meetings, receptions, conferences, and training. Some of these activities may include hangar dances, 1940's cultural education, weddings, concerts, plays, and other community events. Visitors will be able to purchase food and drink from vendors who produce confections exactly the way that they were produced during WWII. Education about the Women's Air Corps, what a rubber, steel, and paper drive consisted of and what was

required and why. Finally the home front will show how women contributed in exceptional ways through building the machinery needed to continue the war effort. 1940's hotel suits will be available for overnight stays where families, couples or companies can return to that place in time and experience the hospitality and feel of a 1940's hotel when a soldier returned home from the war. Veterans groups such as the American Legion, VFW, and Wounded Warriors will have free access to meeting rooms.

- Manufacturing: Many of the emersion tools/props used by visitors while in the park will need to be manufactured so that original historical artifacts are not permanently worn out or damaged. To accomplish this, visitors will have the opportunity to learn and work in the park manufacturing facility which will give all visitors a complete understanding of the efforts made by all to sustain the war effort. This area will include both metal and wood working areas. Tools, training, and instructors/supervisors will be utilized to build and create new and replica items as needed to support park functions. Available tools/displays may include items such as a small foundry, welders, plasma cutter, lathes, wood working equipment, and all tools needed to maintain light and heavy vehicles. In addition to manufacturing of replica equipment, the facility will have all the equipment used to build and maintain park infrastructure.
- Scrap drives will have two purposes. First this will give the park an avenue to collect needed steel, brass, and copper and potentially unwanted military items which will be used in the manufacturing facility to build replica equipment and needed parts for repair. The second purpose will enable the Adventure Park to teach youth about the scrap drives that were critical in sustaining the war effort from 1940 – 1945.
- Uniform shop: In order to provide replica uniforms and other appropriate costumes for visitors to wear while participating in reenactments, plays, or learning about historical events the Adventure Park will need to have a uniform/costume shop. This area will include sewing machines, snap and button machines and other equipment to make all the needed supplies for park activities. Visitors will be able to come to classes to learn these skills, in addition visitors will be able to watch how these items were made.
- Nuclear development: See Science and technology section
- Korean War
  - Front Lines: The Korean conflict is sometimes known as the forgotten war because it is often overlooked by history books and museums. The Adventure Park will dedicate significant portions of the Park to help visitors recognize the purpose and sacrifices of those who served during the Korean Conflict. Visitors will have the opportunity to spend a few minutes in a thermal chamber that is designed to simulate the environment of winters during the Korean War, including fox holes where many soldiers spent months in -20 degree weather.
  - MASH Unit: Visitors will be able to visit a Mobile Army Surgical Hospital that is fully ready to take the injured. While visiting the MASH unit they will see the tools, and hardships faced by those who served in Korea. Many visitors may be somewhat familiar with the M.A.S.H concept, due to the very popular TV show in the 70s and 80s named MASH. The Park will utilize this area to help visitors understand the importance of having a hospital in the field and how they were very effective in helping to reduce deaths. It will also help teach the history and importance of the Purple Heart Award. (a portion of this area will

also serve as the park's first aid/infirmary staffed by EMT and Emergency Response trained volunteers)

- In the planning of this section; extensive interaction and interviews will be had with Korean War Veterans to help this area of the park be as accurate and interactive and complete as possible.
- Vietnam War
  - Front Lines: The Vietnam War brought a new set of challenges to military forces. The front lines interactive display will teach visitors how soldiers encountered these challenges and let them experience them in a variety of ways. Visitors will be able to walk through swamps or rice paddies, rain storms, and through physical obstacles that were part of the Vietnam landscape. This section of the park will feature a full collection of Vietnam era equipment including a tent city, trucks, tanks, and armored personnel carriers with a special emphasis on the brave men who built their own vehicles to protect the supplies being transported to the troops: the 359th Transportation Company Gun Truck Division.
  - Brown Water Navy: The Brown Water Navy included some really brave men who had the highest casualty rate of any group in Vietnam. Visitors will step onto the boats used in the rivers of Vietnam as men and supplies were transported into small villages including toys for the children ravished by the North Vietnamese army and Viet Cong guerillas.
  - Virtual Vietnam: In addition to the hands on activities and displays in the front lines area, the Vietnam exhibit will have virtual experiences where visitors will be able to step into combat and start to understand how difficult the Vietnam experience was.
  - Home Front: The 1960's home front will show and teach people how America looked during the 1960's . People will be able to listen to rock and roll music while eating food purchased from era correct establishments such as drive-ins, purchase authentic Pepsi & Coke, or enjoy a handspun malt or float. Visitors will be introduced to the turmoil that was happening stateside during the Vietnam War while learning about the sacrifices and challenges faced by U.S. soldiers both at home and abroad. Participants will learn how to show respect to our troops for their sacrifices and understand that showing support for our troops is independent of supporting the decisions made by the political leaders sending them into harm's way. There will be customizable rooms that can be used to put on 1960's and 1970's style dances, shows, events and parties. Spaces will be able to be rented for use by schools, scouting groups, for weddings, dances, concerts and other community events.
- The Cold War
  - Anyone born after 1985 likely does not remember the challenges and fear borne from the cold war. This was particularly evident in military families and in the surrounding communities. This section of the park will use equipment, video, and interesting activities to teach visitors about the military and the jeopardy of freedom during this period.
  - Cold war exhibits will include:
    - SR71: Design development and function (STEM projects)
    - U2 project: Design development and function (STEM projects)
    - Berlin Airlift: What it was, why, who (Candy Bomber / Gail Halvorson)
    - Cuban Missile Crisis: What it was, why it happened, outcomes

- Theater (Movie / Plays): Visitors will have the opportunity to watch movies that were used throughout all conflicts to improve soldier's moral in our camp theater. These movies will be actual movies from the time period. Some of these movies may also be propaganda videos from the 1940s.
  - PX / BX: The Post Exchange will resemble an exchange from any military installation worldwide but will instead sell items made in the park, and items that help visitors remember what they have learned while at the Park. Items such as leather tools, honey bees and supplies, replica uniforms and equipment, and souvenirs.
- Desert Storm - It is important for visitors to not only understand the history of wars long past but also the world conditions in the recent past that have shaped the world today and the current world political environment. Even though the Gulf War occurred in 1991-1992, this conflict shaped the current landscape and political instability in Afghanistan, Iraq, and Syria we are facing today. Visitors will gain an appreciation of the current military equipment and the sacrifices the soldiers today are making to support freedom.
  - The Adventure Park will provide areas to support active duty soldiers and work with veteran organization so help those who are having a hard time integrating back into society.
    - Veterans Help centers
    - Write a soldier
    - Military and National Security
- Entrance Gate: The vast majority of visitors likely will never have been on a military installation and do not realize that our military bases contain important and secret items used for national defense. For this reason, security is an important component to any military installation including entering through a secure gate. The Adventure Park will have a gate that simulates one of these gates. This gate will also have a functional purpose in that it will protect the rest of the Adventure Park and be the location where visitors purchase tickets and enter the park. The gate for some will be a sight to see. It will resemble going into a real military base with guards, hedgehogs, sandbags and watchtowers. All of these will be made to look and represent authentic items. It will help people to understand and remember where they are and what they are doing.
- Technology: The technology center will be dedicated to helping visitors including K-12 students better understand the technology that has been utilized by our soldiers to defend our country and perk interest in being a part of future technology development.
  - Apollo Project: NASA's Apollo program enabled the United States to land a man on the moon and safely return him to earth and was one of the most important Science, Technology, Engineering, and Math (STEM) accomplishments of all time. A dedicated area within the Adventure Park will teach about these accomplishments and then let participants design space craft from the past and for the future. Participants can spend a few hours or a few weeks in this section of the Adventure Park. They will be able to design, build and launch their model space going inventions.
  - Software development pavilion: Visitors will learn about the computer software development process and learn how to write a basic program. The intent is to help visitors develop an interest in software development which spawns scientific ingenuity; one of the factors to continued freedoms.
  - Virtual Reality: This area will be dedicated to teaching visitors how to help those who are not able to attend the Park to have a similar experience through the use of technology. Visitors will use technology to develop Three Dimensional (3D) representations of the park and learn to put them online for the public. This will

- be an ongoing project that will teach young visitors about the technology for the future and allow visitors to learn about the past as they create the virtual tours.
- Engineering / 3D printing: Visitors will use 3D modeling software to design and virtually test their ideas in an effort to promote interest in engineering and math. Science and engineering classes from elementary and high schools will be able to use and build real usable items some of which will be used and displayed in other parts of the Adventure Park.
  - Idea area: This will be a media rich area where children will let their imaginations run wild, writing down ideas and with the help of volunteer mentors try out their ideas. The intent of this area is to help visitors understand that every great invention started with an idea in someone's head and a problem that needed to be solved. Visitors will learn that many of today's technology was once thought to be impossible when first conceived and to never give up on your dreams. The hope is to promote a sense of working hard, using the scientific method and never giving up.
  - Flight: Visitors will learn about flight and how man came to be able to fly. Visitors will then delve deeper into flight learning about jet propulsion and modern aviation. Visitors will have the opportunity to design and test model aircraft in the wind tunnel and discuss the future of flight and contribute their ideas through crowdsourcing and digital forums to the future development of Earth and space flight technologies.
  - Weapons: Visitors will learn about the importance and the use of artillery and weapons during conflicts including the science behind cannons and other projectile arms. Once visitors have had the opportunity to learn about how firearms work they will be able to use the scientific method to predict what will happen if factors change and how to make adjustments. Visitors will then have the opportunity to test their predictions using air cannons. Visitors who choose to will also have access to a firing range supervised by the appropriate range officers and instructors to shoot actual military rifles and hand guns. Displays of machine guns will be all throughout the park but in a designated safe zone visitors will be able to shoot simulated fire machineguns. Armored vehicles such as tanks will be able to operate within the proving grounds and visitors will be able see firsthand how these machines changed the nature of the battle field.
  - Interactivities
    - Long Shooting Range: This area will be an enclosed range where shooters can learn and practice shoot firearms safely with targets up to 300 meters away. In addition to the range, visitors will have the opportunity to use firearms that are normally inaccessible to the public. Firearms such as the M16, M1919, and M2HB machine guns will be available to shoot after special training and under close supervision.
    - Cannon Range: Visitors will learn to calculate trajectory and shoot simulated fire and short range low impact trajectories. This range will enable visitors to have fun while learning the math and science used to calculate range.
    - Morse Code: Visitors will have access to the training and tools to lean and practice communicating using Morse code.
    - Orienteering: This will be an activity that will teach visitors about history and how to use a map, compass, and how to measure distances and heights in the wilderness. At each stop along the course visitors will use clues along with their orienteering tools to figure out where the next step in the course can be found.
  - Tours: Equipment tours are the foundation of Freedom Vehicles' history where vehicles and equipment are displayed in schools and at veteran events. This tradition will continue as visitors who come to the Park are given tours and an oral history of the

vehicles and equipment contained within the park. Tours will start out by teaching visitors the basics of that model of vehicle, and then will proceed to teach about the known history of that particular vehicle. These tours will encompass not only vehicles but all of the equipment types used in the service of our country. It is a classic Museum tour taking the patrons of the museum around to each of the different exhibits and teaching them about the vehicles, field gear, and any other items that may be featured in that exhibit.

- **Military Life**
  - Boot Camp: Civil Air Patrol units, Boy Scout Troops, Venturing Crews, school classes, any other organized youth groups such as a group of friends or individual youth can sign up to participate in a military style boot camp. These camps will last from one day to one week. The camp will teach youth about our nation's heritage and founding culture as they grow in good moral character, physical fitness, strengthen citizenship and understanding of freedom.
- **Adult Education Classes**
  - Emergency Preparedness: Strong communities start with strong families, and families that are prepared to help themselves and help their neighbors in times of emergency. The Adventure Park will have regular classes that teach adults how to be prepared for emergencies when they happen including how to grow food, build a fire and other methods to heat their home, how to skin an animal and prepare/cure the meat. Many additional classes will include subjects such as bee keeping, tanning leather, sewing, blacksmithing, how to build / use a foundry and many more subjects as instructors become available.

### **Timelines / Phases of Park Development**

- **Phase 1 - 2017-2018**
  - Acquire land 115 acres in Springville Utah \$3,000,000, American Fork \$8,000,000, Orem \$12,000,000
  - Build the initial WWII hangar which will eventually house only the WWII artifacts and maintenance facility. This building will be roughly 100 x100 feet and will be extendable to 100x1000 feet. \$300,000 - \$2,000,000
  - Build long shooting range (\$250,000) and technology center (\$1,000,000) which will drive community interaction.
- **Phase 2: 2019**
  - Build out the remaining part of the WWII camp with all associated equipment, town, and home front. \$3,000,000 - \$10,000,000 for buildings. Equipment is currently owned by Freedom Vehicle association members and friends of Freedom Vehicles.
- **Phase 3: 2019 - Build entrance gate and honorarium. \$500,000 - \$1,000,000**
- **Phase 4: Build Vietnam War park. - Camp (tent city), course, and training grounds 60s town and Virtual Reality center. \$2,000,000 - \$8,000,000**
- **Phase 5: Build Korean War section - Mash unit, weather chamber. \$500,000**
- **Phase 6: Bunker mountain**