

Aquatics Program Schedule

Swim Checks:

Swim checks will be offered on Sunday afternoon from 2:00 P.M. – 4:30 P.M., weather permitting. Swim checks are also offered during any open program period at 4:00 P.M. each afternoon and at the discretion of the Aquatics staff.

Canoeing Merit Badge:

This Badge requires a swim check before Scouts may participate.

It is strongly suggested that Scouts are at least 12 years old to participate in this merit badge. It is very physically strenuous. Scouts must attend all sessions to complete the merit badge.

<u>Merit Badge Session</u>	<u>Periods Scheduled</u>
Canoeing MB #1	M1 & M2 & T1 & T2
Canoeing MB #2	M3 & M4 & T3 & T4
Canoeing MB #3	W1 & W2 & R1 & R2
Canoeing MB #4	W3 & W4 & R3 & R4

Requirements that cannot be completed at camp: #1 and #2

Rowing Merit Badge:

This Badge requires a swim check before Scouts may participate.

It is strongly suggested that Scouts are at least 13 years old to participate in this merit badge. It is very physically strenuous. Scouts must attend all sessions to complete the merit badge.

<u>Merit Badge Session</u>	<u>Periods Scheduled</u>
Rowing MB #1	M3 & M4 & T3 & T4
Rowing MB #2	W1 & W2 & R1 & R2
Rowing MB #3	W3 & W4 & R3 & R4

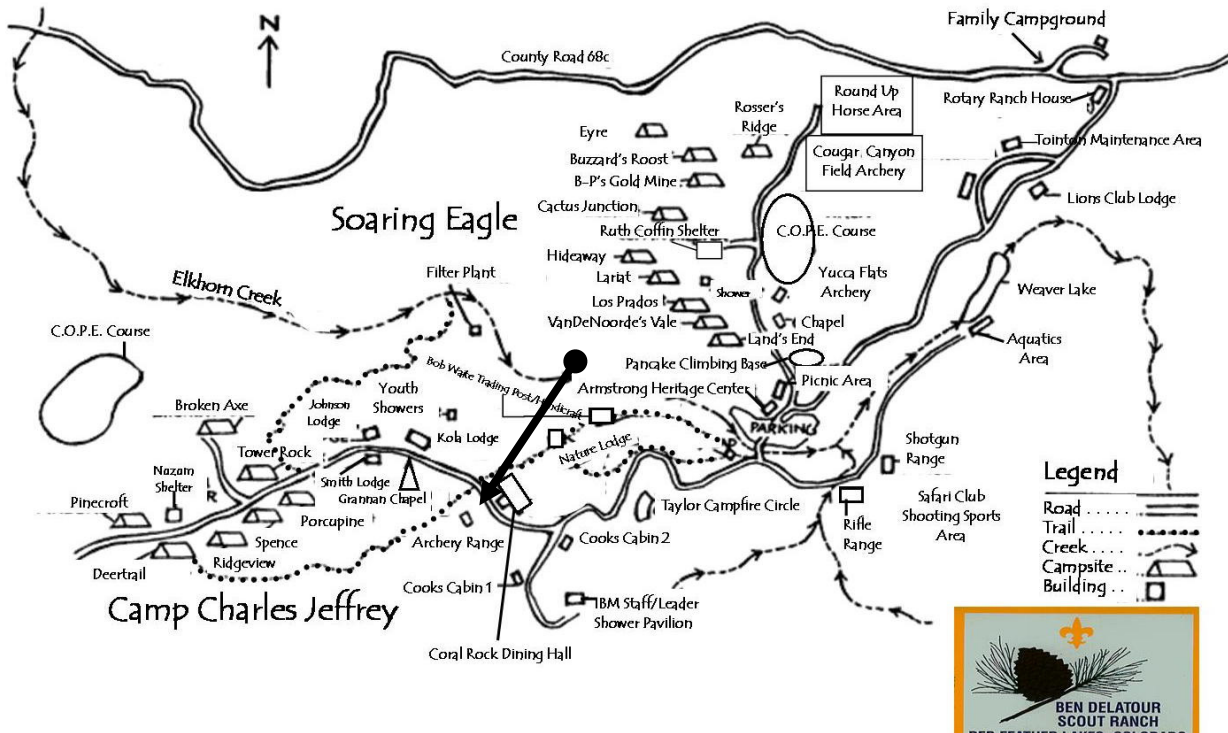
Requirements that cannot be completed at camp: #1 and #2

Aquatics Program Scheduling Chart

	Monday (M)	Tuesday (T)	Wednesday (W)	Thursday (R)
9:00 AM	M1 Canoeing #1	T1 Canoeing #1	W1 Canoeing #3 Rowing #2	R1 Canoeing #3 Rowing #2
10:30 AM	M2 Canoeing #1	T2 Canoeing #1	W2 Canoeing #3 Rowing #2	R2 Canoeing #3 Rowing #2
1:30 PM	M3 Canoeing #2 Rowing #1	T3 Canoeing #2 Rowing #1	W3 Canoeing #4 Rowing #3	R3 Canoeing #4 Rowing #3
3:00 PM	M4 Canoeing #2 Rowing #1	T4 Canoeing #2 Rowing #1	W4 Canoeing #4 Rowing #3	R4 Canoeing #4 Rowing #3

Archery

Ben Delatour Scout Ranch



Location: The Camp Charles Jeffrey Archery Range is located just above the Armstrong Coral Rock Lodge Dining Hall

Campers may not bring their own bows to camp. The Archery Merit Badge is an introduction to a sport of great skill and concentration. Because the Badge requires fine motor skills and good upper body strength, Archery is recommended only for Scouts age thirteen or older. Scouts are required to construct their own arrow. Arrow kits are available in the Trading Post for \$4.50 (prices subject to change), though they aren't needed for the first day of class. A Scout interested in earning the Archery Merit Badge should also schedule **at least two open shooting periods to qualify.**

While priority is given to Scouts trying to qualify for the Merit Badge, during Archery Open Shooting times the Archery ranges are open for anyone who would like to improve their skill with a bow.

Archery Program Schedule

Archery Merit Badge:

Scouts need to schedule 2 blocks of open shooting time to qualify.

Merit Badge Session

Archery Merit Badge #1

Archery Merit Badge #2

Archery Merit Badge #3

Periods Scheduled

M1 & T1 & W1 & R1 + 2 blocks of open shooting

M2 & T2 & W2 & R2 + 2 blocks of open shooting

M4 & T4 & W4 & R4 + 2 blocks of open shooting

Archery Open Shoot:

Periods Schedule

W3 & R3 + 4:15 – 5:00 Everyday

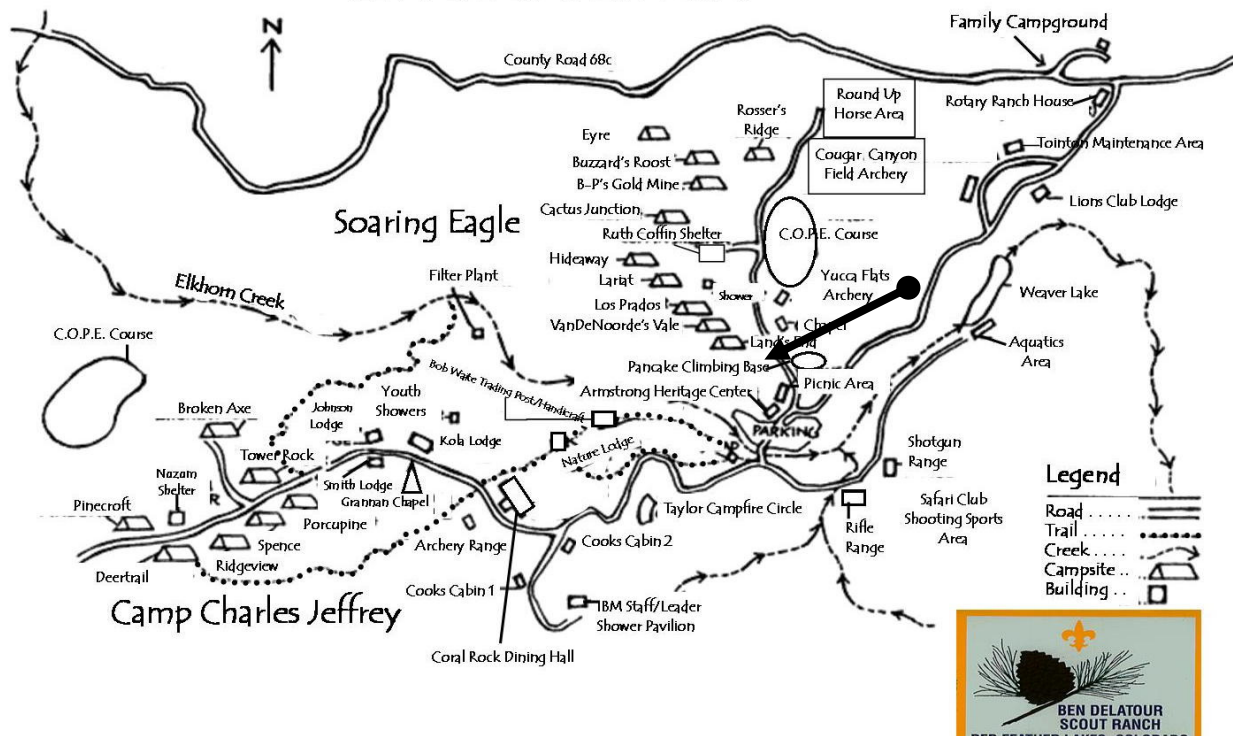
Friday Morning 9:00-11:30 AM

Camp Charles Jeffrey Archery Program Scheduling Chart

	Monday (M)	Tuesday (T)	Wednesday (W)	Thursday (R)
9:00 AM	M1 Archery MB #1	T1 Archery MB #1	W1 Archery MB #1	R1 Archery MB #1
10:30 AM	M2 Archery MB #2	T2 Archery MB #2	W2 Archery MB #2	R2 Archery MB #2
1:30 PM	M3	T3	W3 Archery Open Shoot	R3 Archery Open Shoot
3:00 PM	M4 Archery MB #3	T4 Archery MB #3	W4 Archery MB #3	R4 Archery MB #3
4:15 -5:00 PM	Archery Open Shoot	Archery Open Shoot	Archery Open Shoot	Archery Open Shoot

Climbing

Ben Delatour Scout Ranch



Location: Meet in front of the “Pancake Base Camp” sign off the Soaring Eagle Road.

Unlike virtually all other scout camp climbing programs, Pancake Base Camp utilizes the genuine rock formations of BDSR, instead of artificial climbing towers, to instruct participants in three different programs:

- ✦ **Bouldering** – Designed for Scouts ages 11-12, this program teaches basic climbing technique by allowing younger participants to learn essentials on short, un-rope climbs.
- ✦ **Climbing Merit Badge** – Suggested for Scouts age 13 and over. This difficult Merit Badge teaches climbing, rappelling, and belaying essentials in a safe, fun environment.
- ✦ **Advanced Climbing** – For Scouts age 13 and over who have earned the Climbing Merit Badge. This two-day, intensive climbing experience allows older scouts to practice their skills on the numerous granite walls of Ben Delatour Scout Ranch.
- ✦ **ASCENT** – For Scouts age 13 and over who have earned the Climbing Merit Badge and would love to climb all week long. This week-long program will be spent backpacking in the back country of the ranch and climbing on climbs that most people never even see. Scouts will spend the entire week on the trail, will not be with the troop except Sunday night and Friday night, and will not have time available to work on any other Merit Badges or programs. Scouts will need to provide their own backpacking equipment for this program. The cost for this program is \$260.00 and there are only 10 slots available each week. **This program will now be offered at the Elkhorn High Adventure Base. For more information and Reservations, please see the Elkhorn High Adventure Base Leader’s guide or website: www.longspeakbsa.org/camps/EHAB.**
- ✦ **Adult Climb** – An adult climb will be offered on Thursday evening. This is an opportunity for adults to experience some beginning climbing. You must preregister for this program and it will only be open to the first 18 that register.

Climbing Program Schedule

Climbing courses may cause conflicts with other Badge work, rafting trips, trail rides, and meal service. Scouts who miss a session will not be allowed to continue in the course. Scouts may not sign-up for both Climbing Merit Badge and Advanced Climbing during their week at camp. Also, please understand that weather can cause difficulties in all climbing programs.

All Merit Badge and Advanced Climbing participants must purchase a climbing carabiner for \$10.00. A carabiner ticket, bought from the trading post, will be redeemed during class for the actual carabiner. The scouts use the carabiner during class and keep it as a functional souvenir. The Bouldering Program does not require a carabiner ticket.

All climbing programs require reservations to participate. Please read the Making Reservations section for directions on how to make reservations for climbing programs.

Bouldering Program

<u>Program Session</u>	<u>Periods Scheduled</u>
Bouldering #1	M5
Bouldering #2	T5
Bouldering #3	R5

Climbing Merit Badge

<u>Program Session</u>	<u>Periods Scheduled</u>
Climbing MB #1	M1 & M2 & T1 & T2 & W1 & W2
Climbing MB #2	M3 & M4 & T3 & T4 & W3 & W4
Climbing MB #3	R1 & R2 & R3 & R4

There will be Merit Badge make-up offered on Friday morning. Most Scouts should anticipate participating in this session. (Weather can play a big factor in completing the Merit Badge)

Prerequisites: Suggested Age 13 or older; purchase \$10.00 carabiner ticket at trading post. Requirements not completed at camp: #1, #2

Advanced Climbing Program

<u>Program Session</u>	<u>Periods Scheduled</u>
Advanced Climbing #1	M1 & M2 & M3 & M4 & T1 & T2 & T3 & T4
Advanced Climbing #2	W1 & W2 & W3 & W4 & R1 & R2 & R3 & R4

Prerequisites: Minimum age 13, earned Climbing Merit Badge

Climbing Program Scheduling Chart

	Monday (M)	Tuesday (T)	Wednesday (W)	Thursday (R)
9:00 AM	M1 Climbing MB #1 Advanced #1	T1 Climbing MB #1 Advanced #1	W1 Climbing MB #1 Advanced #2	R1 Climbing MB #3 Advanced #2
10:30 AM	M2 Climbing MB #1 Advanced #1	T2 Climbing MB #1 Advanced #1	W2 Climbing MB #1 Advanced #2	R2 Climbing MB #3 Advanced #2
1:30 PM	M3 Climbing MB #2 Advanced #1	T3 Climbing MB #2 Advanced #1	W3 Climbing MB #2 Advanced #2	R3 Climbing MB #3 Advanced #2
3:00 PM	M4 Climbing MB #2 Advanced #1	T4 Climbing MB #2 Advanced #1	W4 Climbing MB #2 Advanced #2	R4 Climbing MB #3 Advanced #2
7:30 PM	M5 Bouldering #1	T5 Bouldering #2	W5 Adult Climb	R5 Bouldering #3

How do I register for Climbing classes? Registration is available at

www.longspeakbsa.org/camps/BDSR. Please click on 'Program Registration' - You will be assigned a password after you make your reservation for camp (password and user name will be emailed to you).

Follow the instructions on the screen to register for Climbing. Make sure if you have changes to registrations, please go in and make those changes. There are limited spaces available, determined by National Standards and State regulations; we cannot stray from these regulations.

C.O.P.E.

Challenging Outdoor Personal Experience

Ben Delatour Scout Ranch



Location: The Camp Charles Jeffrey COPE Course is located at the far West End of Camp Jeffrey.

Project C.O.P.E. is a high-energy program designed to challenge and expand the physical and mental abilities of participants seeking this unique experience. C.O.P.E. comes in several forms:

- ✦ **C.O.P.E.** – Restricted to Scouts age 13+ as of 1 Jan 2008. This four-day program is the heart of the C.O.P.E. experience. Participants will test their physical and mental capabilities in a series of team-building activities on both low and high course events.
- ✦ **Advanced C.O.P.E.** – Restricted to Scouts (minimum age 13 as of 1 Jan 2008) who have previously participated in C.O.P.E. This program allows Scouts to retry some of the highlights of their previous C.O.P.E. experiences.
- ✦ **Scoutmaster C.O.P.E.** – Restricted to adult campers 18+. This program provides a behind-the-scenes look at the entire Project C.O.P.E. program, as well as providing Scoutmasters some of the same unforgettable experiences afforded younger participants.

All C.O.P.E. programs require reservations to participate. Please read the Making Reservations for BDSR Programs section near the beginning of this Program Information section. Remember that **any Scout registered in the program that doesn't show up usually prevents another Scout from participating.** Scoutmasters must confirm their C.O.P.E. reservations at the Sunday evening program meeting after arrival at camp. Please reserve space only for Scouts that will take the program seriously. All C.O.P.E. participants need to wear long pants.

C.O.P.E. Program Schedule

C.O.P.E. Program

This program is restricted to Scouts age 13+ as of 1 Jan. 2008.

<u>Program Session</u>	<u>Periods Scheduled</u>
C.O.P.E. #1	M1 & M2 & T1 & T2 & W1 & W2 & R1 & R2
C.O.P.E. #2	M3 & M4 & T3 & T4 & W3 & W4 & R3 & R4

Advanced C.O.P.E. Program

This program is restricted to Scouts who have previously participated in a C.O.P.E. program.

<u>Program Session</u>	<u>Periods Scheduled</u>
Advanced C.O.P.E. #1	M1 & M2 & T1 & T2

Scoutmaster C.O.P.E. Program

This program is restricted to Adult Leaders age 18 and over. This program may be canceled in the event of high demand for other C.O.P.E. programs.

<u>Program Session</u>	<u>Periods Scheduled</u>
SM C.O.P.E. #1	W3 & W4 & R3 & R4

Camp Charles Jeffrey C.O.P.E. Program Scheduling Chart

	Monday (M)	Tuesday (T)	Wednesday (W)	Thursday (R)
9:00 AM	M1 C.O.P.E. #1 Advanced C.O.P.E. #1	T1 C.O.P.E. #1 Advanced C.O.P.E. #1	W1 C.O.P.E. #1	R1 C.O.P.E. #1 SM COPE #1
10:30 AM	M2 C.O.P.E. #1 Advanced C.O.P.E. #1	T2 C.O.P.E. #1 Advanced C.O.P.E. #1	W2 C.O.P.E. #1 SM COPE #1	R2 C.O.P.E. #1 SM COPE #1
1:30 PM	M3 C.O.P.E. #2	T3 C.O.P.E. #2	W3 C.O.P.E. #2 SM COPE #1	R3 C.O.P.E. #2 SM COPE #1
3:00 PM	M4 C.O.P.E. #2	T4 C.O.P.E. #2	W4 C.O.P.E. #2 SM COPE #1	R4 C.O.P.E. #2 SM COPE #1

How do I register for COPE classes? Registration is available at

www.longspeakbsa.org/camps/BDSR. Please click on 'Program Registration' - You will be assigned a password after you make your reservation for camp (password and user name will be emailed to you).

Follow the instructions on the screen to register for COPE. Make sure if you have changes to registrations, please go in and make those changes. There are limited spaces available, determined by National Standards and State regulations; we cannot stray from these regulations.

Fishing

Ben Delatour Scout Ranch



Location: Weaver lake on the north side of the dam.

This Fishing program area offers Fishing, Fly Fishing and a combined Fishing/Fly Fishing Merit Badge Program.

The Fishing and Fly Fishing MB's require Scouts to catch two different types of fish. One must be released unharmed, while the other must be cleaned and cooked. The only type of fish available at the Ranch is the rainbow trout that are stocked annually in Weaver Lake. Fishing on Weaver Lake is available before 9:00 am, between 11:30am and 1:30 pm and after 5:00 pm. The fishing program shares the lake with Canoeing and Rowing MB's and due to the small size of the lake we cannot allow fishing during their program times. This is to avoid hooking any boaters that would just have to be released anyway.

Unfortunately, due to severe drought several years ago, Elkhorn Creek, which once had an excellent brown trout fishery, has not recovered enough to provide any fishing opportunities.

BDSR has acquired a private lake license allowing all Scouts and Adult Leaders to fish in Weaver Lake without a Colorado fishing permit. All fishing is catch and release with flies or artificial lures only, unless participating in the Merit Badge class. When fishing anywhere else on the Ranch, or off Ranch property, a Colorado State fishing permit is required for anyone age 16 or older. One-day, five-day, and annual fishing permits are available at outlets in Fort Collins, LaPorte, Livermore and Red Feather Lakes.

Fishing Program Schedule

Fishing Merit Badge

Merit Badge Session

Fishing MB #1

Periods Scheduled

M1 & T1 & W1 & R1+ Fishing Time

Fly Fishing Merit Badge

Merit Badge Session

Fly Fishing MB #1

Periods Scheduled

M2 & T2 & W2 & R2 + Fishing Time

Fishing/Fly Fishing Combined Merit Badge

Merit Badge Session

Fishing/Fly Fishing MB #1

Periods Scheduled

M3 & T3 & W3 & R3 + Fishing Time

Open Fishing Time

Evenings after 5:30 PM - An instructor will be available from 7:00-8:30 pm Monday, Tuesday and Thursday evening at Weaver Lake.

BDSR does have fishing gear available to check out during open fishing times. There is fishing equipment available for purchase in the camp trading posts.

Fishing Program Scheduling Chart

	Monday (M)	Tuesday (T)	Wednesday (W)	Thursday (R)
9:00 AM	M1 Fishing MB #1	T1 Fishing MB #1	W1 Fishing MB #1	R1 Fishing MB #1
10:30 AM	M2 Fly Fishing MB #1	T2 Fly Fishing MB #1	W2 Fly Fishing MB #1	R2 Fly Fishing MB #1
1:30 PM	M3 Fishing/Fly Fishing MB #1	T3 Fishing/Fly Fishing MB #1	W3 Fishing/Fly Fishing MB #1	R3 Fishing/Fly Fishing MB #1
3:00 PM	M4	T4	W4	R4
7:00 PM	M5 OPEN Fishing	T5 OPEN Fishing	W5	R5 OPEN Fishing

Handicraft Program Schedule

Basketry Merit Badge

This program is offered from 9:00-11:30 AM and 1:30-4:10 PM Monday through Thursday. This program is offered at the Bob Waite Trading Post near Camp Jeffrey. Be sure to schedule at least 15 minutes travel time one way to this area. Two program periods should be scheduled during these times for work on this Merit Badge. There is a cost for a basketry kit and stool kit. Minimum Cost: \$20.00.

Leatherwork Merit Badge

This program is offered from 9:00-11:30 AM and 1:30-4:10 PM Monday through Thursday. This program is offered at the Bob Waite Trading Post near Camp Jeffrey. It will take at least two program periods to complete the Merit Badge. There is a minimum cost of \$10.00 for leather kits to complete this Merit Badge.

Wood Carving Merit Badge

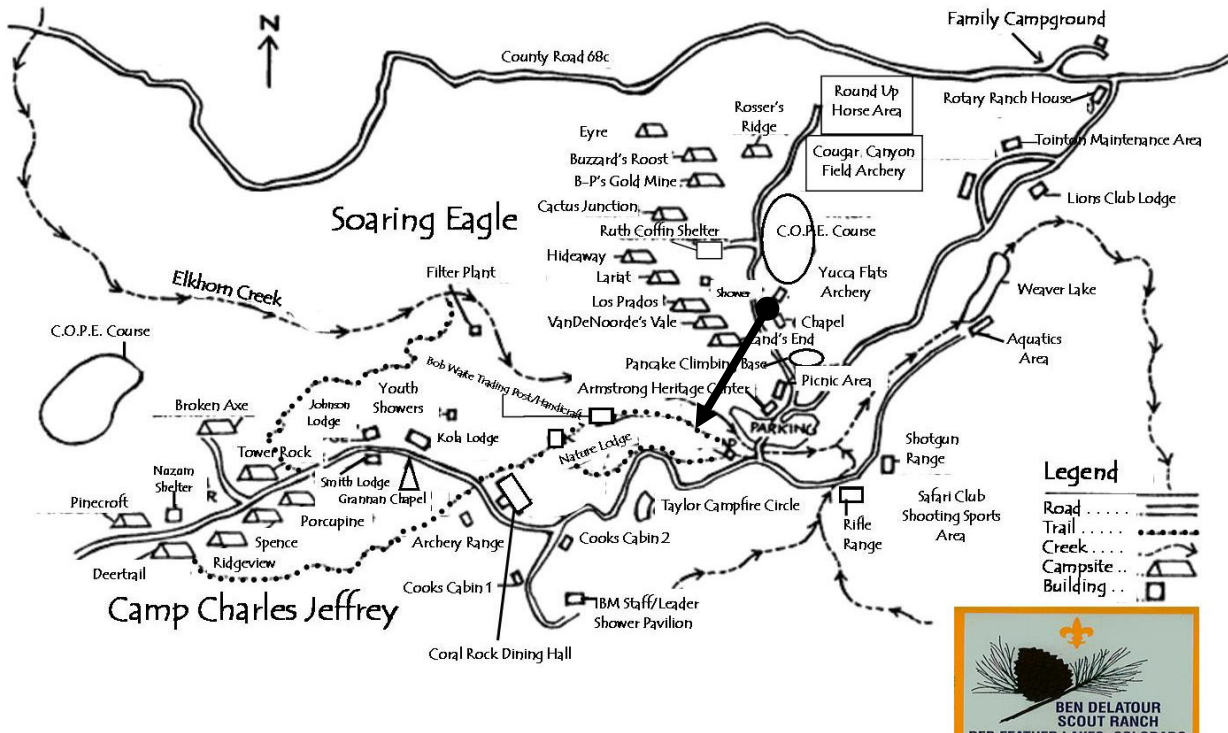
This program is offered from 9:00-11:30 AM and 1:30-4:10 PM Monday through Thursday. This program is offered at the Bob Waite Trading Post near Camp Jeffrey. It will take at least two program periods to complete the Merit Badge. There is a minimum cost of \$5.00 for a project to complete this Merit Badge.

Handicraft Program Scheduling Chart – Bob Waite Trading Post

	Monday (M)	Tuesday (T)	Wednesday (W)	Thursday (R)
9:00 AM	M1 Basketry MB Leatherwork MB Wood Carving MB	T1 Basketry MB Leatherwork MB Wood Carving MB	W1 Basketry MB Leatherwork MB Wood Carving MB	R1 Basketry MB Leatherwork MB Wood Carving MB
10:30 AM	M2 Basketry MB Leatherwork MB Wood Carving MB	T2 Basketry MB Leatherwork MB Wood Carving MB	W2 Basketry MB Leatherwork MB Wood Carving MB	R2 Basketry MB Leatherwork MB Wood Carving MB
1:30 PM	M3 Basketry MB Leatherwork MB Wood Carving MB	T3 Basketry MB Leatherwork MB Wood Carving MB	W3 Basketry MB Leatherwork MB Wood Carving MB	R3 Basketry MB Leatherwork MB Wood Carving MB
3:00 PM	M4 Basketry MB Leatherwork MB Wood Carving MB	T4 Basketry MB Leatherwork MB Wood Carving MB	W4 Basketry MB Leatherwork MB Wood Carving MB	R4 Basketry MB Leatherwork MB Wood Carving MB

Heritage

Ben Delatour Scout Ranch



The Heritage program meets at the Teepee just above the main parking lot.

The Heritage Program offers Indian Lore and is a unique enrichment of the BDSR camping experience.

The Wilderness Survival Class is held at this location as well. Please look at the Merit Badge and try to put together your Survival Kit before attending camp. Bring this with you to have the requirement signed off.

Heritage Program Schedule

Indian Lore Merit Badge

Merit Badge Session

Periods Scheduled

Indian Lore MB #1

M3, T3

Indian Lore MB #2

W2, R2

Requirements that should be completed before camp: #1, #2

Wilderness Survival Merit Badge

Merit Badge Session

Periods Scheduled

Wilderness Survival #1

M1 & T1 & W1

Wilderness Survival #2

M4 & T4 & W4

Requirements to be completed before camp: Survival Kit

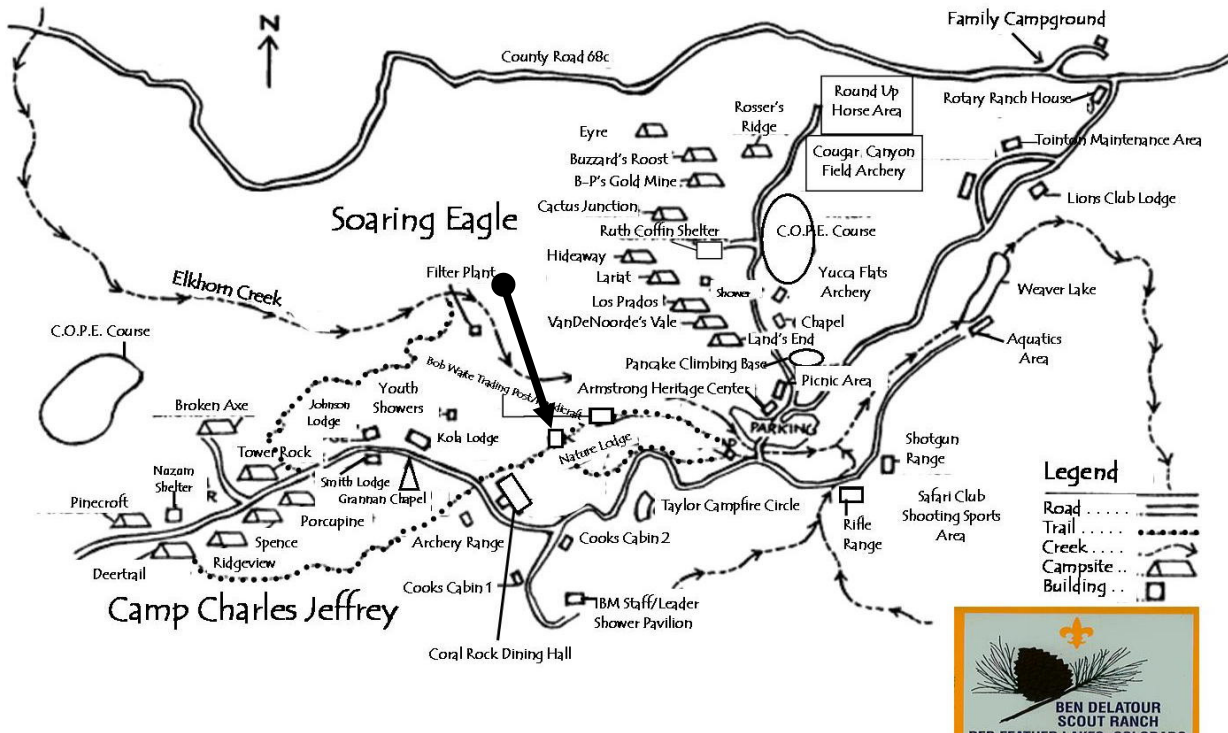
Must also complete the Wilderness Survival Overnighter on Thursday Night.

Heritage Program Area Scheduling Chart

	Monday (M)	Tuesday (T)	Wednesday (W)	Thursday (R)
9:00 AM	M1 Wilderness Survival #1	T1 Wilderness Survival #1	W1 Wilderness Survival #1	R1
10:30 AM	M2	T2	W2 Indian Lore #2	R2 Indian Lore #2
1:30 PM	M3 Indian Lore #1	T3 Indian Lore #1	W3	R3
3:00 PM	M4 Wilderness Survival #2	T4 Wilderness Survival #2	W4 Wilderness Survival #2	R4

Nature

Ben Delatour Scout Ranch



BDSR serves as a wonderful laboratory for exploring and studying the great outdoors. The Nature Department is located at the Magnuson Nature Center. Astronomy, Environmental Science, Fish & Wildlife Management, Forestry, Geology, Mammal Study, Soil & Water Conservation, Space Exploration, and Weather Merit Badges are offered at this location in scheduled Merit Badge Classes.

The Environmental Science Merit Badge requires comprehension of complex concepts, so it is recommended for Scouts 13 and over. While all the requirements may be completed at camp, Scouts should be prepared to spend a substantial amount of extra time outside of class to earn the Badge.

The Space Exploration Merit Badge requires the purchase of two rocket engine tickets from the Trading Post, which will be redeemed by the Nature Staff. Scouts should not bring their own rockets to camp.

Opportunities for earning Merit badges on an Independent Study basis abound. The Bird Study, Nature, and Reptile & Amphibian Study Merit Badges are offered only on an Independent Study basis. A Scout wishing to take advantage of an Independent Study course should see the Nature Staff during the open times listed on the schedule to get started on these Merit Badges.

Nature Program

Camp Charles Jeffrey offers a variety of Nature Programs that meet at the Nature Lodge near the Dining Hall. These programs are also available to Camp Charles Jeffrey Scouts.

Astronomy

Merit Badge Session

Astronomy #1

Astronomy #2

Program Schedule

M1 & T1 + Night Viewing

M5 & T5 + Night Viewing

Environmental Science

Merit Badge Session

E. Science #1

E. Science #2

Program Schedule

M1 & T1 & W1 & R1

M3 & T3 & W3 & R3

Fish and Wildlife Management

Merit Badge Session

Fish and Wildlife MB #1

Program Schedule

W2 & R2

Requirements that cannot be completed at camp: #5, #7

Forestry

Merit Badge Session

Forestry MB #1

Program Schedule

M2 & T2

Requirements that cannot be completed at camp: #3b

Geology

Merit Badge Session

Geology #1

Geology #2

Program Schedule

M4 & T4

W2 & R2

Mammal Study

Merit Badge Session

Mammal Study MB #1

Program Schedule

W3 & R3

Soil and Water Conservation

Merit Badge Session

Soil & Water MB #1

Program Schedule

M4 & T4 & W4

Space Exploration

Merit Badge Session

Space Ex. #1

Program Schedule

W4 & R4

Weather

Merit Badge Session

Weather MB #1

Program Scheduled

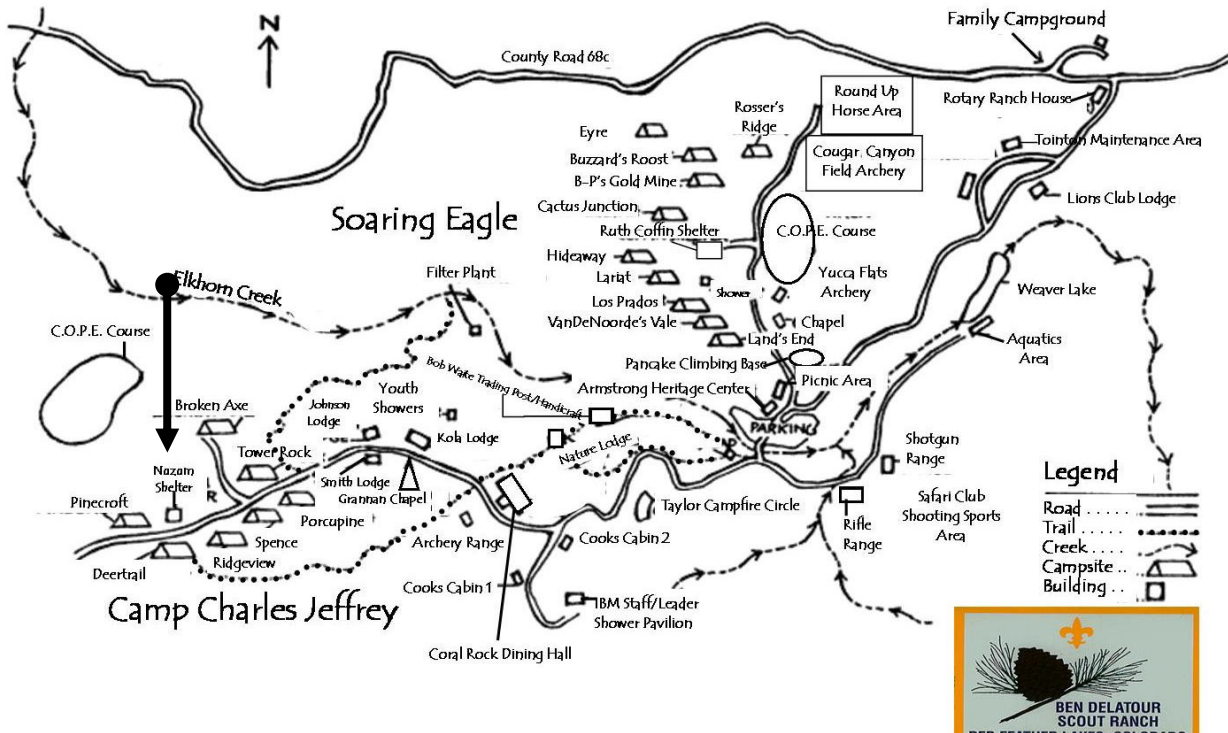
M3 & T3

Nature Program Scheduling Chart – Camp Charles Jeffrey

	Monday (M)	Tuesday (T)	Wednesday (W)	Thursday (R)
9:00 AM	M1 E. Science #1 Astronomy #1	T1 E. Science #1 Astronomy #1	W1 E. Science #1	R1 E. Science #1
10:30 AM	M2 Forestry MB #1	T2 Forestry MB #1	W2 Fish and Wildlife #1 Geology #2	R2 Fish and Wildlife #1 Geology #2
1:30 PM	M3 Weather #1 E. Science #2	T3 Weather #1 E. Science #2	W3 Mammal Study #1 E. Science #2	R3 Mammal Study #1 E. Science #2
3:00 PM	M4 Soil and Water #1 Geology #1	T4 Soil and Water #1 Geology #1	W4 Soil and Water #1 Space Ex. #1	R4 Space Ex. #1
7:15 PM	M5 Astronomy #2	T5 Astronomy #2		

Scoutcraft





Ben Delatour Scout Ranch



Location: All Scoutcraft Classes will meet at or near the Nuzum Shelter.

Traditional Scouting skills are the trademarks of the Scoutcraft Department, where Camping, Emergency Preparedness, First Aid, Orienteering, and Pioneering Merit Badges are offered.

Scouts need to come to camp prepared for several of the Scoutcraft Badges:

-  Scouts taking Emergency Preparedness need to bring their emergency pack to camp.
-  Scouts taking Orienteering should expect to spend at least two hours working out of class.
-  Scouts taking First Aid need to complete CPR at home and bring a first aid kit.
-  Scouts taking Camping need to come prepared for an Overnighter on Thursday and should bring a tent to use for that activity.

Scoutcraft Program Schedule

Camping Merit Badge

Merit Badge Session

Camping MB #1

Camping MB #2

Periods Scheduled

W2 & R2 + Thurs. Overnighter

M3 & T3 + Thurs. Overnighter

Requirements that can't be completed at camp: #4b, #8d, #9a, b, c.

Emergency Preparedness Merit Badge

Merit Badge Session

E Prep MB #1

Periods Scheduled

M4 & T4 & W4 & R4

Requirements that can't be completed at camp: #1

First Aid Merit Badge

Merit Badge Session

First Aid MB #1

First Aid MB #2

Periods Scheduled

M1 & T1 & W1

T3 & W3 & R3

Requirements that cannot be completed at camp: #3c

Orienteering Merit Badge

Merit Badge Session

Orienteering MB #1

Orienteering MB #2

Periods Scheduled

M2 & T2 & W2 & R2

M4 & T4 & W4 & R4

Cost: \$2.50 for BDSR Map

- All participants need a compass or \$10.50 to buy a compass at camp.
- All participants need a pen/pencil and lined writing paper.

Pioneering Merit Badge

Merit Badge Session

Pioneering MB #1

Periods Scheduled

M1 & T1 & W1 & R1

Scoutcraft Program Scheduling Chart

	Monday (M)	Tuesday (T)	Wednesday (W)	Thursday (R)
9:00 AM	M1 Pioneering MB #1 First Aid MB #1	T1 Pioneering MB #1 First Aid MB #1	W1 Pioneering MB #1 First Aid MB #1	R1 Pioneering MB #1
10:30 AM	M2 Orienteering MB #1	T2 Orienteering MB #1	W2 Orienteering MB #1 Camping MB #1	R2 Orienteering MB #1 Camping MB #1
1:30 PM	M3 Camping MB #2	T3 Camping MB #2 First Aid MB #2	W3 First Aid MB #2	R3 First Aid MB #2
3:00 PM	M4 Orienteering MB #2 E. Prep MB #1	T4 Orienteering MB #2 E. Prep MB #1	W4 Orienteering MB #2 E. Prep MB #1	R4 Orienteering MB #2 E. Prep MB #1
7:00 PM	M5	T5	W5	R5 Camping Overnighter

Shooting Sports

Ben Delatour Scout Ranch



Location: Across the Elkhorn Creek South of the Main Parking Lot.

Campers may not bring their own firearms or ammunition to camp.

The Shooting Sports Department offers Rifle Shooting and Shotgun Shooting Merit Badges. In addition, recreational Open Shooting is scheduled for each area.

Both Shotgun Shooting and Rifle Shooting take a great deal of practice to qualify. A Scout interested in earning one of these Badges should schedule at least three open shooting periods to qualify. While open shooting times are open to anybody who would like to test their skill, priority is given to those Scouts attempting to qualify for their Merit Badges. All required eye and ear protection for shooting is provided by the camp. Shotgun Shooting costs \$1.00 for three shots. Shotgun tickets, redeemable at the shooting ranges, must be purchased at a Trading Post. Rifle Shooting for merit badge qualification is free. To participate in open rifle shooting you must purchase a wrist band from the trading post for \$2.00.

Since Shotgun Shooting requires good upper body strength and fine motor skills, it is recommended for Scouts age 13 and over.

Remember that the Shooting Ranges are geographically remote. Scouts should plan extra travel time to and from class so they can arrive on schedule.

Shooting Sports Program Schedule

Rifle Shooting Merit Badge

Scouts need to schedule cleaning time and 3 blocks of open shooting time to qualify. Friday morning may be used for open shooting.

Merit Badge Session

Rifle Shooting Class #1

Rifle Shooting Class #2

Rifle Shooting Class #3

Periods Scheduled

M1 + 1 block rifle cleaning + 3 blocks open shooting

M3 + 1 block rifle cleaning + 3 blocks open shooting

W1 + 1 block rifle cleaning + 3 blocks open shooting

Shotgun Shooting Merit Badge

This Badge is highly recommended for Scouts age 13 or over only. Scouts need to schedule cleaning time and 3 blocks of open shooting time to qualify. Friday morning may also be used for open shooting.

Merit Badge Session

Shotgun Shooting Class #1

Shotgun Shooting Class #2

Shotgun Shooting Class #3

Periods Scheduled

M2 + 1 block shotgun cleaning + 3 blocks open shooting

M4 + 1 block shotgun cleaning + 3 blocks open shooting

W2 + 1 block shotgun cleaning + 3 blocks open shooting

Rifle and Shotgun Cleaning: These times are held from 4:30-5:00 Monday through Thursday. Scouts must be at the range at 4:30 to participate in cleaning.

Open Shooting Times:

Rifle Open Shooting Times: M2, M4, T2, T3, T4, W2, W3, W4, R2, R3

Shotgun Open Shooting Times: M3, T2, T3, T4, W3, W4, R2, R3, R4

Shooting Sports Program Scheduling Chart

	Monday (M)	Tuesday (T)	Wednesday (W)	Thursday (R)
9:00 AM	M1 Rifle Class #1	T1 Shotgun Cleaning	W1 Rifle Class #3	R1 Rifle Open Shoot
10:30 AM	M2 Rifle Open Shoot Shotgun Class #1	T2 Rifle Open Shoot Shotgun Open Shoot	W2 Rifle Open Shoot Shotgun Class #3	R2 Rifle Open Shoot Shotgun Open Shoot
1:30 PM	M3 Rifle Class #2 Shotgun Open Shoot	T3 Rifle Open Shoot Shotgun Open Shoot	W3 Rifle Open Shoot Shotgun Open Shoot	R3 Rifle Open Shoot Shotgun Open Shoot
3:00 PM	M4 Rifle Open Shoot Shotgun Class #2	T4 Rifle Open Shoot Shotgun Open Shoot	W4 Rifle Open Shoot Shotgun Open Shoot	R4 Rifle Open Shoot Shotgun Open Shoot
4:30 – 5:00 PM	M5 Rifle Cleaning Shotgun Cleaning	T5 Rifle Cleaning Shotgun Cleaning	W5 Rifle Cleaning Shotgun Cleaning	R5 Rifle Cleaning Shotgun Cleaning

Trail to First Class

Ben Delatour Scout Ranch



Location: Up the hill from the Homestead Area, East of the Main Parking Lot.

The Trail to First Class Program is designed to help first year campers learn the skills necessary to earn the First Class Rank.

Our philosophy is that camp staff should not personally sign off requirements for the Scouts participating in the Trail to First Class. Instead, the staff will provide proficiency in the skills required for virtually all the requirements of the Tenderfoot through First Class ranks, allowing the separate units to test those skills and sign off requirements for rank advancement on an individual basis.

Scoutmasters are encouraged to attend the Trail to First Class program with their Scouts. This allows the Scouts to receive more individual instruction. In addition, Scoutmasters are welcome to make use of the Trail to First Class facilities and equipment if separate instruction time is desired. Please see the Trail to First Class staff to make any such arrangements.

The Trail to First Class program also offers Scouts the opportunity to earn the Totin' Chip. Scouts age fourteen and over may earn the Paul Bunyan Woodsman Award. Please see the Trail to First Class staff for details.

If your Tenderfoot or Second Class Scout would like to participate in the Monster Mountain overnighter that is great! Please bring your own camping equipment for this overnighter. We have a few tents to provide, but not always enough.

Trail to First Class Program Schedule

The Trail to First Class area will be scheduled into four periods. Scouts will need to attend all four periods to earn most requirements for Tenderfoot, Second and First Class. Please keep in mind that there are some requirements that cannot be completed at camp and it is still up to you to help your Scouts earn these. Our staff will not sign off requirements for your Scouts, it will still be up to you as a leader to test their knowledge and sign off the requirements. The staff in this area will provide a progress report at the end of the week showing what each Scout worked on during their week.

Trail to First Class Program

Program Session

Trail to First Class #1

Trail to First Class #2

Periods Schedule

M1 & T1 & W1 & R1

M3 & T3 & W3 & R3

Adult leader assistance is a must for Scouts to get the most out of this program. Please, if you have time, join your Scouts during their time at this area!

Open time Trail to First Class

If you have a Scout who only has one or two requirements to complete, this is the time to join us. The staff is on duty during this time to assist in completing individual requirements.

This program area is also open for troop use during this time. Troops can come to the area and use the equipment during these times. A staff member will be on duty to assist you with checking out equipment and to answer any questions you might have. This area could also be available for Troop use in the evening upon request.

Program Session

Open TTFC

Periods Scheduled

M2 & T2 & W2 & R2

M4 & T4 & W4 & R4

Trail to First Class Scheduling Chart

	Monday (M)	Tuesday (T)	Wednesday (W)	Thursday (R)
9:00 AM	M1 Trail to First Class #1	T1 Trail to First Class #1	W1 Trail to First Class #1	R1 Trail to First Class #1
10:30 AM	M2 Open TTFC	T2 Open TTFC	W2 Open TTFC	R2 Open TTFC
1:30 PM	M3 Trail to First Class #2	T3 Trail to First Class #2	W3 Trail to First Class #2	R3 Trail to First Class #2
3:00 PM	M4 Open TTFC	T4 Open TTFC	W4 Open TTFC	R4 Open TTFC