



2023 Leader's Guide
Camp Buffalo Bill
and
Yellowstone High Adventure Outpost



BOY SCOUTS OF AMERICA[®]
ADVENTURE WEST COUNCIL

Table of Contents

Welcome	3
Travel Map to CBB	4
Camp Map of CBB.....	5
Session Dates and Fees	6
General Camp Information	7
Facilities and Services	8
Policies and Regulations.....	9
Equal Opportunity Statement.....	10
Payment and Refund Policies	11
Adult Leadership and Visitors.....	12
Medical Forms and Health Officer Tips.....	13
Health and Safety Information	14
Arriving at Camp.....	15
Food Service Information.....	15
Troop Campsite and Equipment	16
Campers Equipment List.....	17
Merit Badge Program and Blue Cards	18
List of Merit Badges	19
Your Week at Camp	20
Merit Badge Program & Eagle Claw (1st Year Program).....	21
Age and Skill Requirements	22
Swim Classification Record.....	23
Yellowstone High Adventure Outpost.....	25
Experience Tells Us	28
Forms to Complete Prior to Arrival	29
What To Do When You Get Home	30

Welcome to Camp Buffalo Bill and Yellowstone High Adventure Outpost!

The Adventure West Council would like to welcome you to Camp Buffalo Bill. We are busy preparing the camp for your arrival. This guide is designed to help you prepare also. In it you will find the information you need to plan an outstanding summer experience.

Camp Buffalo Bill is located 43 miles west of Cody, Wyoming on US Highway 14/16/20, just eight miles east of Yellowstone National Park, along the banks of the Shoshone River. This was the playground for William F. “Buffalo Bill” Cody and now it’s ours to share with you.

For over seventy years we have been able to offer Scouters a unique camping experience. Our placement in the Absaroka Mountain range surrounds us with beauty, and presents campers with the opportunity to truly engage in the outdoor lifestyle. The location of our camp also claims the privilege of being one of the few places in the lower 48 left without cellular service. Camp Buffalo Bill allows you to truly silence your phone.

There are program offerings available for Scouts of all ages and abilities. CBB offers a half-day first-year camper program (Eagle Claw) for new Scouts. For Scouts whose priority at camp is to continue working on rank advancement, we have developed a comprehensive merit badge program offering unique badges with experienced staff. For older Scouts who are looking for a challenge, we are pleased to offer a variety of programs through our Yellowstone High Adventure Outpost program.

Adventure West Council – Casper Office: 3939 Casper Mtn. Road, Casper, WY 82601

Council Info: Adventurewestscouts.org	(307) 234--7329	www.campbuffalobill.com
Camping department email:		camping@adventurewestscouts.org
Billy Riley, Director of Support Services	970-584-2218	billy.riley@scouting.org
Bryan Davidson, AWC Program Director And CBB Camp Director	307-272-7184	bryan.davidson@scouting.org
Ian Squires, YHAO Director	307-709-1081	isquires1010@gmail.com

Main Camp Office Number During Camp Season 307-587-5885

Have you started your reservation?

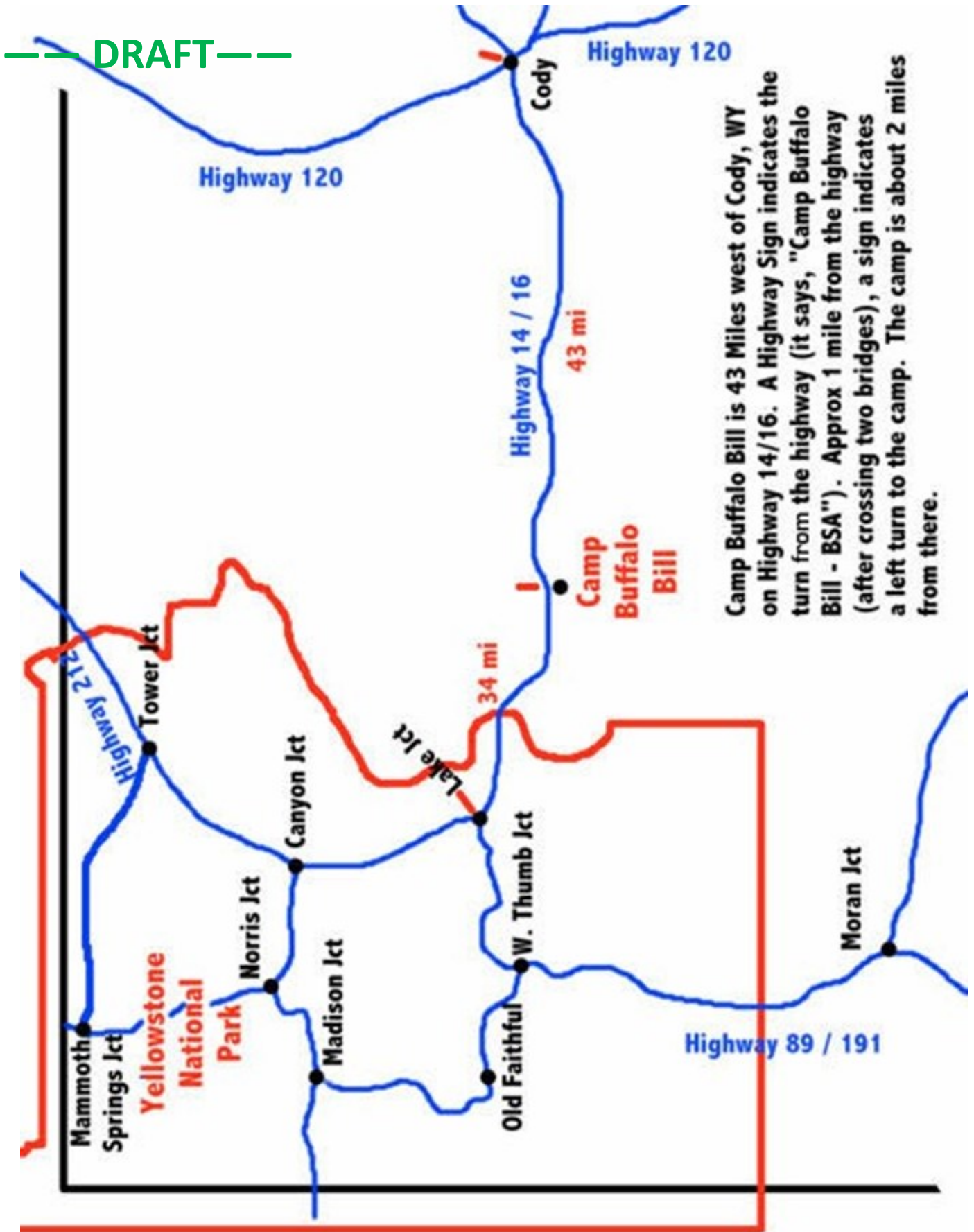
Please note the 10-digit number located on the upper right of the registration screen in Black Pug. Use this number to get back to the reservation even if you don't complete everything the first time you started to register.

This number and your email will take you back to the reservation that you have already created. If you “start over” without using this number you will begin a new registration.

To return to your reservation: click on the [AWC Camp>Scouts BSA Camps tab](#), click “Lookup Registration” located in the upper right of the event page, and enter the registration and email information to return to your reservation.

Started a reservation but didn't get your number? Email camping@adventurewestscouts.org with your unit number and the name of the contact that started the reservation. We will be happy to provide your reservation number to you.

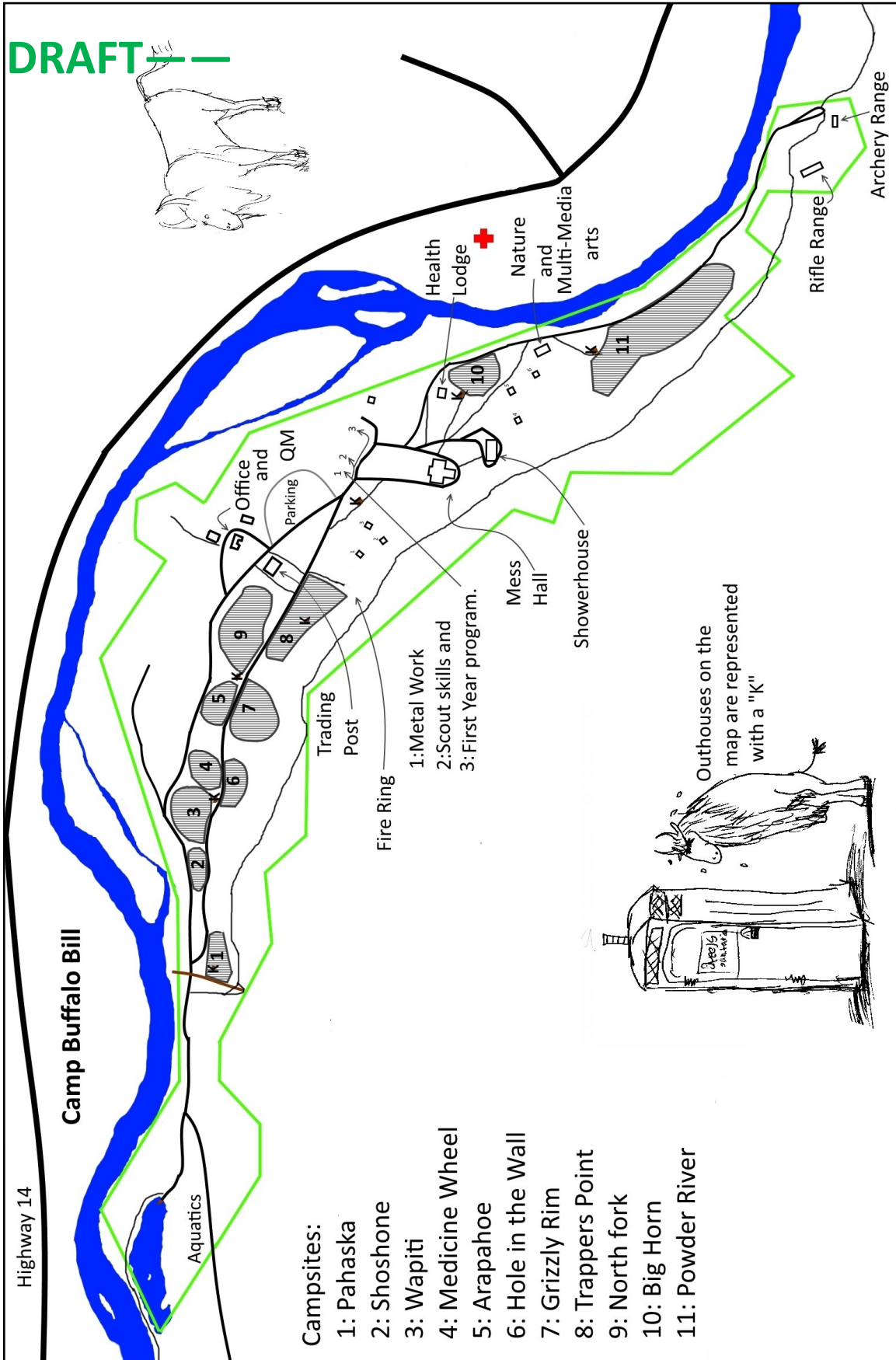
Map to Camp Buffalo Bill



Camp Buffalo Bill is 43 Miles west of Cody, WY on Highway 14/16. A Highway Sign indicates the turn from the highway (it says, "Camp Buffalo Bill - BSA"). Approx 1 mile from the highway (after crossing two bridges), a sign indicates a left turn to the camp. The camp is about 2 miles from there.

Map of Camp Buffalo Bill

DRAFT



2023 Session Dates

2023	Camp Buffalo Bill	Yellowstone High Adventure Outpost
Week 1	Closed	June 4-10
Week 2	June 11-17	June 11-17
Week 3	June 18-24	June 18-24
Week 4	June 25-July 1	June 25- July 1
Week 5	Closed	July 2-8
Week 6	July 9-15	July 9-15
Week 7	July 16-22	July 16-22
Week 8	July 23-29	July 23-29

Camp Fees

2023 Rates	Early Bird Deposit by 12/1/22	Regular Price Paid in full by 4/17/23	Late Price Applied as of 4/18/23
Scouts BSA Youth	\$440	\$450	\$475
Adult Leader	\$200	\$200	\$225
Webelos Crossover	\$450	\$450	\$450
Youth or Adult Family Camper	\$200	\$200	\$225
Yellowstone High Adventure Outpost	\$495	\$505	\$530

Scouts BSA Youth and YHAO fees include \$50 capital assessment that goes directly to camp improvements. All youth under 18 participating in programs pay Scouts BSA or YHAO fees.

Early Bird Discount: \$10 off per scout when \$50 deposit per person is made by December 1st.

In-Council Incentives: For Adventure West Council units: a 15% discount (\$58-\$68) on registration fees for those units that meet their 2022 incentive program goals and Leadership goal by April 1st. Does not include \$50 capital assessment.

Camperships: Available to Scouts registered in Adventure West Council units. Any eligible Scout may apply after their name is added to the camp roster and by downloading the Campership Request Form in Black Pug. The form must be returned to the Adventure West Council office no later than April 1st to receive consideration. Camperships are generally 1/3 of the camp fees. The campership will not cover additional fees added by the troop.

General Camp Information

Camp Emergency phone number (307) 587-5885

Phone Service

Office phone and internet are for business and emergency use only. There is a pay phone available for campers to call home. This phone requires a calling card (available at the trading post) or by calling collect. **There is no mobile phone coverage at CBB.** Please plan accordingly. Wifi available for leaders at the ranger cabin.

Camp Mail Address

Campers can send and receive mail daily during their stay at CBB. Incoming mail will be available at the trading post. Mail should be sent a few days earlier than the intended delivery date. Mail received after a unit has checked out will be returned to the sender. Outgoing mail can be dropped off at the Trading post or Camp office in the mail drop box. Plan an extra week for package deliveries.

Scout Name - Troop Number
Camp Buffalo Bill
870 North Fork Highway
Cody, WY 82414

Trading Post

CBB has a well-stocked trading post. Hours of operation are posted each session. Cash, check and credit cards are accepted forms of payment. Any food purchased in the Trading Post **MUST** be eaten either at the Trading Post or in the dining facility. It is suggested that the Scouts bring an additional \$100 for Trading Post purchases.

Wildlife

Your stay at Camp Buffalo Bill will provide you with a great opportunity to see Wyoming wildlife. Enjoy the opportunity, but be aware of important safety precautions. This wildlife should be considered dangerous, so keep your distance:

Bears. The Greater Yellowstone Ecosystem is home to the largest grizzly bear population in the lower 48 states. Bears can smell food, deodorant, toothpaste, shampoo, soap, or soda, just to name a few items. We call these things “smell-able” and we must remain strict about the use of these items as well as their storage of them. We provide bear boxes in each campsite where smell-ables can be safely stored or they can be stored in your vehicles. **Food or beverages are never allowed in the campsite.** The Forest Service can inspect the camp. If they find violations of the bear rules, they have the authority to issue a ticket to the offending camper. Should a bear find a food reward in your campsite, we will be unable to get rid of the bear and will have to close that site for the rest of the season. **It is a crime to knowingly approach a bear closer than 100 yards. The Forest Service will issue the offender a \$5000 fine and we will send them home at their unit’s expense.**

Moose. We often see moose in and around camp. If you see a moose, consider yourself lucky and stay out of its area. These creatures are strong and faster than they may appear. Just like bears, they will become aggressive if you come between them and their young or if they feel you have intruded on their space.

Bison. American Bison occasionally wander through camp. They are very unpredictable and may grow extremely agitated and defensive if you encroach upon their space. They are capable of charging at high speeds. Stay clear.

Climate

The weather at CBB is characterized by significant shifts in temperature. The camp sits at an elevation of 6,400 feet, which means mornings can be chilly, sometimes even dipping to 30-35° F. June campers should especially make preparations for cooler weather. On the other hand, afternoons in July and August may get as high as 90 degrees. Afternoon thunderstorms are possible. The air is very dry and many people experience dry skin and chapped lips. A Nalgene or water bottle is essential. **Campers should be sure to stay hydrated and wear plenty of sunscreen!**

Smoking and the Use of Other Adult Products

Per Scouting practice and policy, smoking and/or vaping is never permitted in the sightline of Scouts. Smoking is only allowed in a designated area. Please ask the camp director for the location. During fire bans smoking is restricted to the interior of automobiles. The use of marijuana is illegal in Wyoming and is strictly forbidden on CBB property. Consumption of alcohol is forbidden at all times on camp property. Anyone believed to be under the influence of adult products will be asked to leave the premises.

Pets

Pets are not permitted on camp including those brought by visitors. Service animals are permitted and must remain with the individual to whom they are registered. It is up to the individual to ask for and receive permission from the camp director to bring a service animal. Each request will be determined on an individual basis.

Swim Certifications

Swim certifications must be completed before coming to camp. The water can be very cold in our lake so be prepared. Swimming certification is required for all aquatics merit badges and YHAO programs. We align with the swimming attire policy from Seabase which is as follows:

Swimsuits must be modest. For males, tight fitting swim briefs or swim bottoms short enough to allow exposure are not allowed. For females, bikinis are not allowed. Modest tankinis or one-piece swimsuits are appropriate. Any Scout in inappropriate swimwear may not be able to participate as determined by the Aquatics Director.

Facilities & Services

We strive to provide an exceptional outdoor experience to every youth and adult who come to Camp Buffalo Bill. We exist to facilitate the Scouting program each Unit already supplies their youth. As a staff, we hope to be able to provide the following facilities and services in order to allow you to focus on having the best Scouting week of your life!

Lost and Found

Lost items should be reported at the trading post and a lost item form filled out legibly. This form is available on the downloads page of the camp website. Found items are taken to the Camp Trading Post, sorted by date found, and cataloged. Units should check the lost and found before departing camp. All items not claimed by Dec 31st will be donated to a local charity. Please encourage your Scouts to mark their belongings (**especially their uniform and handbook**) with their name and troop number.

Laundry Facilities

There are laundry facilities available for campers at Camp Buffalo Bill in the case of an emergency only.

Family Camping Area

Given our proximity to Yellowstone Park, we are able to host a small number of Scout family campers each week. To accommodate them, we have a small family camping area. All rules applicable to the troop campsites are applicable to the family camp, including no food and no pets. Families must use the shower facilities according to the posted shower schedule. Families cannot camp with their unit. Family campers should register as part of their unit and do not participate in merit badge or YHAO programs.

Policies & Regulations

Camp Standards

We expect leaders and Scouts to reflect the highest of Scouting standards and to:

- Behave in a Scout-like manner
- Wear the BSA uniform
- Be courteous to other Participants
- Live the Scout Oath and Law

Camp Policies

- Fireworks are not permitted in camp.
- Alcohol is not permitted in camp.
- Smoking, smokeless tobacco, and vaping is permitted only by adults and only in the designated areas. Ask staff for more information.
- Bicycles are not permitted in camp (unless pre authorized by the camp director)
- Pets are not permitted in camp (Service animals must receive prior approval from the camp director)
- Scouts and Scouters **may not** bring ammunition, firearms, or archery equipment into camp.
- Food must be kept in hard sided vehicles or the kitchen, **NOT** in campsites.
- Adults must supervise youth shower time from outside the shower house.
- If visiting the river, **ALWAYS** have an adult present.
- The southern boundary of the camp is the “High Trail.”
- Footwear must be worn at all times.
- All campers, visitors, and guests are required to sign in and out at the camp office as they arrive and leave camp.
- As a Troop, make a visual check for attendance at all meals and lights out.
- Lights out is 10:30 PM. All Scouts should be in their campsites and quiet.
- Follow all fire safety guidelines articulated in the Unit Fireguard Plan.
- All US Forest Service regulations regarding viewing and approaching wildlife are strictly enforced.

BSA Policy on Youth Protection

The most up to date youth protection policies are available at www.my.scouting.org . Here are Camp Buffalo Bill highlights:

- **All leaders must be registered with BSA.**
- Separate tenting arrangements must be provided for male and female adults as well as for male and female youth. Youth may not stay in a tent with any adult including parent. Spouses may share tents.
- Youth sharing tents must be no more than two years apart in age.
- Scouts BSA troops must have their own leadership, including one leader of the same gender.
- The “Buddy System” will be practiced for youth campers at all times with a same gender buddy.
- Adult leaders will respect the privacy of youth members in situations such as changing or showering.
- Leaders must also protect their own privacy.

- Camp Buffalo Bill has separate shower facilities for male and female campers and staff. Times are scheduled for adults, youth, and youth staff. These times will be given at the beginning of the week and are subject to change.
- The “safety rule of four” requires that no fewer than four people (including two adults) go on any backcountry expedition or commute.

Uniforms

Scouts and leaders are encouraged to wear the Scout uniform properly while in camp. We ask that your unit be in official Scout field uniform for evening flag ceremonies.

Equal Opportunity Statement

The Adventure West Council provides programs and services to children without regard to race, color, national origin, age, disability and where applicable, sex, marital status, familial status, parental status, religion, sexual orientation, genetic information, political beliefs, reprisal, or income status. However, if you have concerns or complaints regarding discrimination issues, there is a system in place to do so. Your first point of contact is the Camp Director at (307) 587-5885 or 870 North Fork Hwy, Cody, WY 82414. Should that fail to resolve the issue or if the issue is with the Camp Director, please contact the Scout Executive, John Coleman, Jr. at 970-584-2222 or 2215 23rd Avenue, Greeley CO 80634.

The U.S. Department of Agriculture (USDA) prohibits discrimination in all its programs and activities on the basis of race, color, national origin, age, disability, and where applicable, sex, marital status, familial status, parental status, religion, sexual orientation, genetic information, political beliefs, reprisal, or because all or part of an individual's income is derived from any public assistance. (Not all prohibited bases apply to all programs.) Persons with disabilities who require alternative means for communication of program information (Braille, large print, audiotape, etc.) should contact USDA's TARGET Center at 202-720-2600 (voice and TDD).

To file a complaint of discrimination, write to:
USDA Director, Office of Civil Rights
1400 Independence Avenue, S.W., Washington, DC 20250-9410
800-795-3272 (voice) or 202-720-6382(TDD)

This institution is an equal opportunity provider and employer.

Payment and Refund Policies

Troops will make reservations online using the Black Pug registration program found at scoutingevent.com/062. Payments can be made online using eCheck, credit card or can be paid by cash, check, or credit card through the Camp Registrar at 970-584-2202. There is a convenience fee for credit card payments. ECheck transactions limited to \$6,000 per transaction.

It is the responsibility of the individual units to have payments at our Service Center in Greeley, 2215 23rd Ave, Greeley, CO 80634 by the due dates listed above.

Mailed payments must be postmarked by the due date. Late payments, missed deadlines, missed fee discounts, etc. are not the responsibility of the Adventure West Council or its staff.

Payment Schedule

June 1st -September 30th: Pay \$100.00 **non-refundable** deposit for the unit.

October 1st-November 30th: Deposit is \$50.00 per person (non refundable).

After December 1st: The registration system is expecting a half payment. \$50/person deposit payments can still be made. Please enter all participants for which deposit is being paid. Check/cash payment can be sent to the council or contact the council office for credit card and we can adjust payment to the deposit amounts for you.

By February 15th: First payment is due (**½ of remaining balance owed**). This means a total of \$250 per Scout must be paid to access merit badge signups. If this payment date is missed your reservation may be forfeited to another unit. You will be notified before this happens. This payment must be made before your troop can sign up for merit badges.

By April 1st: Deadline for Council Camperships and Investment in Character and Leadership incentive.

By April 17th: Final payment due (**balance due on your account**). If this payment date is missed AWC reserves the right to forfeit your reservation to another unit. Please note: this amount will include class fees if you have completed merit badge sign-ups.

After April 18th: A \$25 per person late fee will be assessed to any new registrations or unpaid balances. (Mailed payments will be determined by the postmark date.)

Reservations placed after April 17th will be accepted only with a minimum ½ payment on that date.

All balances must be paid by May 15th.

Newly registered Scouts and Webelos that have just crossed over do not pay a late fee.

Refund Policy

The refund policies for the Adventure West Council Scout Camps are as follows:

On or before April 30th: Full refund minus \$50.00 cancellation fee per person.

May 1 - May 31: 50% refund minus \$50 cancellation fee.

Starting on June 1: No refunds except for medical reasons. Any refund request for medical reason must be accompanied by a physician's note stating the reason the participant is restricted from attending camp. No exceptions.

September 1st: Last day to submit medical refund requests.

REFUND REQUESTS AFTER SEPTEMBER 1 WILL NOT BE CONSIDERED

Processing for refunds will begin after August 1st. **In-council refunds will be made to unit account.**

Adult Leadership

Troops must be under the supervision of their adult leaders. Everyone will follow BSA Youth Protection Guidelines. Unit leaders are responsible for discipline for their own youth. Camp staff will address safety related discipline only in program areas and seek assistance from the unit leaders when necessary. At least one adult from each troop must be certified in standard First Aid/CPR. Boy and Girl linked units **MUST** have their own leadership and be registered separately.

All adults in camp must be registered members of the BSA regardless of the amount of time they are in camp and have completed their YPT training. A copy of your unit roster verifying registration and current training YPT is one of the documents to be provided at check-in.

It is important to inform the camp prior to check-in the number of male/female adult leaders you will have in camp so that we can make campsite assignments. This information is part of your registration in Black Pug. Male and Female Troops must register separately for the same reason.

Visitors and Guests

Visitors and guests are welcome at the Scout Camp. Anyone who is not on the troop's summer camp roster is considered a guest. All guests must check in at the camp office upon arrival to camp and must check out when leaving. The camp office hours are 8:00 am-9:00 pm. Guests are not allowed to camp in the campsite with the troop.

If your guests would like to eat meals with your troop, you will need to notify the camp **two weeks in advance** with the number of guests and which day they will be there. Meal tickets must be paid at the time of reservation and can be purchased on Black Pug located on the "Registration Contact" tab. Click "Update Information" and scroll to the bottom of the page where it will give the option to purchase meals.

All families are invited to be our guests each Friday evening at CBB for the closing campfire. If they wish to eat dinner with us they must make reservations **two weeks in advance**. Meal tickets are \$10.00 per person. No exceptions.

All visitors and guests will need to park in the main parking lot next to the main office and walk into camp after unloading any gear. Parking is **NOT** provided near the campsite. Please be prepared with proper hiking/walking shoes. You will be walking several miles during your visit.

MEDICAL FORMS

Every parent/guardian with a scout attending our camp should have a copy of this page to read.

Per BSA National Camp Standard HS-503-1, all campers including adults, must have an up-to-date BSA approved health history and a health examination performed by a certified/licensed health care provider prior to attending camp. The health examination must be within the **last 12 months** and the health history within the **last 90 days** prior to arrival at camp. Form is available in the attachments on the camp reservation page or from the national BSA website.

Please bring TWO sets of medical forms with you to camp. You will keep one set of forms (the originals) with your unit for travel. The second set (copies) will be turned in to the health officer during the check-in process and will not be returned. Do not staple the medical form together with any other releases as they will go to separate parts of camp and will need to be separated.

YOUTH and ADULT CAMPERS

- BSA health and medical history- 680-001 Parts A, B and C **signed, completed, and current as of date of camp attendance.** Non-BSA physical forms are not acceptable.
- Include a copy of your family health/accident insurance with company and policy information.
- **The High-Adventure Risk Advisory to Health-Care Providers and Parents is required for all YHAO participants.** This document **MUST** be shared with your health care provider when you complete your part C in preparation for coming to YHAO. This is for your safe participation in activities and that you discuss with your provider the risks. This document is available in the attachments section of the registration page.

ADULT CAMPERS REMAINING ON PROPERTY LESS THAN 72 HOURS

- BSA health and medical history 680-001 Parts A and B only. No other forms accepted.

DAY GUESTS ADULT/YOUTH

- No health form required but recommended for all day visitation.

TROOP HEALTH OFFICER TIPS

We suggest you designate one adult in your troop to serve as the unit health officer. Check all medical forms at least 2 weeks prior to departure to camp and look for the following:

- ◆ Current name & phone for adult transportation on Part A, all emergency contact info in part B1.
- ◆ Medications listed in Part B2 are current and reflect what will be present at camp.
- ◆ All boxes checked and every line filled in or marked N/A.
- ◆ Parent signatures on part A, also part B2 if there are medications.
- ◆ Health Care Provider signature on part C dated less than 12 months before end of camp session.
- ◆ All medications in original packaging and stored in a zip lock type bag labeled with person's name and unit number without covering the prescribing information on the label. Medications will be distributed by camp staff. A written record must be kept of all medications dispensed. We can provide refrigerated and secure storage for prescription medications. Additional instruction in "Health and Safety Information".
- ◆ **Do not bring sick campers to camp!** They will infect everyone they travel with, and then infect the staff who then infect every other camper that comes for the rest of the summer.
- ◆ **Campers that have a prescription for a life saving medication (e.g. epi pens, inhalers) should check that their medication is current or obtain a new prescription before they come to camp. A new inhaler is much cheaper than a trip in an ambulance.**

Health and Safety Information

Camp Buffalo Bill has a full-time medical staff 'on call' 24/7. Any major illnesses or injuries will be transported to the local hospital in Cody, WY at the camper's expense. Camp Buffalo Bill is in a remote location. If an ambulance is needed, it is up to emergency services to determine the best course of action/treatment including transport which may include Medivac (helicopter). Once an ambulance has been dispatched, their personnel will make any further decisions about the health and safety of that camper. Parents/guardians will be notified immediately.

MEDICATION

From the National Camp Accreditation Program BSA Camp Standard HS508:

The camp requires that all prescription and over-the-counter (OTC) medications be stored under lock (including those requiring refrigeration), except when in the controlled presence of health care staff or other adult leader responsible for administration and/or dispensing medications. An exception may be made for a limited amount of medication to be carried by a camper, leader, parent, or staff member for life-threatening conditions, including epinephrine injector, heart medication, and inhalers, or for a limited amount of medication approved for use in a first-aid kit.

All units in camp must be able to comply with the locked storage and administration requirements. Have all medications readily available for the check-in process. All medications (prescription and over-the-counter) will be distributed by CBB trained medical staff before breakfast and dinner, unless a special time is required by a physician. **Medications must be in their original containers labeled by the pharmacy. This is not optional!** Emergency medications (inhalers, epi-pens, etc.) must be checked in with the Health Director but campers will be allowed to keep them during their stay when ordered by the family medical provider. All medications must be listed on the camper's medical form. If a medication is listed on the form but was not brought to camp the troop will have 24 hours to obtain the medication. Medications is stored in the troop trailer at check in does not constitute readily available.

CPAP

Adults or youth needing a CPAP machine while sleeping will need to have a machine that runs on a 12 volt rechargeable battery pack. **There are minimal campsites that may be able to provide electrical for CPAP. Notify the camp director two weeks before arrival. Please put this in the health notes/allergies registration for this person. Designated area with electricity away from campsites is also available, but will affect unit supervision.**

SPECIAL DIETARY RESTRICTIONS

Special food requests beyond normal meal plan menus may be provided and may have additional costs. Vegetarian and gluten free alternatives are normally available, however, it should be remembered that the Camp is 45 miles from the nearest supermarket. Without two week's notice on any dietary requests, we cannot guarantee that these requests will be met. Please limit dietary requests to medical and religious needs. Requests that are made upon arrival to camp may not be possible to accommodate. Please share dietary and allergy info with us in 2 locations:

1. In the individual information in the roster of your camp registration
2. [With our dining services provider via this link](#)

ARRIVING AT CAMP

- The elevation at camp is around **6,500** feet. At this elevation we have to remember to be very conservation-minded and to stay on the trails and only camp in designated areas. Any additional wear and tear on the land can take years to regenerate!
- Plan to arrive between on Sunday between 12:00 PM and 3:00 PM. If you cannot arrive on Sunday, please contact the Camp Director at least one week an advance of your arrival and prepare to have your scouts in camp and ready to start program by 8:45 a.m. Monday. The earlier you arrive the smoother your day will be! Troops arriving before noon will have to wait in the parking lot.
- **One** adult leader will check in at the Ranger Cabin/office. Please 2 copies of your camp roster, 1 copy of your roster from my.scouting verifying registration and current YPT for all leaders, proof of accident/health insurance, medical forms, and any releases for activities ready and sorted by type alphabetically. **Please do not put these forms in a binder or plastic dividers**, as the papers get divided and sent to the appropriate areas of camp. Arrangements for payment of unpaid fees will be made at this time.
- A troop guide will meet the rest of your troop and guide you to your campsite. One trailer or vehicle will be allowed to remain in the campsite. All other vehicles unload only and then must immediately be moved to the parking lot.
- All vehicles are backed into their spaces. No additional vehicles are allowed in campsites after initial unloading except **one** unit trailer or vehicle for frequently-accessed camping gear. **You may not keep food in your trailer.** If in-camp transportation is needed for medical reasons, special permission may be obtained at the office.
- Please take time setting up camp and getting settled in. **Leader program meeting is Sunday after dinner. YHAO orientation meeting is at 4 p.m. at the Trading post Building.** Scoutmaster & Senior Patrol Leaders meeting is Monday evening. Keep an eye on the clock, you do not want to miss these meetings they are very important to an enjoyable stay at CBB.

Early/Late Arrival Procedures

Troops planning to arrive prior to 12 p.m. on their scheduled arrival date must receive permission directly from the camp director and indicate it in your registration on the Black Pug registration program under “Registration Contact” then “Update Information”. **There is a \$75.00 early arrival fee you will be charged to cover the cost of staff that will need to be in camp.** Make sure to check in at the Ranger Cabin/office upon arrival. You will be directed to your campsite by camp staff. Please remember that no food service or other staff services - including EMS - are available for early arrivals. **Troops not making early arrival arrangements may find the camp gate locked. Please confirm with the camp director two weeks before your session.**

Troops planning to arrive late on Sunday or early Monday morning must let the camp director know in advance and provide this information on your Black Pug registration. Plan to arrive by 7:00 A.M. on Monday morning to allow time for move in and to get Scouts to their program on time. When arriving on Monday morning, please check in at the Ranger Cabin/office on the left side of road. Personnel will be available beginning at 7:00 A.M. A troop guide will lead you into camp and assist with medical rechecks. Please register for early arrival with your registration. This can be found on Black Pug located on the “Registration Contact” tab. Select “Update Information”.

Food Service Information

Troop will enjoy meals in the dining hall. Meals are served family style. Each troop must assign Scouts to serve as waiters. Waiters must arrive 15 minutes prior to each meal and stay to clean their table, dishes and surrounding area. All troops are assigned tables, and depending on the size of the troop, tables may be shared. Wednesday lunch is a sack lunch available for pick-up at breakfast in the morning. Wednesday and Saturday breakfast are continental breakfast for traveling.

Please be sure to share any dietary needs/allergy information via the roster in your camp registration AND with our dining services provider [via this link](#). Dining CANNOT prepare for any dietary challenges if the first time they are made aware is when units arrive on Sunday, and they want you to have a positive experience too!

Troop Campsite and Equipment

Campsites are assigned based on troop numbers and availability. We try to accommodate requests but it is not always possible especially when camp is full. Site assignments are not made until the Friday prior to your arrival.

Near each campsite area there is a latrine and washstand. Each campsite has a bulletin board, picnic table, and a fire extinguisher. The number of troops per site will vary depending on troop size. Every troop is responsible for the daily cleaning of latrines near its campsite. Cleaning supplies are in the latrines or may be retrieved at the QM Building. If multiple troops are sharing a latrine the senior patrol leaders from each troop shall work out an acceptable schedule for cleaning latrines. Toilet paper, paper towels and soap will be replaced by Ranger Services staff.

CBB does NOT provide tents. You must provide your own tents. There is limited electricity in or near two campsites. To comply with BSA's mandatory standards, your tents must meet the following requirements:

- All tents must meet or exceed fire-retardant specifications by the manufacturer (CPAI-84) and "no flames in tent" is marked on, or adjacent to each tent. (This is usually a sewn in label or tag on most commercially produced tents.)
- All campers must have clean quarters reasonably safe from inclement weather and comfortable bedding. This includes hammock camping!
- We do have a small supply of 2 person tents for rental on a first come, first served basis for \$5/ scout per night.

No cooking equipment is needed.

The following are available in campsites: Shovels, brooms, rakes, latrine cleaning items

Items available from Ranger Staff: Bow Saws, Trash Bags, toilet paper

It is the responsibility of each troop to care for all equipment assigned to its use. Troops will be charged for any equipment that must be repaired or replaced. Discharged fire extinguishers will cost \$25.00 for recharge or replacement if discharged in a non-emergency situation, or in any manner deemed to be the troop's negligence. The Camp Business Manager or Camp Director will make final determination on any charges.

Do Not Bring To Camp

- Fireworks
- Slingshots or Wrist Rockets
- ATV's , UTV's or ORV's
- Pets
- Sheath Knives
- Valuables of any kind
- Candles
- Expensive electronics
- Skateboards
- Personal food items which you plan to keep in your tent
- Guns or Archery Items

Due to the nature of the terrain at camp, flip flops, sandals or any other open toed footwear is restricted to the shower houses.

Walking around camp in flip flops, sandals, or open toed footwear is strongly discouraged.

Camper's Equipment List

Recommended for everyone

Required

- Complete Scout Uniform
- BSA Annual Health & Medical Record
- Release forms for High Adventure Activities

Suggested Equipment

- Heavy Jacket or Sweatshirt
- Hat
- Hiking Boots
- Pack or duffel bag
- Sleeping clothes/Pajamas
- Shirts
- Pants
- Socks
- Underwear for entire trip
- Swimsuit for Aquatics activities
- T-Shirts
- BSA Handbook
- Pencil & Notebook
- Merit Badge prerequisite supplies
- Sleeping Bag
- Sleeping Pad/Mattress/Cot
- Water Bottle/Nalgene/Hydration Pack
- Flashlight/Headlamp & extra batteries
- Sunscreen/Chapstick
- Insect Repellent
- Pocket Knife & Totin' Chip

- Spending money (\$100.00 suggested)
- Toothbrush/toothpaste
- Towel/washcloth
- Soap & shampoo
- Comb/Hairbrush
- Watch
- Sunglasses
- Other sanitary items

Optional Gear

- OA Sash
- Compass
- Fishing/Fly Fishing Gear
- Laundry Bag
- Photo Gear
- Sewing/Repair Kit
- Closed-toed water shoes for aquatics
- Raincoat or poncho
- Religious Literature
- Merit Badge Pamphlets

It is every unit's discretion as to what else may be needed at camp. This is not an all inclusive list and is provided only as a guide. Mark all equipment and clothing with your name and troop number.

High Adventure Participants should consult the program specific YHAO packing lists available on the website

Suggested Troop Equipment List

- U.S., State, Troop, and Patrol Flags
- Dining Fly/Tarps/Easy Ups
- Scout Merit Badge Schedules
- Dutch Oven(s)
- Special ingredients for SM Dessert Cookoff
- Troop First Aid Kit
- Duct Tape
- Parachute Cord
- Pioneering Rope
- Troop Axe & Bow Saw
- Sharpening Stone & File
- Lanterns (Battery or Propane)
- Scout Merit Badge Book Library
- Hammer
- Matches/Click Stick
- Campsite Decorations
- Set of Two Way Radios
- Troop Sign Board
- Favorite appropriate song & skit
- Sharpie Markers
- Other items troop deems important.

Registering for Merit Badge Programs

Registration for program is on Black Pug (scoutingevent.com/062). There are two options:

1. an adult does all registrations for a unit
2. each Scout does their own registration and is then double-checked by a designated adult. If a unit allows each Scout/Family to register on their own, the unit number and council name are critical information to share. All registrations for a unit from a specific council collate and appear on Black Pug under that name and number if individuals register.

Most merit badges are scheduled for a block that meets for a 1:15 minute session that meets daily on M/T/Th/F. Session A: 8:30-9:45 a.m., Session B 10:00-11:15 a.m., Session C 1:30-2:45 p.m., Session D 3:00-4:15 p.m. Requirements that are completed at camp and those that need to be completed at other times are listed in the merit badge table. If there are any discrepancies or disputes, the completions recorded in Black Pug will be the deciding document regarding requirements completed at camp.

Blue Cards and Schedule Changes

Troop designees are encouraged to attend the program meeting on Sunday evening in the Dining Hall. All schedule changes are dealt with at this time. In the CBB reserves the right to change program content or times as deemed necessary for the best interest of participants and the camp. Contact the Program Director. Schedule changes can be made until 7 a.m. Monday at the office.

CBB is now using Black Pug software for all registration. Black Pug has the ability to take all registrations and allow troops to upload to ScoutBook and TroopMaster. Whoever registered for camp can go back into the registration and print what each scout has completed at camp when you return home. Blue cards are generally available two weeks after the camp session is over. Changing classes while at camp may result in a change of fees. Please note: no blue cards will be released until all remaining fees/balances have been paid.

You can print class schedules for each scout before you come. Log into Black Pug. Above the "Registration Contact" tab you will see three tabs. Select "Reports". The third option down is "Class Schedule". When the window pops up, select "Preview Report". The scout's name is on the right hand side under "Attendee Information".

Merit badge class registrations will open on April 1. provided you have met the payment schedule and made at least a half payment as explained on page 11 of this document.

Merit badge schedule & information

Merit Badge	Program Area	Session	Supply Fee	Notes
Archaeology/Indian Lore	Living History/Handicraft	A,C	\$20	Indian lore kit supplied
Archery	Shooting Sports	A,B,C,D	\$8	Arrow or arrow pen kit included
Art P	STEM/Arts	Open	\$10	6: Visit an art museum prior to camp
Astronomy/Space Exploration	STEM/Arts	A	\$14	Rocket kit included
Aviation	STEM/Arts	D	\$10	
Basketry	Living History/Handicraft	A, Open	\$18	Basketry kit supplied
Bird Study	STEM/Arts	D	\$8	Bird feeder supplies included
Camping P	Outdoor Skills	B,C		Requirements 9a, 9b cannot be completed at camp
Canoeing	Aquatics	A,B,C		Bring completed swim check & water or old tennis shoes
Chess	STEM/Arts	Open		
Eagle Claw	Eagle Claw	AB or CD		1st year new scout program
Emergency Preparedness P	Outdoor Skills	A,D		First aid prerequisite, 2c, 6c, 9a, 9b must be completed after camp
Environmental Science	STEM/Arts	B,C		
Fingerprinting	STEM/Arts	Open		
First Aid	Outdoor Skills	A,D		Bring own first aid kit to camp or purchase in trading post
Fishing	Fishing	A,B,C,D	\$5	Bring personal gear or Fishing kit available at trading post, have personal WY fishing license if 14+
Fly Fishing 14+	Fishing	A,B,C,D	\$8	Must be 14+ or have Fishing MB, bring personal gear or fly fishing kit available at trading post, have personal WY fishing license if 14+
Game Design	STEM/Arts	A		
Geocaching	Outdoor Skills	Open		
Geology/Oceanography/Forestry P	STEM/Arts	B		Forestry #8 cannot be completed at camp
Kayaking	Aquatics	B,C		Bring completed swim check & water or old tennis shoes
Leatherwork	Living History/Handicraft	C, Open	\$20	Leatherwork kit supplied
Mammal Study/Soil & Water Conservation	STEM/Arts	A		
Metalwork 13+	Living History/Handicraft	B,D	\$15	Supplies included, must be 13+, bring pants & sturdy shoes
Music	STEM/Arts	Open		
Nuclear Science 14+	STEM/Arts	C, Open		Must be 14+ or have SM approval with Camp/Program Director
Orienteering	Outdoor Skills	B,C		
Photography/ Animation	STEM/Arts	C, Open		Bring digital camera, connector cord and/or memory card to camp
Pioneering	Outdoor Skills	A,D	\$14	pioneering kit supplied
Programming	STEM/Arts	Open		
Rifle Shooting	Shooting Sports	A,B,C,D	\$15	Class supplies included, \$3 for open shoot, no personal firearms
Robotics	STEM/Arts	D	\$10	
Rowing	Aquatics	A,D		Bring completed swim check & water or old tennis shoes
Safety/ Signs, Signals & Codes	Living History/Handicraft	B,D		
Sculpture	STEM/Arts	B	\$5	Supplies included
Stand up Paddleboard 14+	Aquatics	D	\$5	Must be 14+
Wilderness Survival	Outdoor Skills	B,C		Bring personal survival kit to camp, supplies available at trading post
Wood Carving	Living History/Handicraft	B,D	\$15	Must have Totin' Chip, carving kit supplied
Woodwork 14+ P	Living History/Handicraft	A,C	\$25	Woodwork supplies included, must be 14+, Requirement #7 cannot be completed at camp
Eagle required in bold .				
Partial indicated by P				
If there are any discrepancies, the determining document will be the course schedule and requirements in the registration system				

Your Week at Camp

Wednesday is Troop Tour Day

At Camp Buffalo Bill, we designate Wednesday as a flexible troop day. Many troops spend the day hiking in Yellowstone or visiting the historic sites around Cody, Wyoming. Other troops choose to remain in or around camp to hike, fish or relax. A camp conservation project will be available in the morning after breakfast. Box lunches are available for those Troops leaving camp on Wednesday. Box Lunches are packed Tuesday evening at 7pm in the dining hall. **Please have an adult leader or two come to make sure yours is ready.** Breakfast is available 6:00-7:00 AM. Dinner is available from 6:00-7:00 PM. Transportation should be provided by the troops. The camp staff will be happy to help in planning your Wednesday activities.

Leader Opportunities

Although Camp Buffalo Bill exists for youth, opportunities can be made available for the adult leaders. Introduction to Outdoor Leadership Skills training is available upon request in conjunction with our first year camper program. Scoutmaster Specific training may also be offered if there is demand and staff available to teach.

Other Morning & Evening Programs

Sunday - Opening campfire prepared and put on by the Camp Staff. Devotional/Interfaith service also provided.

Monday - Troop guides will visit troop campsites after dinner.

Tuesday - Inter-troop campfires. SM/SPL dinner & meeting.

Thursday - Scoutmaster Dutch Oven Dessert Cook-off, CBB Branding

Friday - Recycle Regatta Competition, Scoutmaster Belly Flop-off, AND Closing Campfire with troop participation. Bring appropriate skits & songs to program director.

Polar Plunge— 6 a.m. Monday, Tuesday, Thursday, Friday at the pond

In addition, we encourage troops to run their own evening activities according to their own troop's needs and goals.

Conservation

Camp Buffalo Bill encourages each troop participant to spend at least one hour of their week on a conservation project. Your troop's participation in a conservation project will improve camp, as well as reinforce in a Scout's mind the need to care for things, especially the environment. The Nature Director, Camp Director or Camp Ranger can provide conservation projects and project direction. A formal conservation project is also available on Wednesday morning for troops not leaving camp.

Fishing

Even if you don't plan to participate in the fishing or fly-fishing merit badges at Camp Buffalo Bill, you should consider doing some fishing while here. Both our pond and the North Fork of the Shoshone River provide great fishing for bait and fly fishermen. Fishing is allowed at the pond outside of the waterfront area when merit badge classes are not in session. Please check with the aquatics director before fishing there.

You must observe Wyoming fishing regulations. Please visit the following web page for a complete list of these guidelines: <https://wgfd.wyo.gov/Fishing-and-Boating/Fishing-Regulations>

Notes

Residents and non-residents under the age of 14 **DO NOT** need a fishing license to fish in Wyoming *if* they are fishing under a licensed adult.

We **DO NOT** sell fishing licenses at camp. They may be purchased at in Cody at Wal-Mart or online at: <https://wgfd.wyo.gov/also/elsowelcome.aspx>

Merit Badge Program

Scouts will work on rank advancement through Camp Buffalo Bill's Merit Badge Program, unless they registered to participate in the Yellowstone High Adventure Outpost Program. Your Troop must sign up its Scouts for merit badges as part of the registration process. **Merit Badge registration will be through the same online system that you registered your Troop for camp!** You can print class schedules for each Scout before you come. Log into Black Pug. Above the "Registration Contact" tab you will see three tabs. Select "Reports". The third option down is "Class Schedule". When the window pops up, select "Preview Report". The Scout's name is on the right hand side under "Attendee Information".

Merit Badge Registration will open up April 1.

Scouts in the merit badge program will attend four merit badge sections daily (Wednesdays excluded)
Draft. Times subject to change.

Session A	8:45 AM - 10:00 AM	Session C	1:30-2:45 PM
Session B	10:15AM - 11:30 PM	Session D	3:00-4:15

In some cases, it is possible to earn two merit badges during one session. In these cases, complementary merit badges (such as Indian Lore and Archeology) are paired together.

There will be a meeting on Sunday evening for the Scoutmasters from each Troop to get to know the Directors and Counselors from each program area of Camp. This will serve both as a meet-and-greet opportunity as well as a chance to make any last minute changes to a Scout's merit badge class schedule.

Open Program Area

Some Scouts may wish to complete additional merit badges during Open Program Area, from 7-8:00 PM on Monday, Tuesday and Thursday evening. Please coordinate these efforts with each individual area director. Keep in mind that some merit badges, such as Mammal Study, can easily be completed during a couple of Open Program Area slots. Other merit badges, such as Environmental Science or Canoeing, cannot be completed during such a limited time. In addition, if a Scout is behind in a merit badge class, he or she can use the Open Program Area to catch-up and get extra assistance. Normally, the Open Program Area on Thursdays is reserved primarily for Scouts who need extra time completing merit badges. Otherwise, Scouts are free to visit an area and try out fun activities, such as canoeing, tomahawk-throwing, and archery.

Eagle Claw - CBB First Year Program

Our Eagle Claw First Year Program is specifically designed for young and new Scouts. The program focuses on basic skills for Tenderfoot, Second Class, and First Class rank advancement. The Eagle Claw program requires a two period block. There are only two sections that meet during Merit Badge Sessions A & B OR C & D. If your troop has several scouts participating in the first year program, it is strongly suggested that you also provide a Scoutmaster to help out in the first year program area. **Do not sign your Scout if they are already working toward tenderfoot, 2nd class & 1st class requirements.**

The following is a list of rank requirements normally covered in the Eagle Claw program. There may be some slight variation from week to week.

Scout: 1a, 1b, 1c, 1d, 1e, 1f, 2a, 2b, 2c, 2d, 3a, 3b, 4a, 4b, 5

Tenderfoot: 1c, 2c, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 6a, 7a, 8

Second Class: 1b, 2a, 2b, 2c, 2d, 2f, 2g, 3a, 3c, 3d, 4, 6a, 6b, 6c, 6d, 6e, 8a, 8b, 9a, 9b

First Class: 3a, 3b, 3c, 3d, 4a, 4b, 5a, 5b, 5c, 5d, 7a, 7b, 7c, 7d, 7e, 7f

Age and Skill Requirements:

The following badges have minimum age requirements:

- Fly Fishing (age 12)
- Metalwork (age 13)

A few badges also have prerequisites:

- Art: Requirement 6. Visit an art museum prior to arrival at camp
- Bird Study/Nature: Requirement 8. Build a bird feeder and observe the birds that visit it for one month
- Emergency Preparedness: Requirement 1. Scouts must already have the First Aid merit badge
- Woodcarving: Scouts must already have their Totin' Chip.

A few merit badges may not normally be completed at camp:

- Camping: Requirements 9a, 9b cannot be completed at camp
- Emergency Preparedness: Requirements 2c, 6c, 9a, 9b must be completed at home after camp
- Forestry: Requirement 8.
- Search & Rescue: Requirement 6a.

Several merit badges require Scouts to bring their own supplies to camp:

- First Aid: Bring personal first aid kit to camp
- Fishing: Bring personal fishing gear to camp, OR Fishing kits available are available for purchase at our trading post (~ \$35)
- Fly Fishing: Bring personal fly fishing gear to camp, OR Fly Fishing kits available for purchase at our trading post (~ \$40)
- Metalwork: Bring long pants and sturdy shoes to camp
- Photography: Bring digital camera, connector cord, and/or memory card to camp
- Wilderness Survival: Bring personal wilderness survival kit to camp

Please see the chart on page 19 for specifics concerning each merit badge. Badges with fees include the supplies needed for the badge. If it is a badge with options such as Leatherwork or Indian Lore, the scout will have the ability to choose their project supplies.

See the link below for current detailed current requirements for each merit badge:

<https://www.scouting.org/programs/boy-scouts/advancement-and-awards/merit-badges>

Swim Classification Record

(Changes and/or corrections to the following chart should be initialed and dated by the test supervisor.)

Unit Number _____

Date of Swim Test _____

	Full Name (Print) <small>(Draw lines through blank spaces)</small>	Medical Recheck Parts A-B	Swim Classification		
			Non-Swimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

The swim classification test performed at a unit level should be conducted by one of the following council-approved resource people: Aquatics Instructor, BSA; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc. Test administrators should utilize chapter 5 of the [BSA Aquatics Supervision Guide](#).

NAME OF PERSON SUPERVISING & FACILITATING THE SWIM TEST:

Print Name

Signature

Type of Authorization/Training
(Attach a copy of certification if required by council procedure)

Expiration Date if applicable

SWIM CLASSIFICATION PROCEDURES

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in Safe Swim Defense and Safety Afloat. These swim classification tests are a foundational unit of the Aquatics Continuum.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the individual's circumstances in the water.

SWIM TESTS FOR COUNCIL ACTIVITIES

Swim tests for **council activities** are conducted following procedures approved by a council-level committee, preferably the Council Aquatics Committee. The council committee should use the guidance contained in *BSA Aquatics Management Guide*. **SPECIAL NOTE:** When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.

REGARDLESS OF WHERE OR WHEN THE SWIM TEST IS GIVEN THE FOLLOWING PROCEDURES APPLY:

- **The test is given one-on-one.** The test administrator and the swimmer are buddies during the administration of the test.
- **Each component of the test is important.** The test must not be changed either to assist the Scout or to expedite the process.
- **The test must be completed without aid or support.** Aid includes lifejackets, wetsuits, fins, etc. Swim goggles may be used to avoid eye irritation.
- **Swim tests must be renewed annually,** preferably at the beginning of the outdoor season.

TO THE SWIM TEST ADMINISTRATOR

SWIMMER'S TEST:

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST:

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resumeswimming as before, and return to starting place.

Anyone who has not completed the beginner or swimmer tests is classified as a **nonswimmer**.

Yellowstone High Adventure Outpost

The Yellowstone High Adventure Outpost (YHAO) is a BSA high adventure base, founded in 2008, operating both base camp and outpost programs. YHAO runs week-long backpacking, climbing, kayaking, and whitewater programs, as well as hybrid programs such as our popular “Rock ‘n’ River” program. YHAO offers programs both inside and outside of Yellowstone National Park; either way, you’re in for an exciting adventure in one of the most beautiful and ecologically unique areas in the country.

YHAO is run by an educated and experienced staff which come from all over the country, bringing a wealth of knowledge and experience to the program. YHAO is a once in a lifetime experience and offers a full range of experiences for Scouts and a wealth of educational opportunities. On top of hard skills such as climbing systems and boating skills, Scouts will develop strong, independent leadership through a leadership development curriculum based upon reputable programs such as National Outdoor Leadership School (NOLS), National Youth Leadership Training (NYLT), Leading EDGE, and Outward Bound. Scouts also have the opportunity to become Leave-No-Trace Awareness certified, as well as learning about topics such as ecology and geology.

Program Restrictions

YHAO Participants must pre-register and pay the High Adventure fee to be considered for their chosen adventure. Registration space is a first come, first serve basis. Many of our programs fill early.

Yellowstone High Adventure Outpost participants must be at least 14 years old, OR have completed the eighth grade and be at least 13 years of age prior to participation. We do not make exceptions! Please visit the Yellowstone High Adventure Outpost portion of Camp Buffalo Bill’s website for more details, www.yhao.org.

Trek Crews must have a minimum of 4 members and a maximum of 12 (4-9 for Yellowstone itineraries) with the majority of the Crew being youth members. Rafting Crews have a maximum of 12. Climbing Crews have a maximum of 10. Single Scouts can be included in other treks if there are spots available.

YELLOWSTONE TREK

YHAO offers week-long treks throughout Yellowstone National Park and the surrounding area. Treks are led by experienced guides and offer excellent experiences for both Scouts and adults. Our trek program is a great way to build leadership and develop a strong bond between Scouts, as well as being the best way to experience Yellowstone. Scouts hike through the varied and beautiful landscape of Yellowstone National Park for a four night trek, leaving on Monday morning, and returning on Friday afternoon. Trek intensity varies depending on the trail, but all trails are at high altitude (7,000+’), and require physical fitness. The exact itinerary is dependent on the Yellowstone National Park Backcountry Permitting Office, and may vary from week to week. There is no guarantee that a specific trail will be permitted for a specific week.

Lamar River Trail: The Lamar River trail is a gorgeous, 45 mile hike through one of Yellowstone’s most beautiful river valleys. Scouts put in at Soda Butte trailhead, in the northeast of the park, and hike south following the Lamar River, before hiking over Mist Creek Pass (elevation 8,750’) and heading out through Pelican Valley. The Lamar Valley is home to bison migrations, as well as several wolf packs, and is one of the best areas in the park to see wildlife in their natural habitat. Lamar is a moderately challenging hike with about 3,000 feet of elevation change with the trail ranging between 6500’ & 8500’ of elevation, and includes two to three river crossings. Campsites along the Lamar have a capacity of 10 participants.

Hellroaring Creek Trail: Hellroaring is a moderate hike of about 35 miles following Hellroaring Creek and Yellowstone River through the scenic Lamar Valley in the northern part of the park. Scouts begin their hike at Hellroaring Trailhead or Tower Junction Trailhead at the top of a scenic overlook of the North Lamar Valley before descending into the valley proper and crossing the valley tundra before camping along the river. The trail then follows the river through dense forest and volcanic basalt cliffs and breathtaking granite overlooks of the impressive Yellowstone River before climbing up Blacktail Pass into the tundra before heading through the marshy wetlands of Blacktail Ponds to Lava Creek Trailhead. Hellroaring is a moderate hike with an elevation change of about 2500', and ranges between 6500' & 7500' in elevation, with one river crossing.

Campsites along Hellroaring Creek have a capacity of 8 participants.

Solfatara Creek Trail: This is a moderate trail of about 30 miles, beginning at Norris Meadows, and ending near Canyon Village. Scouts put in at Solfatara Creek Trailhead and hike through meadows and scenic woodlands, camping at several lakes on the way. The high point (literally) of the trip is Observation Peak at 9,400' of elevation, before coming down and exiting through Cascade Creek Trailhead. Rather than follow a river the entire time, this trail passes a chain of lakes and ponds, which provide beautiful camping and ample supplies of water. Solfatara is a moderate hike with approximately 3,000' of elevation change over 30 miles. The trail ranges between 7,500' and 9,500' with one wet crossing. Campsites on Solfatara have a capacity of 8 participants.

Absaroka Wilderness Trek

YHAO offers week-long treks through the rugged and scenic Absaroka (pronounced AB-SOR-KA) Wilderness. Absaroka treks offer a less populated and more flexible trek than Yellowstone due to its classification as a National Wilderness. Absaroka treks take place in the North Absaroka Wilderness or Washakie Wilderness, just outside the East Gate of Yellowstone National Park. Due to its wilderness nature, trails in the Absarokas tend to be less maintained, and may require off-trail navigation, and wilderness treks have no designated campsites. The Absaroka Wilderness offers a great range of itineraries, and may be long and demanding, short and easy, or any combination thereof. We maintain several itineraries, and are happy to work with troops and crews to create customized hikes for their needs.

Example itineraries include:

Flora Lake: Flora Lake is a small, alpine lake that sits at around 9,800' in elevation. Crews depart from the west end of camp and hike along Kitty Creek through the Washakie National Wilderness. Kitty Creek trail continues for about ten miles before joining Neva Creek and heading to Flora Lake. The Flora Lake trek is a short, moderate hike of about 12 miles, and gaining about 3,000' of elevation one way. This hike is not a loop, so crews must return the same way they came. Flora Lake trail is a great hike for beginner backpackers looking to gain some experience on trail, and allows for a rest day at Flora Lake during the week if needed.

Pahaska Sunlight Trail: The Pahaska Sunlight trail is a moderate hike along the North Fork of the Shoshone River. Pahaska Sunlight is a highly customisable trek which offers plenty of opportunities for all interests. Pahaska Sunlight trail follows the N Fork of the Shoshone far into the wilderness and has plenty of opportunities for day hikes, fishing, and scenic detours. The entirety of the Pahaska Sunlight trail cannot be hiked in 5 days, and most crews hike about 15 miles to Camp Monaco before returning the way they entered. Our usual Pahaska Sunlight itinerary covers from 25-30 miles and has about 4,500' of elevation change.

Grinnell Creek Trail: The Grinnell Creek trail starts at the same trailhead as Pahaska Sunlight, but follows Grinnell Creek instead of the N. Fork of the Shoshone. Grinnell Creek trail follows Grinnell Creek through scenic mountain valleys and steadily gains elevation to Silvertip Basin. Grinnell Creek Trail is a more intense hike than Pahaska Sunlight; although it has similar mileage, it gains much more elevation. Grinnell Creek starts at around 6,700' and ends at about 9,800', and includes at 10,000' mountain pass. Treks cover about 36 miles and have about 11,000' of elevation change.

Fishhawk Creek Trail: Fishhawk Creek trail departs from the East end of Camp Buffalo Bill and follows Fishhawk Creek to its headwaters at Fishhawk Glacier Basin, deep in the Washakie National Wilderness. There are many (12+) river crossings required, and several thousand feet of elevation gain required. Unfortunately, the Fishhawk Creek Fire burned much of the mid-section of Fishhawk Valley in 2019. After the first day of hiking, the trail is no longer burned. Fishhawk Creek Trail offers scenic views from steep canyons, sprawling meadows, and high alpine boulderfields. The Fishhawk Creek Trail is long, has many river crossings, and contains several steep sections. This hike is only recommended for experienced crews accustomed to 10 mile days at high elevation with over 3,000' of elevation change per day.

Yellowstone Surf-n-Turf (Trek/Kayak): Your Crew will begin in kayaks on Yellowstone or Shoshone Lake and then re-ration, switch modes of travel and finish with a trek. This is a custom program available by request only.

PADDLE

Camp Buffalo Bill's unique location on the N. Fork of the Shoshone River makes it an excellent place to spend the week on the river. YHAO runs 38 miles of river with rapids up to Class IV. Scouts spend the week going on day trips to different stretches of river, starting with slow and simple water, and building up to truly fearsome rapids. Our experienced guides make the week on the river a blast, ensuring the safety of the group and providing an entertaining experience that is both fun and educational. Crews have the opportunity to learn about leadership, river specific Leave-No-Trace practices, boating and rescue skills. Scouts that show strong leadership and paddle-skills may even get the chance to try their hand at guiding a raft! Whitewater has a minimum capacity of 6 participants, and a maximum capacity of 24.

Note: Whitewater is dependent on the volume of water in the river. The North Fork is usually too low to run after July 4th, but may vary from year to year. Please contact the camp to discuss this, and possible changes a week before your arrival.

CLIMB

Our unique location between Cody and Yellowstone NP offers world class climbing only a short drive away from Camp Buffalo Bill. Our week-long climbing program is focused on teaching Scouts safety, technique, and hard skills such as belaying and anchor building. Scouts start the week in our climbing gym on-site at Yellowstone High Adventure Outpost. Our indoor gym features four 25 -30' climbing walls and a rotating "tread-wall" that allows for a safe and fun environment to learn the basics of climbing safety and technique. After participants are confident in their skills, Scouts will spend their week climbing at 'The Island', outside of Cody, WY. The Island features multitude climbs for any skill level on excellent Wyoming Dolomite granite. Scouts also have the opportunity to branch out and explore the sub-genre of climbing that is bouldering at Cedar Mtn. Boulderfields. Cedar Mtn. offers thousands of bouldering routes on both sandstone and granite and has plenty of boulder problems for novices and experts alike.

YELLOWSTONE LAKE KAYAKING

YHAO started our kayaking program in 2016, and it has quickly become one of our most popular programs. Scouts kayak one of the high alpine lakes in Yellowstone National Park for four days, stopping at lakeside campsites for the evenings. Scouts will learn paddle skills, boating safety, Leave-No-Trace Principles, leadership skills, and basic rescue techniques. Kayaking the various lakes in Yellowstone offers an experience of the park rarely attained by most visitors, and is a wonderful hybrid of boating and camping. We maintain several itineraries throughout the park. Examples include: Lewis Lake, Grant Lake, Shoshone Lake, and Yellowstone Lake.

Experience Tells Us...

Following are tips to help you and your Scouts have a tremendous experience at camp. Understand that we operate our camp under the umbrella of the **Scout Oath and Law** at all times. Please do the same when dealing with any of our staff.

- **Use the Black Pug registration system for ALL your needs.** Scroll down to the bottom of every page so you don't miss any important topics.
- **Bring 2 copies** of every Scout's daily schedule with you. One copy is for the Scout and the second copy is for the adult leaders. You may print as many copies as you wish from your Black Pug account. Schedules may be subject to change at camp.
- **Communicate.** If you have a special need or want to do something spectacular, tell us about it and we'll give it our best effort.
- **Your SAFETY is our first priority.** If you see something that you feel is unsafe, report it **IMMEDIATELY** to the nearest staff person. If you are in an activity area that you deem is operating improperly, ask the staff on hand to stop immediately and have the Program Director and/or Camp Director notified at once.
- **For any Scout to try more than four merit badges in one week can be excessive.** We suggest a normal maximum of four merit badges per week, per Scout. True, some have earned upwards of six, but that is the exception. There are plenty of activities to stay busy, and supplemental badges available during open times.
- **"High Adventure activities"** are those requiring a great deal of physical skills, coordination, stamina, and mental maturity and therefore may have age limitations. A Scout may meet the age minimum but may not have other attributes to complete the skills. Area Directors may ask a Scout to opt out of an activity for the good of the Scout.
- **Many badges have "advance work that should be done at home"** and not at camp. Experience shows us that "Camp is not an ideal classroom for written work" and the smart Scout is the one who comes to camp with all written work previously finished as well as any prerequisites listed in the program portion of this Leader's Guide.
- **Scouts should try doing something new at camp and get a well-rounded experience.** Many activity areas offer "open time" where Scouts may try activities outside of the merit badge environment such as shooting sports, fishing, some aquatic activities, conservation projects and fun hikes. Take advantage of all these opportunities.
- **Make your campsite your home for the week!** Come prepared with troop flags, banners and gateways. Gateway competition? There could be awards.
- **Don't forget to schedule rest!** Our camp environment is tough on even the most seasoned camper. Please take time to relax and enjoy the awesome surroundings of our camp.
- **"Be Spirited."** The troop that comes to camp with ideas and spirit and challenges makes the rest of the camp come alive. Perform a flag ceremony, bring your troop cheer to camp and show everyone that you're "number one."
- **"Be flexible."** Each week, nearly 250 participants attend camp and while staff is there to meet everyone's needs, a Scout is friendly, cheerful and courteous.
- **Departure time** on Saturday is 8 am. Have your transportation arrive early. We like to have everyone out of camp by 9 a.m. at the latest. Early departure times should be arranged with the Program Director.
- **One last thing.** "We strive to be the best camp we can be." When we miss our mark, let us know. We'll gladly listen to all suggestions. Make sure to fill out the exit survey.

Forms to Complete Prior to Arrival

Medical and Health History—680-001. Please refer to page 13 for explanation.

Scout and Adult Leader Rosters

Bring 3 copies of your Scout & Adult Leader rosters. Two will be turned in at check in. You can print rosters from your Black Pug online account.

Proof of Insurance

All out of council units coming to CBB must show proof of Troop Health and Accident Insurance. This may or may not be provided by your local council. If the unit does not have Health and Accident insurance, then a Health Insurance Policy number and carrier must be provided for each individual attending camp. *Adventure West Council units are covered by the Council Health and Accident Insurance Policy, and do not need to bring a copy. One is already on file.*

Release of Liability waivers

CBB recommends that all attendees that have registered or are considering participation in “high adventure” activities fill out the appropriate release forms for each activity prior to arrival at camp. These activities include but are not limited to Climbing and Cowboy Action Shooting, Shooting Sports, etc. If you should find a Scout is on a “wait list” they should fill out the form in the event room becomes available for that activity while at camp. When in doubt regarding a release form, fill it out and bring it to camp just in case. We cannot allow participation in activities requiring a release form if a parent/guardian has not signed the release.

FORMS AVAILABLE ON THE EVENT REGISTRATION PAGE

BSA Health and Medical Form 680-001 ABC

High-Adventure Risk Advisory to Health-Care Providers and Parents (for YHAO participants)

COPE/Climbing Consent Form

Cowboy Action Shoot Hold Harmless Agreement

Campership Application (Adventure West Council units only)

To make the check-in process faster have all forms sorted alphabetically by type of form (e.g., all health, Climbing forms, etc.). Do not group forms by person as each needs to go to a different part of camp and we will have to separate them at check in.

What To Do When You Get Home

Thank you for choosing CBB for your summer camping experience. We hope you had a fabulous time! Here are a few things to do when you get home:

1. Log into Black Pug and check your account balance. Remember-the fees paid for classes might change if the Scout changed their schedule. All balances must be paid before you can access your Blue Cards.
2. Blue cards can be accessed in the following way:

Sign into Black Pug.

You will see three tabs over “Registration Contact”. Select “Reports” .

When the page opens up, you will see several options for printing Blue Cards.

We suggest that you take a look at your blue cards within two weeks of arriving back home. It is much easier for us to correct a mistake in the summer than in fall when it can be difficult for the instructor to remember what happened in that particular session. A reminder that once the Scout leaves camp, it becomes the responsibility of the unit to sign-off any remaining requirements and ultimately sign-off on the blue card if not completed at camp.

3. Don't forget-we are happy to generate employer or spouse thank-you letters. If you didn't sign-up for one, you can contact the Greeley office at anytime to request one.
4. Please make sure that you filled out an exit survey. Each one of the surveys are read by camp and council leadership and any issues are addressed. Your voice matters!

See you next summer!!



Come and Play in the Rockies!!