

There's a place out west where the rivers roll off the mountains and wind steadily across the plains. It's a land of rock walls, blue sky, and clean air. A place where the eagles fly high and make their nest in the rocks that overlook the valleys full of aspens and pine trees. **This is ranch country** and has been for nearly two-hundred years. Things have changed some since the early days, but there's still a thread of character and tradition that runs from one generation to the next.

**Howdy Wranglers!** Welcome to the rugged beauty of a real western mountain cattle ranch, where adventure meets tradition. Saddle up, dig in, and get ready for an unforgettable ride! BDSR has been a ranch since the 1800's, with a rich history, historical homestead sites, all along the Zimmerman Stage Route. The property became a Scout Ranch in 1959 after a generous gift from Ben Delatour, who purchased the Pinecroft Ranch from George Weaver along with the historic 2V ranch brand.

The Ranch is located just north of Rocky Mountain National Park with beautiful coral rock mountains surrounding the campsites. It's a working cattle ranch with cattle, horses, and everything you'd expect. Your week with us will be an unforgettable adventure that combines the rugged spirit of the frontier with the excitement of Scouting!

## **BEN DELATOUR SCOUT RANCH**

Located 45 minutes northwest of Fort Collins, CO and is surrounded by Arapaho & Roosevelt National Forest land.

Ben Delatour Scout Ranch  
2331 CR 68 C  
Red Feather Lakes, CO 80545  
970-881-2144 *[summer only]*

## **ELEVATION & WEATHER**

BDSR sits between 7,000-8,000 ft. Mornings are chilly, sometimes dipping to 30° - 50° F. Afternoons can get as high at 90°. The air is dry and hydration is essential.

## **ADVENTURE WEST COUNCIL**

The Adventure West Council serves Northern Colorado, Western Nebraska, and most of Wyoming. We operate 5 camping properties and have 3 service centers.

BDSR Camp Director- James Rahn  
[bdsr@awbsa.org](mailto:bdsr@awbsa.org)

Camping Department - Jeanene Gage  
970-584-2202 | [Jeanene.gage@scouting.org](mailto:Jeanene.gage@scouting.org)

Director of Support Services - Billy Riley  
970-518-5479 | [Billy.riley@scouting.org](mailto:Billy.riley@scouting.org)

**[www.awbsa.org](http://www.awbsa.org)**





## Howdy Wranglers!

On behalf of the Adventure West Council, it is our honor to welcome you to Ben Delatour Scout Ranch! We are thrilled that you have chosen to spend an exciting and memorable week with us. We have been hard at work ensuring that your experience is the spirit of the old west, come to life!

Set against sweeping plains and towering mountain backdrops, BDSR provides a robust merit badge program with natural rock climbing, rappelling, horsemanship, range and target activities, mountain biking, cowboy games, and more!

Evening activities are a hoot! Especially Tuesday where you'll gather 'round for our famous Chuck Wagon Dinner—a true taste of the Old West! Pull up a seat by the fire and dig into hearty cowboy favorites and Dutch oven delights. Then, keep the Western spirit alive with classic trail songs and lively cowboy games like hawk throwing and lassoing. Swap stories, share laughs, and enjoy the warm hospitality of the trail as we feast under the open sky.

This guidebook outlines our program and is a resource to help you plan and prepare. We are excited, and we hope that you are too! Get ready to embrace the cowboy spirit as you set out for an unforgettable experience and true western adventure!

See ya soon,

Nathan Dutson

Scout Executive

Adventure West Council, Scouting America





## Camp Overview

BDSR is a Wild West adventure, where you'll enjoy the cowboy spirit and ranching tradition!

- Over 40 Merit Badges!
- A Top-Notch Trail to 1<sup>st</sup> Class program!
- Famous Chuck Wagon Diner & Hoedown!
- Natural Rock Climbing & Bouldering!
- BDSR Rodeo & Rodeo Olympics!
- Horseback Riding!
- Cowboy Action Shooting!
- Official BSA Scouting Heritage Museum!
- Mountain Biking!
- High & Low COPE Course!
- ATV Program!
- Family-Style Dining!
- 7'x9' canvas 2-person tents provided!
- Shower house with 24 private stalls!



### PROVISIONAL CAMPERS

For campers who would like to attend camp, but are not coming with their unit, provisional camping is encouraged. Scouts will be placed with a Scout unit that has been approved to support a provisional camper to ensure they have the best experience while at camp.

## 2025 SESSION DATES

Week 2: June 15<sup>th</sup> – June 21<sup>st</sup>

Week 3: June 22<sup>nd</sup> - June 28<sup>th</sup>

Week 5: July 6<sup>th</sup> – July 12<sup>th</sup>

Week 6: July 13<sup>th</sup> – July 19<sup>th</sup>

Week 7: July 20<sup>th</sup> – July 26<sup>th</sup>

### CAMP FEES

Scouts BSA Youth	\$535
AOL Crossover	\$510
Adult Leader	\$275
Part-Time Adults	\$50/day

### FEE SCHEDULE

\$100 Unit Deposit	Sept 30th
\$50/Person Deposit	Oct 1st
Half of Balance	Feb 15th
Full Payment	April 15 <sup>th</sup>

*Scouts BSA youth & adults fully paid by April 15<sup>th</sup> will receive a \$25 discount.*

*AOL Crossovers will receive the discounted price. There is a convenience fee for credit card payments. ECheck transactions limited to \$6,000 per transaction. Checks can be mailed to AWC, 2215 23<sup>rd</sup> Avenue, Greeley CO, 80634. Please include registration # on your check.*

### Merit Badges

(Fees due 1 week before arrival at camp)

Rifle	\$17	Archery MB Kit	\$5
Shotgun	\$35	Handicraft MB Kits	\$15-22
Horsemanship	\$40	Robotics Kit	\$10
Fishing/Fly Fishing	\$5/\$8	Space Exploration Kit	\$15

### Additional Programs:

ATV	\$57	Ages 14+
Open Fishing	\$5	Conservation Ticket is required
Open Rifle	\$1/20 shots	
Open Shotgun	\$3/10 shots	
Cowboy Shooting	\$5/2 rounds	14+ or going into 9 <sup>th</sup> grade
Whitewater Trip	\$75-\$105	Ages 12+, Private Vendor

**ADULT LEADERS:** Consistent leadership throughout the full week of camp is strongly recommended. When it is necessary, adult leaders may rotate in/out and share a single leader fee in order to provide leadership to the youth in camp. All adults attending camp in a leadership capacity must be on the unit roster from my.scouting.org.

**CAMPERSHIPS:** A limited number of camperships are available for Scouts from the Adventure West Council who want to attend camp but cannot afford to go. These are for individual youth. Troops should plan to aid their Scouts as much as possible prior to asking for assistance. Applications are available at awbsa.org, and requests must be received by March 31<sup>st</sup> to be considered.

**REFUNDS:** Planning and purchasing for camp happens long before camp begins and is based on pre-registration. If the unit or a Scout cannot attend camp, please review the Council's refund policy and submit a refund request through our online portal, both found at awbsa.org/forms.



# ACCOMMODATIONS

## Washdown, Wagons, & Hobbles

**Accommodations** BDSR has multiple campsites with 2-person 7'x 9' canvas wall tents. Each site has a pit latrine with running water, wash basin, bear box, trash can, bulletin board, and picnic tables. There is no electricity in the campsites. Sites may be shared by multiple units. Cots are available to rent, or you can bring your own. Limited space for troops that want to use their own tents is also available. Campsite requests are made as part of registration.



**Wagons & Hobbles** Each unit is responsible for the safe transportation of Scouts and adult leaders to and from camp. On arrival and departure, troops may pull one vehicle closer to their campsite for loading and unloading, but all vehicles must be parked nose-out in the main lot by 7pm Sunday night. Vehicles should not be driven into camp during the week, and the roads throughout camp and program areas are restricted to authorized vehicles only.

**Washdown** Camp has an excellent shower house with 24 private stalls, 4 flush toilets, and on-demand hot water. Past generations would marvel at the comfort this provides.



**Trailers** Troops are allowed to park one trailer in their campsite or in an area designated by our Ranger but must not block any roads or trails. Trailers must be disconnected from the tow vehicle, the wheels must be chocked, and the tongue must be secured on a block or stand to ensure the trailer is safe and secure.

**Chow House** Troops will enjoy family-style meals in Coral Rock Dining Hall with breakfast bar, soup and salad bar for lunch, and salad bar for dinner. Each table of 10 will have 2 waiters per meal assigned by the unit to arrive 15 minutes before the meal for setup and to clean up after. Table assignments may be paired with another unit or staff. Remember that with family-style you'll pass the serving food around, so make sure to **SHARE!**

# 4

**Dietary Request** Please submit all dietary/allergy information in the participant registration at least 2 weeks before your session.

## Pre-Arrival Check List

Submit the following through the registration system:

- Make Payments and Register each person for camp.
- Submit special Needs & Dietary Restrictions
- Merit Badge Class Registration
- Arrange for early arrival if needed (\$100, no meals)
- Reserve rental cots (\$5/cot)
- Pay for Friday evening family meals (\$10/person)

## ARRIVAL CHECK-LIST

Check-in begins at 1:30 p.m. Our staff will be there to guide you to the parking lot and help with the check-in process. If you arrive early, please park nose-out.

**Paperwork:** Please have 1 adult ready with each document grouped separately.

**OFFICIAL BSA ROSTER**, exported from my.scouting.org.

- Mark all youth & adults that will be attending camp.
- For part-time adults, mark the days they will arrive and depart from camp.

**BSA HEALTH FORMS**, 2 sets for all campers

- Parts A, B, & C with all information completed and 2 health provider signatures if there are medications. Attach both Colorado forms for youth. (see below)
- One set will be turned in and not returned.

## COLORADO FORMS

- CO Certificate of Immunization for all youth. We cannot accept any other form, no matter where you live. Begin this process early as this form requires a signature from a health care provider. Most offices will not require an appointment to fill this document out.
- CO Summer Camp Additional Info for all youth
- CO Leader Reference Form for all adults

## Swim Classification Record

**Equine Release** and Hold Harmless agreement

**Climbing & COPE** Health History & Consent

**Cowboy Shooting Release** (14+)

**ATV Release** (if taking ATV program, 14+)

**MEDICATIONS:** All medications (prescription and over-the-counter) must be in original containers labeled by the pharmacy and in 1 re-closeable plastic bag per person labeled with name and unit number that will be turned in at the med lodge. Medication is required to be stored under lock by med staff and will be distributed before mealtimes. Any/only medications taken at camp must be listed on the Med Form part B2 with health provider signature.

**CPAP:** Electricity is not available in the campsites. Participants should come prepared with batteries which can be recharged at the dining hall or med lodge.

# The Elements

Thunderstorms are common and can appear quickly. If weather impacts safe participation in program, staff will move participants to an appropriate location until the storm has passed.

## Hold Up! Are you hydrated?

BDSR climate is arid and low humidity, you must drink more water than normal beginning the week before your arrival. Arriving dehydrated will negatively impact your experience.

## Altitude Sickness & Sunburn

BDSR is located 7,000-8,000 ft. above sea level. Anyone not accustomed the altitude will take 1-2 days to adjust. High elevation also increases sun exposure, making burns possible within 30 minutes. Sunscreen and hydration is essential.

## Native Critters

BDSR has abundant life including bear, moose, elk, deer, mountain lions, bobcats, and rattle snakes. Appropriate distance should be afforded all species and reported immediately to a staff member. All "smellables" must be stored in bear boxes or troop trailers. We also have black widow spiders, ticks and mosquitoes that carry West Nile Virus.

# Prohibited Items:

- Pets (Service animals must be pre-approved)
- Fireworks and pyrotechnic devices
- Personal Firearms, Air-Pistols
- Bows, Ammunition, Slingshots
- Unicycles / Skateboards
- ATV's, UTV's, or ORV's

## ALCOHOL, TOBACCO & DRUGS

Alcohol and controlled substances are absolutely prohibited, including marijuana. Possession or use will be reported to local law enforcement. Scout Camps are smoke-free. This includes the use of electronic cigarettes, vaporizers, or systems which simulate tobacco smoking. A designated smoking area is available.

## ADDITIONAL POLICIES

- Behave in a Scout-like manner.
- Do not throw rocks.
- No clothing with inappropriate graphics.
- No items in violation of Scouting policy.
- See Guide to Safe Scouting for all policies.



**Special Needs** If you need some extra help to enjoy the camp experience, please let us know! This includes anyone with special dietary, health, and mobility needs. Requests are submitted as part of the registration process. Please reach out to us with any questions. Requests that are made upon arrival to camp may not be possible to accommodate.

## Phone & Internet

Cell service is extremely limited. There is a cell booster by Kola Lodge. Emergency calls can be made at the camp administration office and med lodge. High-speed internet is available for adults in the Scoutmaster Lounge and wifi around the dining hall.

## Electronic Devices

Cell phones and tablets are allowed but a Scout may be asked to not use their device during program time.

## Restricted Areas

Scouts and Leaders are restricted from the staff area, which is located south of the dining hall. No refunds are provided for removal from camp for disciplinary reasons.

## Buddy System

The buddy system of having two or more campers together is used during camp and is important. Please ensure your Scouts use this system and that everyone has a buddy. Scouts will travel to program areas as a group after each meal to assist with this.

**Scoutmaster Lounge** is located inside of our Trading Post and is available for adult leaders 18+. It is comfortable with tables, couches, chairs, and high-speed fiber internet. It is an excellent location to catch up on work, meet other leaders, or relax. It is available when the Trading Post is open. Additionally, there are sunny and shady locations on the outside of the trading post.

# EMERGENCY PROCEDURES

BDSR has written plans for emergency response situations and details will be shared at the Sunday leader/SPL meeting. Adult leaders should always carry a unit roster and vehicle keys on them while in camp in case of an emergency or evacuation.

**Lost or Missing Scout** If a Scout is believed to be missing, unit leaders should first confirm that the Scout is not in the campsite, program areas, or other common gathering places about camp. If still not found, notify camp staff leadership.





# CAMP PROGRAM

**BDSR offers A HEAP of good stuff! Ya'll are guaranteed to have a HOOT!**

## Sunday Night SPL & Adult Leader Meeting

As part of the check-in process, units must attend this 7:00 p.m. meeting where we will review the week and answer any questions you may have.

## Daily SPL Meetings

This daily meeting is for all Senior Patrol Leaders and is held at 12:45pm in the **Nature Lodge**, north of the Dining Hall. This meeting will cover important items, so bring a notebook and take good notes!



## Western Days!

Dress the part for Western Days on Tuesday and Friday with a wide-brim hat, plaid shirt, jeans, and sturdy boots—top it off with a bandana and **BDSR** belt & buckle to complete your Western look!

## Morning and Evening Flags

The camp assembles for opening and closing flag ceremonies (7:30am & 5:45pm). Units can sign up to lead flag ceremony at Sunday's 7:00pm SPL & Adult Leader Meeting. Scouts and leaders are expected to attend the evening flag ceremony in complete "Class A" field uniform, **EXCEPT FOR** Tuesday evening for Western Day. Scouts should always wear the "Class A" field uniform when performing a flag ceremony as the honor guard. Buglers are encouraged!

## Spirit Stick and Troop Spirit

Each morning the Spirit Stick is awarded to the troop that shows the most spirit in camp. Come prepared to share a troop yell each morning. Winners of the spirit stick earn the right to decorate the stick as they see fit. The following morning, the unit will present to the camp the spirit stick showing what improvements or decorations they made to the stick.

## Polar Bear Plunge!

Take the ultimate icy challenge with the Polar Bear Plunge—jump into frigid waters at 6:45am, brace for the chill, and earn bragging rights for your fearless dip into the cold!



## MERIT BADGES

The Merit Badge Schedule provides a list of our offerings. Badges are taught in two-day sessions, either all morning or all afternoon for two days. Exceptions are Climbing, Cycling, and Trail to 1<sup>st</sup> Class (2 sessions).

## Registration

Class registration will open on April 1<sup>st</sup> for all Scouts that are current with the payment schedule (deposit plus half payment). Scout names & birthdates required for merit badge registration. The process is completed through your existing registration via 2 options:

1. The registration contact completes the MB registrations for all Scouts.
2. Each Scout completes their MB registration via the Parent Portal and is then double-checked by a designated adult. Parent Portal access is created at anytime by the Registration contact as an "additional action" in their registration section.

## Schedule Changes:

Schedule selection locks one week before your arrival. If a schedule change is needed, please speak with camp leadership during the 7pm SPL & Adult Leader meeting on Sunday Night. Though unlikely, we reserve the right to change program content, schedules, or times as deemed necessary for the best interest of participants.

## Preparation

The Registration Contact can print class schedules for each Scout before arriving at camp. Schedules are available on the "Reports" tab above the "Registration Contact" box in your registration.

Scouts should come to camp with a familiarity of the subjects they will be learning about for the week. It is a good idea to bring a notebook and pencil for each session. While most merit badges can be completed at camp, some contain requirements that cannot be completed. Scouts will receive credit for the requirements they complete and will need to complete the rest of the requirements upon returning home.

## Documentation

The online registration software is the database & official record for what has been completed while at camp, including partials. The primary registration contact can print what each Scout has completed approximately 1 week after you return home, and any outstanding fees have been paid.

## TUESDAY EVENING!

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### BDSR Famous Chuck Wagon Dinner & Hoedown!

Experience the famous **BDSR Chuckwagon Dinner and Hoedown**—a night of hearty cowboy cooking, branding, and lively Western fun! Feast on campfire favorites, then kick up your boots with line dancing, sing along to classic trail songs, and test your frontier skills with hawk & knife throwing, lassoing, and exciting cowboy games. It's a night of adventure, tradition, and unforgettable memories under the beautiful western sky!



## WEDNESDAY EVENING!

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**Troop Campfire:** Wednesday night, our troops get together for an evening of campfire program and fellowship. We ask each troop to provide at least 1 song and 1 skit. Larger troops may want to have each patrol do a song or a skit. Songs and skits must be pre-approved by our Camp Program Director or Camp Commissioner. **SPL** – bring your ideas to Wednesday's **SPL Meeting** for approval.

**THINGS TO AVOID:**

1 – Avoid water or food (related to bullying)	2 – Avoid bodily functions	3 – Avoid cross-dressing
4 – Avoid portrayals of illegal acts	5 – Avoid portrayals of death	6 – Violence



**BDSR Honor Trail:** Immediately following the troop campfire, all units will participate in the **BDSR Honor Trail** program. This is a short hike on a trail inside of camp. Along the trail your unit or patrol (depending on size) will receive messages about the Scout Oath and Law. Participants will receive a small token to remember this experience and then are asked to walk quietly back to their campsite. We encourage each unit to hold a unit reflection upon returning to your campsite. Additional information will be provided after you arrive.

## FRIDAY AFTERNOON!

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### Morning Session

The morning session allows Scouts time for merit badge make-ups and to complete any missing requirements. Limited open program will be available. Not all areas are open. More information will be provided at the **SPL** meeting.

### BDSR Rodeo Olympics!

The **BDSR Rodeo Olympics** is an action-packed event featuring **rodeo-themed competitive troop games** that test skill, teamwork, and grit. Inspired by classic rodeo challenges, these games put participants through thrilling obstacles, cowboy-style contests, and relay races designed for fun and friendly competition. Events include **lasso throwing, barrel racing (on foot), stick horse racing, tug-of-war, rodeo clown ring toss, and more!** Embrace the Wild West spirit! The **BDSR Rodeo Olympics** is all about camaraderie, strategy, and a bit of cowboy swagger!



### BDSR Rodeo!

The **BDSR Rodeo** is an electrifying event featuring a **rodeo show** with skilled **wranglers, horses, and classic rodeo action**. Spectators will experience the excitement of **barrel racing, roping demonstrations, and competitions** performed by seasoned cowboys and cowgirls. This thrilling showcase brings the spirit of the Wild West to life, offering an unforgettable evening of horsemanship, grit, and high-energy entertainment. Saddle up for an authentic rodeo experience like no other!

### Staff Chase!

Immediately following the Rodeo will be the **Staff Chase!** Staff will have 1 minute and 30 seconds to run and hide, Scouts will have 15 minutes to find them. Find a staffer and earn yourself a prize at the trading post!



# TRAPPER'S RENDEZVOUS

BDSR'S Trail to 1<sup>st</sup> Class Program

## Trapper's Rendezvous Program

Located between the Trading Post and Heritage Center, Trapper's Rendezvous offers an amazing and unique Trail to First Class Program (TTFC). The program focuses on completing requirements that tend to be more difficult for the troop to complete on their own.

The program runs each morning from 9:00am to 11:30am, Monday through Thursday, giving Scouts the opportunity to take additional merit badges in the afternoon. Scouts can sign up for both sessions or just one session and take a 3<sup>rd</sup> merit badge.

**What to Bring:** Scoutbook, Notebook, Writin' Stick (Pencil), Water Bottle.



## AFTERNOON OPEN PROGRAM

Afternoons from 4pm - 5:15pm. Activities include:

Canoeing | Kayaking  
Fishing in Settling Pond & Elkhorn Creek  
Climbing | Mountain Biking  
Sporting Archery | Rifle | Shotgun  
Merit Badge Projects | Hiking  
Scouting Museum | Service Projects  
Horse Rides – Inside the corral

### Fishing

Fishing is available in our Settling Pond and along the Elkhorn Creek anytime during the day. Fishing is available in Weaver Lake outside of merit badge/open program time. Please remember that everyone needs a buddy!

Fishing in our Settling Pond – No fee, remote location.  
Fishing in Weaver Lake – Catch & Release. \$5 conservation fee.  
Fishing in Elkhorn creek – Requires CO fishing license. State Reg. apply.

## Trapper's Advancement – Session 1

Monday & Tuesday Morning



### Scout Rank

5: Pocketknife Safety



### Tenderfoot:

3a-d: Knots and Knife Sharpening  
8: EDGE



### Second Class:

1b: Leave no Trace  
2a-c: Fire Building  
2f-g: Knots  
9a-b: Personal Safety



### First Class:

1b – Leave No Trace  
3a-d: Knots and Lashings  
5b-d: Weather

## Trapper's Advancement – Session 2

Wednesday & Thursday Morning



### Tenderfoot

4a-d: First Aid  
5a-d: Hiking



### Second Class

6a-d: First Aid / Emergency Prep.  
9a-b Personal Safety  
3a-c: Hiking and 5-mile Hike.  
4: Identify Animals



### First Class:

7a-f: First Aid / Emergency Prep.  
4a: 1-mile Orienteering Course  
5a: Identify Plants

## Other Advancement Opportunities

Tenderfoot 7b & First Class 9d:

Service Projects are available during open program time and evening time. Please speak to our staff for more details.

Second Class 8A:

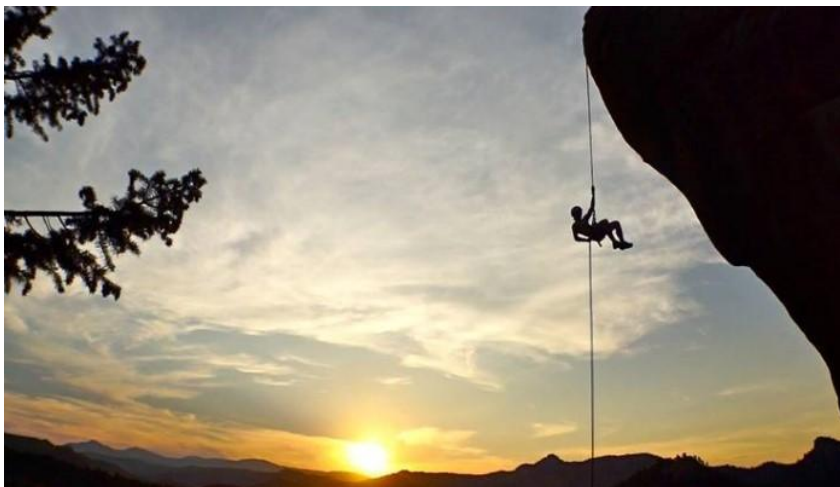
Your troop can lead a flag ceremony for morning or evening flags.





# OLDER YOUTH PROGRAMS

Challenge yourself with these thrilling and unforgettable adventures!



## Conquer the Thumb! [14+]

Experience the Ultimate 150ft Free Rappel in the Rocky Mountains! This is one of the most thrilling rappelling experiences in Scouting! This adrenaline-pumping challenge features a **150-foot free rappel**, where you'll descend into breathtaking mountain scenery with nothing but air beneath your feet. Build your confidence and experience the rush of stepping off the edge into open space. Whether you're a seasoned climber or a first-time adventurer, this is your chance to **push your limits, embrace the challenge, and create unforgettable memories** in one of nature's most stunning landscapes. Offered Thursday Evening, Rappelers **MUST** be 14+ and have earned the climbing merit badge.

## Cowboy Action Shootin' [14+]

Are you ready to take your place in the legend of the Wild West? Experience the thrill of shooting pistols, rifles, and shotguns in old-time western scenarios. This shooting competition mimics scenes from the 19th century, adding an element of historical reenactment to the experience. This is a one-of-a-kind experience that brings the spirit of the Wild West to Life! Offered Monday and Thursday Evening, Participants **MUST** be 14+. Saddle up and join the action!



## ATV Program [14+]

Complete this amazing adrenaline-pumping adventure where you'll learn to drive an **ATV** while exploring rugged trails throughout the ranch. You'll receive hands-on training in **ATV** operations, safety gear, responsible riding, and earn your **ATV** certification. Build your confidence, outdoor skills, and respect for nature. This is an unforgettable experience for thrill-seekers and adventure lovers alike!

## Cycling Merit Badge - Mountain Biking [12+]

Experience this adrenaline-filled adventure as you traverse the great trails across our scenic mountain cattle ranch. You'll build endurance, skill, and confidence while tackling the terrain and seeing the breathtaking views!

## Low & High COPE [12+]

Challenge yourself with our action-packed **COPE** programs that will test your strength, agility, coordination, and reasoning! Learn leadership, how to trust your team and group problem solving. Low ropes focus on teamwork and balance with ground-level obstacles, while high ropes take the adventure sky-high with unstable bridges, high-wire walk, and more!

## Hiking

The ranch offers incredible hiking opportunities, with scenic trails winding through rugged terrain, open meadows, and stunning mountain vistas! Part-day and full-day hikes are available. 2-deep leadership required.





# HIKING

The BEST Hiking Ever!

The ranch offers incredible hiking opportunities, with scenic trails winding through rugged terrain, open meadows, and stunning mountain vistas! Many hikes take between 1-1½ hours. Patches and hiking staff medallions are available at the Trading Post as a souvenir for completing them.

## Monster Mountain Trail (.25 miles | 1 hour)

This short hike is of medium difficulty and takes Scouts to the top of Monster Mountain where the views from the top showcase the ranch, national forest, and peaks of Rocky Mountain National Park.

## Coral Rock Trail (3.5 miles | 2 hours)

This hike is of medium difficulty and takes Scouts in a loop from the parking lot around Monster Mountain and between Coral Rock and Rainbow Rock.

## Zimmerman Stage Trail (3.7 miles | 2.5 hours)

This hike is of easy difficulty and takes Scouts across the ranch along Elkhorn Creek. This trail is an historic stagecoach trail from the late 1800's.

## OA Lake Trail (2.4 miles | 2 hours)

This hike is of medium difficulty and takes Scouts in a loop around the southwest corner of the property adjacent to Roosevelt National Forest.

## Catamount Trail (2.3 miles | 2 hours)

This hike is of medium difficulty and takes Scouts in a loop around the northwest corner of the property including sections inside the National Forest.

## Roger's Run Trail (2.9 miles | 3 hours)

This hike is of medium difficulty and takes Scouts in a loop through the center of the ranch. It includes sections of the Zimmerman Stage Trail and the Boundary trail.

## Meadow Trail (2.6 miles | 2 hours)

This hike is of medium difficulty and takes Scouts across the meadows that run along the top of the ranch. It passes through the historic Ashley Grange and Edward Halliday Gravesite.

## The Gregg Boundary Trail (12.2 miles | 6+ hours)

This is a hike around the perimeter of the Ranch. Plan to spend at least 6 hours completing this hike. Typically, participating units will complete this on Friday. Sack Lunches can be provided by our kitchen staff upon request.



BDSR has a well-stocked trading post. cash, credit cards and checks are all accepted. Campers will find a large assortment of camp apparel, knives, snacks, essentials, supplies, and fun items available.

### Trading Post Hours

8:30am- 11:45am | 1:00pm- 5:15pm

Monday and Thursday 6:45pm-8:30pm

Friday Evening 6:30pm- 7:30pm

## Family Night

Families are welcome to join for dinner & closing campfire on Friday evening. Meals should be pre-paid in the "registration contact" section of your reservation at least 2 weeks before your session. Be prepared with sturdy shoes, flashlight and clothing layers for your hike into camp. All visitors will check in and out at the main camp office. (*Lions Lodge, 1<sup>st</sup> building on the left as you enter camp*)

## Camp Awards

BDSR Rodeo Olympics

Chess Tournament Champions

United Nations Champion

Bob Sturtevant Honor Troop Award

Test of Grit Award (Leaders)





## Adult Programs



### Coffee with the Commissioner

Join us at 9:15am in the Scoutmaster Lounge (Trading Post). Receive important updates, ask questions, provide feedback and relax.

### ATV Certification

Adults are invited to complete the **ATV** Certification program with our 14+ Scouts taking the course. Cost is \$60 and a waiver is required. Youth take priority, but there are often multiple slots available each session. If interested, please register in advance.



### Wilderness 1st Aid

We are pleased to offer this two-year certification which is required if you will be conducting a Scouting activity 60-minutes away from definitive medical care. It is required when attending the National High Adventure Bases. The Course is taken during the morning and afternoon sessions on Wednesday and Thursday and will cost approximately \$200. **You must pre-register for this course** in the registration system. If there is not a minimum of 4 registered, the course may be canceled.

### Help With Program

Share your knowledge and expertise by assisting with our Trail to 1st Class program or with a merit badge. Experience is required to help in shooting, climbing, horsemanship, and aquatics.

### Take Scouts on a Hike

Scouts need 2-deep leadership for hiking during the week. Volunteer to help.

### Earn the **TEST OF GRIT** Award

Prove your toughness and leadership by completing challenging activities that will push your endurance and spirit to the limit!

### Complete **IOLS** Training

Volunteer with our Trail to 1st Class program for the week and you'll complete **IOLS** Training.

### Adult Program Offerings

We encourage our adults to participate in the many fun activities around camp including:

- Cowboy Action Shootin' 14+
- Fishing / Hiking
- Visit the Scouting Museum
- Service Project



### Pre-Camp Leaders Meeting.

**Saturday, May 10th at 9:00am Mountain Time.** We will review key camp items and answer any questions you may have. Links and info will be sent out in advance.

### Swim Checks before Camp

A current **Swim Classification Record** must be completed **BEFORE** camp for all Scouts participating in Canoeing or Kayaking merit badges. These Scouts will complete a short re-test on Sunday afternoon to ensure they can handle the cold water.

### Mountain Bikes in Camp

Participants can bring their own bikes to camp. Helmets must be worn at all times, and bikes may be ridden in a controlled manner on established roads or trails, with foot traffic taking priority. Most find that riding is not practical over the course of the week.

### Wilderness Survival & the Monster Mountain Hike

Thursday night (weather depending), the Wilderness Survival Merit Badge Scouts will hike to the top of Monster Mountain to complete their overnight shelter requirement. The view is **AMAZING!** Everyone is welcome to join them for the hike and campout.

### Adventure West Council Scouting Museum

This showcase of Scouting memorabilia is located adjacent to the main parking lot. Scouts can visit the museum during open program time. Additional hours will be posted during your time at camp. The museum's collection is rotated regularly. If you are looking for a special piece of memorabilia for your collection, you may be able to find it here as some items are available for purchase. We also accept donations.

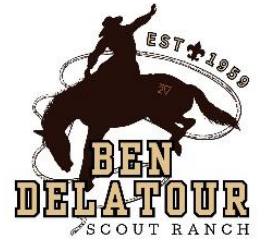
### Project **SOAR** & **SOAR** Award

Help make the Ranch even more amazing by participating in 3-hours of conservation projects on the property. Our Nature Director runs the program and will line up projects for you to complete. To earn the **SOAR** award, each individual must complete 3 hours of conservation work. The **SOAR** patch will be available in the Trading Post for \$4.00.

### Whitewater Rafting

Whitewater trips along the Poudre River are available through private vendors. Units must make the arrangements including transportation on their own. Sack Lunches can be provided by our kitchen staff upon request. Typically, participating units will raft on Friday. Reputable vendors include: A1 Wildwater (970-224-3379), Mountain Whitewater (970-419-0917), A Wanderlust Adventure (970-482-1995).

# PREPARING FOR CAMP



## UNIT - WHAT TO BRING

Below is a list of general equipment often needed at BDSR. Some troops may wish to bring other items to enrich their experience.

- ☐ Paperwork – Official BSA Roster exported from my.scouting.org.
- ☐ Paperwork – Med forms, swim classification, references, waivers/releases
- ☐ Troop First-aid kit
- ☐ Duty Roster
- ☐ Scout Merit Badge schedules
- ☐ Lanterns
- ☐ Extra blankets/sleeping bags
- ☐ Favorite song/skit

### Optional:

- ☐ Flags - Patrol, U.S., State, etc.
- ☐ Rope, Twine or Nylon Cord
- ☐ Axe, Hatchet, Saw, Hammer
- ☐ Repair kit, Tools & Duct Tape
- ☐ Dining fly's or canopy's
- ☐ Tarp(s)

Campsites are assigned based on troop attendance and availability and are made the Friday before your arrival. Campsites may be shared by multiple units. SPL's from each troop will coordinate a daily cleaning schedule for the latrine in their campsite. Cleaning supplies are in the latrines or at Nuzum shelter.



## SCOUT – WHAT TO BRING

Below is a list to serve as a guide. Use your own discretion and refer to your Scout Handbook.

### VERY IMPORTANT

- ☐ Current Medical Health Form Signed (required)
- ☐ CO Immunization & Additional information forms
- ☐ Program releases/waivers
- ☐ Water Bottle/Nalgene/Hydration Pack
- ☐ Trading Post Money (\$100 suggested)
- ☐ Medications in pharmacy packaging (together in 1 ziploc)

### PERSONAL GEAR

- ☐ The Scout Basic Essentials (*see Scout Handbook*)
- ☐ Backpack or duffle-bag
- ☐ Clothing
  - ☐ **FULL** Uniform (*shirt, pants, belt, OA Sash*)
  - ☐ T-Shirts / Long Sleeve Shirts (required for ATV)
  - ☐ Pants (long pants required for ATV & Horses)
  - ☐ Underwear | Sleeping Clothes/Pajamas
  - ☐ Hiking Boots | Socks
  - ☐ Heavy Jacket or Sweatshirt
  - ☐ Hat (*Cowboy Hat's always work on the Ranch!*)
  - ☐ Appropriate swimsuit and water shoes for aquatics
  - ☐ Western Clothes for Western Days!
- ☐ Sleeping gear
  - ☐ Sleeping pad/cot
  - ☐ Sleeping Bag rated to 20° or below
  - ☐ Pillow | Extra Blanket(s)
- ☐ Toiletries
  - ☐ Soap / Shampoo
  - ☐ Toothbrush / Toothpaste / Floss / Comb
  - ☐ Towel / Washcloth
  - ☐ Comb / Hairbrush
  - ☐ Sunscreen / Chapstick / Insect Repellent
  - ☐ Other sanitary items
- ☐ Personal Items
  - ☐ Day Pack
  - ☐ Camp Chair
  - ☐ Flashlight/Headlamp/extra batteries
  - ☐ Scout Handbook / Merit Badge Books
  - ☐ Pocket Knife / Notebook / Pen / Pencil / Compass
  - ☐ Raincoat or Poncho
  - ☐ Totin' Chip / Firem'n Chit
  - ☐ Watch / Alarm clock
  - ☐ Eyewear / Sunglasses
  - ☐ Camera
  - ☐ Merit badge pre-requisite items
  - ☐ Fishing Gear
  - ☐ Religious items

Due to the nature of the terrain at camp, flip flops, sandals, and other open-toed footwear is restricted to the shower house. Do not travel around camp in these types of footwear.



## BDSR Week Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:45 AM	C a m p  C l o s e d		Western Day	Polor Bear Plunge		Western Day	Guides in Campsites Pack up - Pick up Breakfast Check-out by 9:00am
7:30 AM		Morning Flags ( <i>Activity Uniform</i> )					
8:00 AM		Breakfast					
9:00 AM - 11:30 AM		Merit Badge Session A - 9:15 a.m. Coffee with the Commissioner @ Scoutmaster Lounge Trading Post	Merit Badge Session A - 9:15 a.m. Coffee with the Commissioner @ Scoutmaster Lounge Trading Post	Merit Badge Session B - 9:15 a.m. Coffee with the Commissioner @ Scoutmaster Lounge Trading Post	Merit Badge Session B - 9:15 a.m. Coffee with the Commissioner @ Scoutmaster Lounge Trading Post	Merit Badge Makeup United Nations Game Limited Open Program - 9:15am Coffee with the Commissioner @ Scoutmaster Lounge Trading Post	C A M P  C L O S E D
12:00 PM		Lunch					
12:45 PM		Sr. Patrol Leader Meeting @ Feist Room in Dining Hall					
1:30 PM - 4:00PM	Camp Check-In begins at 1:30pm @Museum in Main Lot (Camp Tour, Swim Checks)	Merit Badge Session C	Merit Badge Session C	Merit Badge Session D	Merit Badge Session D	1:30pm <b>BDSR RODEO OLYMPICS!</b> - 3:30pm - <b>BDSR RODEO!</b> - 4:30pm <b>Staff Chase!</b> - 5:00PM Adult Leader Mtg	
4:00PM - 5:15PM		Open Program Time Climbing   Shooting Sports   Canoeing   Kayaking   Fishing   Mountian Biking   Horse Rides					
5:45 PM	Evening Flags ( <i>Field Uniform</i> )						
6:00 PM	Dinner		Famous Chuck Wagon Dinner & Hoedown - Branding Line Dancing Knife Throwing Hawk Throwing Lassoing & Cowboy Games	Dinner		6:30pm <b>Leader Dinner</b> @ Dining Hall - Cowboy Action 14+ Chess Tournament Monster Mountain Hike Wilderness Survival Scouting Heritage MB Fingerprinting MB - 8:30pm Astronomy	
6:45PM - 8:30PM	7:00pm Sr. Patrol Leader & Adult Leader Mtg @ Feist Room - 8:30 <b>Opening Campfire</b> @ Amphitheatre	Archery & Rifle Cowboy Action 14+ Fishing - Chess MB Pulp and Paper MB - 7:00pm Totin' Chip 8:00pm Firem'n Chit		7:15pm <b>Troop Campfire</b> @ Amphitheatre - <b>BDSR Honor Trail</b>	Family Night - 8:00pm <b>Closing Campfire</b> @Amphitheatre		
10:00PM	Scoutmaster Minute - Taps						

# BDSR Merit Badge Schedule

	Session A (Mon/Tue Morning)	Session B (Wed/Thurs Morning)	Session C (Mon/Tue Afternoon)	Session D (Wed/Thurs Afternoon)
Outdoor Skills	Camping	Camping	Geocaching	Fire Safety
	Orienteering	Hiking	Personal Fitness	Personal Fitness
	Pioneering	Pioneering	Wilderness Survival	Wilderness Survival
Trappers Rendezvous	Trail to First Class Session 1	Trail to First Class Session 2		

	Session A (Mon/Tue Morning)	Session B (Wed/Thurs Morning)	Session C (Mon/Tue Afternoon)	Session D (Wed/Thurs Afternoon)
Climbing / ATV / Horsemanship	Climbing (12+, 2 Sessions)		Climbing (12+, 2 Sessions)	
	LOW COPE (12+)	HIGH COPE (12+)	LOW COPE (12+)	HIGH COPE (12+)
	Cycling MB (Mountain Biking)		Cycling MB (Mountain Biking)	
	ATV (14+)	ATV (14+)	ATV (14+)	ATV (14+)
	Horsemanship	Horsemanship	Horsemanship	Horsemanship

	Session A (Mon/Tue Morning)	Session B (Wed/Thurs Morning)	Session C (Mon/Tue Afternoon)	Session D (Wed/Thurs Afternoon)
Medic Lodge	First Aid	Emergency Prep	Emergency Prep	First Aid

	Session A (Mon/Tue Morning)	Session B (Wed/Thurs Morning)	Session C (Mon/Tue Afternoon)	Session D (Wed/Thurs Afternoon)
Nature	Geology	Environmental Science	Reptile & Amphibian Studies	Environmental Science
	Nature	Nature	Weather	Weather
	Forestry	Forestry	Insect Studies	Fish & Wildlife Managment

	Session A (Mon/Tue Morning)	Session B (Wed/Thurs Morning)	Session C (Mon/Tue Afternoon)	Session D (Wed/Thurs Afternoon)
KOLA Lodge	Communications / Public Speaking	Scouting Heritage	Scouting Heritage	Communications / Public Speaking
	Citizenship in the Nation	Citizenship in the World	Citizenship in the Nation	Citizenship in the World
	Robotics	Robotics	Astronomy / Space Exploration	Astronomy / Space Exploration

	Session A (Mon/Tue Morning)	Session B (Wed/Thurs Morning)	Session C (Mon/Tue Afternoon)	Session D (Wed/Thurs Afternoon)
Range & Target Activities	Rifle	Rifle	Rifle	Rifle
	Shotgun (12+)	Shotgun (12+)	Shotgun (12+)	Shotgun (12+)
	Archery	Archery	Archery	Archery

	Session A (Mon/Tue Morning)	Session B (Wed/Thurs Morning)	Session C (Mon/Tue Afternoon)	Session D (Wed/Thurs Afternoon)
Handicraft	Leatherworking	Art	Leatherworking	Art
	Game Design	Photography	Game Design	Photography
	Woodcarving	Music / Basketry	Music / Basketry	Woodcarving

	Session A (Mon/Tue Morning)	Session B (Wed/Thurs Morning)	Session C (Mon/Tue Afternoon)	Session D (Wed/Thurs Afternoon)
Waterfront	Canoeing	Canoeing	Kayaking / Whitewater	Kayaking / Whitewater
	Fly Fishing (12+)	Fishing	Fishing	Fly Fishing (12+)

	Monday Evening		Thursday Evening	
Evening Merit Badges	Chess	Pulp & Paper	Scouting Heritage	Fingerprinting



# BDSR Merit Badge Selection Form

This form is designed to assist Scouts and Unit Leaders with online merit badge registration.

Scout: \_\_\_\_\_ (Name listed exactly as in Scoutbook)

Date of Birth: \_\_\_\_\_

Please indicate your 1st, 2nd, and 3rd choice for each time slot below

## Session A (Mon/Tue a.m.)

- ☐ Trappers Rondesvous (TTFC) #1
- ☐ Archery
- ☐ Camping
- ☐ Canoeing
- ☐ Climbing (12+, Sessions A&B)
- ☐ Cit in the Nation
- ☐ Communications / Public Speaking
- ☐ Cycling-Mountain Biking (Session A&B)
- ☐ First Aid
- ☐ Forestry
- ☐ Fly Fishing
- ☐ Game Design
- ☐ Geology
- ☐ Horsemanship
- ☐ Leatherworking
- ☐ Nature
- ☐ Orienteering
- ☐ Pioneering
- ☐ Rifle Shooting
- ☐ Robotics
- ☐ Shotgun Shooting (12+)
- ☐ Woodcarving
- ☐ Low COPE (12+)
- ☐ ATV (14+)

## Session B (Wed/Thu a.m.)

- ☐ Trappers Rondesvous (TTFC) #2
- ☐ Archery
- ☐ Art
- ☐ Basketry/Music
- ☐ Camping
- ☐ Canoeing
- ☐ Citizenship in the World
- ☐ Emergency Preparedness
- ☐ Environmental Science
- ☐ Fishing
- ☐ Forestry
- ☐ Hiking
- ☐ Horsemanship
- ☐ Nature
- ☐ Photography
- ☐ Pioneering
- ☐ Rifle Shooting
- ☐ Robotics
- ☐ Scouting Heritage
- ☐ Shotgun Shooting (12+)
- ☐ High COPE (12+)
- ☐ ATV (14+)

## Session C (Mon/Tue p.m.)

- ☐ Archery
- ☐ Astronomy/Space Exploration
- ☐ Basketry/Music
- ☐ Cit in the Nation
- ☐ Climbing (12+, Sessions C&D)
- ☐ Cycling-Mountain Biking (Session C&D)
- ☐ Emergency Preparedness
- ☐ Fishing
- ☐ Game Design
- ☐ Geocaching
- ☐ Horsemanship
- ☐ Insect Studies
- ☐ Kayaking/Whitewater
- ☐ Leatherworking
- ☐ Personal Fitness
- ☐ Reptile & Amphibian Studies
- ☐ Rifle Shooting
- ☐ Scouting Heritage
- ☐ Shotgun Shooting (12+)
- ☐ Weather
- ☐ Wilderness Survival
- ☐ Low COPE (12+)
- ☐ ATV (14+)

## Session D (Wed/Thu p.m.)

- ☐ Archery
- ☐ Art
- ☐ Astronomy/Space Exploration
- ☐ Citizenship in the World
- ☐ Communications/Public Speaking
- ☐ Environmental Science
- ☐ Fire Safety
- ☐ Fish & Wildlife Management
- ☐ First Aid
- ☐ Fly Fishing
- ☐ Horsemanship
- ☐ Kayaking/Whitewater
- ☐ Personal Fitness
- ☐ Photography
- ☐ Rifle Shooting
- ☐ Shotgun Shooting (12+)
- ☐ Weather
- ☐ Wilderness Survival
- ☐ Woodcarving
- ☐ High COPE (12+)
- ☐ ATV (14+)

## Monday Evening Classes

- ☐ Chess
- ☐ Pulp & Paper

## Thursday Evening Classes

- ☐ Fingerprinting
- ☐ Scouting Heritage

