



MEDICINE MOUNTAIN
SCOUT RANCH & ADVENTURE BASE

2024 HIGH ADVENTURE SECTION

SUPPORT & HELP

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2024 HIGH ADVENTURE SECTION

TABLE OF CONTENTS

Contents

Pricing	4
Dates.....	4
All high adventure programs are offered during each week of our Scouts BSA resident camp	
Session Dates	4
Participation Requirements	4
Risk Advisory	5
Camp Program Schedule	5
Program Blocks	6
Wheels & Gears Program (Mountain Biking)	7
New Heights Program (Natural Rock Climbing)	7
Spelunking program (Caving)	8
Trails & Dust Program (ATV)	8
Medicine Mountain Hike	9
Paint Ball	9
ATV Trail Ride	9



2024 HIGH ADVENTURE SECTION

EXPLORE THE BLACK HILLS

Adventurers,

The Hills are alive with adventure and are just waiting for Scouts and Scouters to take hold of it! This opportunity allows your most experienced Scouts the ability to set their own adventure at the Medicine Mountain Scout Ranch & Adventure Base. Our high adventure programs are open to both youth and adults.

All of our high adventure programs are two days in length; either Monday and Tuesday or Thursday and Friday. This means participants can experience two different programs in one week or they can do a high adventure program half of the week and enroll in merit badges for the rest of the week. Scouts and Scouters truly do have the opportunity to craft their own adventure at Medicine Mountain.

In total, our High Adventure Program offers 6 options for Scouts and Scouters to choose from:

- New Heights Program (Natural Rock Climbing)
- Spelunking Program (Caving)
- Trails & Dust Program (ATVs)

EVENING PROGRAM ACTIVITIES ONLY

- Wheels & Gears Trail Rides (Mountain Biking)
- Paint Ball (Shoot at Targets)
- Medicine Mountain Hike
- ATV Trail Ride

Remember, that Scouts can choose up to two of the above programs to participate in during one week of camp. Each program costs an additional fee of \$75 per participant. Evening Program activities have different fees based on the activity. This covers equipment, insurance, government permits, and trained guides.

The Black Hills of South Dakota is a prime location to take part in High Adventure. Don't miss out the opportunities that Medicine Mountain has to offer.

In Scouting,

Stewart Smith
Program Director
Black Hills Area Council



2024 HIGH ADVENTURE SECTION

THE DETAILS

Pricing

For each two-day high adventure program, the cost is \$75 per person. Evening Program activities have different fees based on the activity. These fees will be added to the base price of attending camp. For details and information on the base price, please refer to the Administrative Section of the Camping Guide.

Pricing for high adventure programs covers insurance, equipment, government permits, maintenance, and trained guides.

Dates

All high adventure programs are offered during each week of our Scouts BSA resident camp Session Dates

Week 1	June 9 – 15, 2024
Week 2	June 16 – 22, 2024
Week 3	June 23 – 29, 2024
Cub / Webelos Overnight Camp	July 4 – 6, 2024 (No Scouts BSA Programs)
Week 4	July 7 – 13, 2024
Week 5	July 14 – 20, 2024

Participation Requirements

1. Participants of any high adventure program must be 14 years old by the time of participation.
2. All participants must complete an Informed Consent Agreement for High Adventure Activities form.
3. Each program will hold a briefing on Sunday evening. All participants must attend their program briefing.
4. All participants must be able to meet the same medical requirements of Philmont Scout Ranch. These requirements are found at <http://www.philmontscoutranch.org/Camping/WhoCanCome/HealthMedicalRequirements.aspx>
5. Caving Adventure Participants must be comfortable in small, tight confined spaces. The cave tour leader at the National Park have turned people away during the pre-tour briefing. MMSR will not refund caving fees if a participant is turned away.



2024 HIGH ADVENTURE SECTION

THE DETAILS

Risk Advisory

Our high adventure programs have an excellent health and safety record. We strive to minimize risks to participants by emphasizing proper safety precautions. If you decide to participate, you should be physically fit, have proper clothing and equipment, be willing to follow instructions and take responsibility for your own health and safety. High adventure programs offered by the Medicine Mountain Scout Ranch & Adventure Base are not “risk free”; therefore, you should be willing to listen to safety instructions carefully, follow directions from our high adventure staff and take appropriate steps to safeguard yourself and others. Leaders and participants of high adventure programs are advised that these programs can involve exposure to an accident, illness and/or injury associated with high elevation and are physically demanding high adventure program in a remote mountainous area. Medicine Mountain Scout Ranch’s elevation is approximately 6200’ above sea level. Participants, in some of the High Adventure Programs, may also be exposed to occasional severe weather conditions such as lightning, hail, flash floods, extreme heat / cold or may change elevation of over 1000 feet.

Other potential problems include: injuries from tripping and falling, motor vehicle accidents, worsening of underlying medical conditions such as diabetes or asthma, heart attack and heat exhaustion. The high adventure staff is trained in first aid and CPR to assist in recognizing, reacting and responding to accidents, injuries and illnesses. They work with the High Adventure Director to determine if someone can participate in our programs. Remember, response times can be affected by location, weather or other emergencies. Each unit leader is encouraged to use the “Philmont Weight Limits for Backpacking and Hiking” as a guide for determining who should participate. WE STRONGLY RECOMMEND that participants that fall outside these levels be counseled not to participate in high adventure programs.

Camp Program Schedule

Medicine Mountain utilizes a block schedule for all of its merit badge, high adventure, adult training, and specialty programs. Programs will either be assigned (1) one or multiple blocks.

For example; if a Scout chooses to take the canoeing merit badge in block A, the Scout will attend his class Monday & Tuesday 9:00AM to 11:00AM for a total instruction time of 4 hours. He/she will earn the merit badge, provided all the pre-requisites are completed, in this time frame.

High Adventure programs will span across two or more blocks; typically, either blocks A&B or blocks C&D.

ATV PROGRAM SCHEDULING – The ATV program runs on a special schedule due to course requirements. The schedule has been designed to ensure Scouts have the opportunity to work on a merit badge for the other half of the day. Here is the ATV course schedule:

- Course 1** | Monday & Tuesday 9:00AM to 12:30PM
- Course 2** | Monday & Tuesday 1:00PM to 4:30PM
- Course 3** | Thursday & Friday 9:00AM to 12:30PM
- Course 4** | Thursday & Friday 1:00PM to 4:30PM



2024 HIGH ADVENTURE SECTION

PROGRAM SELECTIONS

Program Blocks

BLOCK	DAY	TIME SLOT
A	Monday & Tuesday	9:00AM-11:00AM
B	Monday & Tuesday	1:00PM-3:00PM
C	Thursday & Friday	9:00AM-11:00AM
D	Thursday & Friday	1:00PM-3:00PM
E	Monday	7:00PM-9:00PM
F	Tuesday	7:00PM-9:00PM
G	Thursday	7:00PM-9:00PM

PHILMONT WEIGHT LIMITS FOR BACKPACKING AND HIKING:

Each participant in a trek must not exceed the maximum acceptable limit in the weight for height chart shown below. The right hand column shows the maximum acceptable weight for a person's height in order to participate in a trek. Those who fall within the limits are more likely to have an enjoyable trek and avoid incurring health risks. Philmont recommends that participants carry a pack weighing no more than 25-30% of their bodyweight.

Height	Recommended Weight (pounds)	Maximum Acceptance	Height	Recommended Weight (pounds)	Maximum Acceptance
5'0	97-138	166	5'10	132-188	226
5'1	101-143	172	5'11	136-194	233
5'2	104-148	178	6'0	140-199	239
5'3	107-152	183	6'1	144-205	246
5'4	111-157	189	6'2	148-210	252
5'5	114-162	195	6'3	152-216	260
5'6	118-167	201	6'4	156-222	267
5'7	121-172	207	6'5	160-234	274
5'8	125-178	214	6'6	164-234	281
5'9	129-185	220	6'7 and over	170-240	295

This table is based on the revised Dietary Guidelines for Americans from the US Department of Agriculture and the Department of Health and Human Services.

2024 HIGH ADVENTURE SECTION

PROGRAM SELECTIONS



Wheels & Gears Program (Mountain Biking)

Our Wheels & Gears is designed to show some of the prime biking trails in the Black Hills. Participants are welcome to bring their own bike, or utilize a bike provided by the camp at no additional charge. Participants are encouraged to bring their own helmets that they are comfortable with. Also bring a small day pack capable of carrying a first aid kit, water, rain gear, & repair kit.

Participants should possess the ability to ride a bike 5 miles up and down hills, with elevation changes of 1,000 to 1,500 feet. Participants should meet the same Health &

Medical requirements established by Philmont Scout Ranch. The link to these requirements can be found on p. 4.

Program Capacity – 8 participants per each Evening Trail Ride. \$20 per person for each trail ride. Includes use of a MMSR Mountain Bike. Participants will be evaluated on their ability to ride before departing camp. Any damage done to a Camp Owned Mountain Bike by a participant will be charged to the Troop the participant is registered with at camp.



New Heights Program (Natural Rock Climbing)

Experience climbing, Black Hills style! With the world famous Needles, in Custer State Park, a short drive away as well as a permitted natural rock climbing near camp, Medicine Mountain is in a prime location to deliver a world class climbing program to participants. Participants will not only have a mountain-top adventure but will also earn requirements toward the climbing merit badge. Scouts and Scouters will learn or define their climbing skills, experience different techniques, and most importantly, have a blast with the New Heights Program.

Climbers do not need to be experienced. All climbers need to bring sturdy shoes to climb with. Camp can provide shoes if necessary. The climbing program utilizes our 40-foot climbing tower for initial training. Our climbing program also utilizes the needles at Custer State Park, and the Buckhorns, as natural rock climbing locations. Both locations feature 60 to 70ft climbing routes. Routes vary from beginner to advanced. We can match routes with the experience of the climber. A sack lunch will be provided each day to participants. Participants will be in camp for breakfast and dinner.

Program Capacity – 10 participants per two-day program

PROGRAM SELECTIONS



Caving Adventure

Medicine Mountain's Caving Adventure will take participants through 2 different cave experiences. One tour will be a close to spelunking as you can get on a historic lantern tour. This tour is extremely strenuous and will require a lot of bending, crouching and fitting through tight spaces and the only light will be from a old fashioned candle lantern. The second cave tour will be a more commercialized tour but even on this tour there will be tight spaces, low areas and could have numerous stairs & steps that can be wet and slippery.

Program Capacity – 10 participants per two-day program



Trails & Dust Program (ATV)

In partnership with Polaris and ASI, Scouts and Scouters can participate in Medicine Mountain's ATV program. This course will instruct participants in the safe and proper operation of an ATV for 5 hours. Please be aware that an additional release form will need to be signed to enroll in this high adventure program.

No prior experience in ATV riding is required to enroll in this program. Participants will be in camp for breakfast, lunch, and dinner. All participants are required to take an online class prior to camp and bring that certificate for the E-Course with them to camp.

Online Safety Class website link: <https://atvsafety.org/atv-ecourse/>

Program Capacity – 8 participants per course.

ATV PROGRAM SCHEDULING – The ATV program runs on a special schedule due to course requirements. The schedule has been designed to ensure Scouts can work on a merit badge for the other half of the day. Here is the ATV course schedule:

Course 1 | Monday & Tuesday 9:00AM to 11:30PM

Course 2 | Monday & Tuesday 1:00PM to 3:30PM

Course 3 | Thursday & Friday 9:00AM to 11:30PM

Course 4 | Thursday & Friday 1:00PM to 3:30PM

EXPERIENCED RIDERS – We would not recommend this course for experienced ATV riders, because this course focuses its time on the techniques of riding and ATV safety. **We would recommend** experienced riders enroll in an ATV trail ride offered in Blocks F & G. That trail ride is for riders who currently hold an ASI certificate or have currently completed one of the camp's ATV programs.



2024 HIGH ADVENTURE SECTION

PROGRAM SELECTIONS

Medicine Mountain Hike

Medicine Mountain Hike is offered during each evening program time slot. The hike will depart from camp and hike to the top of Medicine Mountain. This hike is a great hike for all levels of hikers but becomes a very strenuous climb for the last 100+ feet of elevation to the top of the mountain. All participants should plan to carry 1 or 2 full Nalgene bottles of water for the hike.

Program Capacity – 30 participants. No cost per person, but the participant must be registered and on the hike roster to hike, no exceptions.

Paint Ball

Paint ball is offered each evening program session. This is a target shooting activity that takes place in Deadwood Gulch. This area is set-up to resemble an abandoned old west mining town with targets for the paint ball participants to shoot at to score points.

Program Capacity – 35 participants (per session) with a cost of \$10 per person

ATV Trail Ride

This is offered 4 times during the week and all participants must have a valid ASI Safety Training card to participate. Participants in the Medicine Mountain ASI ATV Safety class may register to go on a trail ride but the ride must be scheduled to occur after completion of the training.

M & T ASI Participants can sign-up for Tuesday or Friday Trail Rides

Th & F ASI Participants can sign-up for Friday Trail Rides

ATV Trail Rides

Tuesday Evening 6-7pm or 7pm-8pm

Friday Afternoon 4pm-5pm or 5:15pm-6:15pm

Program Capacity – 8 participants with a cost of \$25 per person

MUST HAVE A CURRENT ASI SAFETY TRAINING CARD. ASI Safety Training consists of 2 parts the online Safety Class and the in-person rider safety instruction / training. Just taking the online safety training does not count as being ASI trained to be a participant for the trail rides.