For 100 years Camp Laramie Peak has offered Scouts excitement in a small, intimate wilderness camp. Despite the camp’s age, the facilities are up to date and ready to provide a great camping experience. From family style dining to a wide variety of program options, CLP will meet the needs of any scout from first year campers to seasoned members of your troop.

With a limit of 150 scouts per session, Camp Laramie Peak’s small size allows for scouts to receive individual attention. The program is modified every session to meet the needs of the campers that week, which is impossible to do in bigger camps. This allows for a unique first year program where the scout can work on the next rank, rather than all of them. A full range of Eagle required outdoor merit badges are available as well. The ATV safety course, rock climbing, or a four-night backpacking trek in the Medicine Bow National Forest are available for older scouts. CLP offers a full range of shooting sports from archery to pistols and a wide range of nature badges are offered in the nature center high above the natural plains of Wyoming. CLP also features a Living History area which offers metalworking, branding, historic stories, and a fresh look at historic western life.

Camp Laramie Peak features an experienced staff that brings excitement to all phases of the camping program and ensures that every scout feels at home as part of the scouting family.

Yours in Scouting,
Larry Grantham
Camp Director
laramiepeakcamp@gmail.com

2020 Session Dates:

- Session 1 (Week 1) – June 21-27, 2020
- Session 2 (Week 2) – July 5-11, 2020
- Session 3 (Week 3) - July 12-18, 2020
- Session 4 (Week 4) - July 19-25, 2020
- Webelos Camp - July 25-28
- Centennial Celebration - July 30-August 2
CLP has four(4) 80 minute periods four (4) days a week, Monday, Tuesday, Thursday, and Friday.
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<td>Open Activities</td>
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<td>Program Activities</td>
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<td>Rifle Open Shoot</td>
<td>CLP Cast Iron Chef</td>
<td>Rifle Open Shoot</td>
<td>Shotgun Open Shoot</td>
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<td>Leader Climb</td>
<td>Branding Hootenanny</td>
<td>Leader Shoot</td>
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<tr>
<td>8:30 pm</td>
<td>Opening Campfire</td>
<td>Star Watch</td>
<td>Outposts</td>
<td>Closing Campfire</td>
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<td>10:00 pm</td>
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**Daily Programs**

The following activities/merit badges require prior registration. Each meets 4 days (Monday, Tuesday, Thursday, Friday). Four periods are available each day. When registering for the activity the first one listed for the Scout is the most important one for him, and so on. The requested list of activities are to be completed 45 days prior to the start of the session. A schedule will be developed for each session. For example, if one week 1 session of Environmental Science is needed the Scouts are in one session, the next week 2 might be needed. A master schedule for each troop will be sent to the contact person 30 days prior to camp.

**Outdoor Skills:**

Our Outdoor Skills program takes advantage of the wilderness of CLP. Search and Rescue Merit Badge has been added to the offering this year. In addition to the selection of merit badges, the Outdoor Skills staff is offering the Paul Bunyan Program for older scouts. This program is designed for the scouts to use the hand tools the pioneers used, axes, cross cut saws and splitting maul and wedges. This is an activity that any scout can participate in after 4th period.

**Outpost Lion’s Den:** An outpost geared towards testing your knowledge on various basic scout skills that need practice. This overnight expedition is appropriate for scouts of all ranks and ages, especially for young scouts just learning the new skills.

**FIRST AID**
TIME: 1 period
LOCATION: Outdoor Skills
RECOMMENDED FOR: First Class Scouts and above
PREPARATION: Requirement 2b (Prepare a First Aid Kit for your home) must be completed before camp. Bring documentation of the completion of this requirement to camp.
OTHER INFORMATION: CPR requirement will be completed as part of the activity.

**ORIENTEERING**
TIME: 1 period
LOCATION: Outdoor Skills
RECOMMENDED FOR: First Class and above
PREPARATION:
REQUIRED MATERIALS: Compass and hiking boots
OTHER INFORMATION: GPS units provided, scouts may also bring their own.
EMERGENCY PREPAREDNESS
TIME: 1 period
LOCATION: Outdoor Skills
RECOMMENDED FOR: 2nd year camper or older
PREPARATION: Scouts will need an emergency kit. Necessary items are listed in the Merit Badge Pamphlet. First Aid merit badge is required. Can be taken simultaneously.

CAMPING
TIME: 1 period
LOCATION: Outdoor Skills
RECOMMENDED FOR: Second year campers or older who have earned First Class Rank
PREPARATION: Requirement 9 (20 nights camping) cannot be completed at camp
REQUIRED MATERIALS: Backpack

GEOCACHING
TIME: 1 period
LOCATION: Outdoor Skills
RECOMMENDED FOR: Second year campers or older who have earned First Class Rank
RECOMMENDED MATERIALS: Notebook and pen. Scout may bring a GPS unit to camp.

SEARCH AND RESCUE
TIME: 1 period
LOCATION: Outdoor Skills
RECOMMENDED FOR: Second year campers or older who have earned First Class Rank
RECOMMENDED MATERIALS: Notebook and pen.

For First Year Scouts:
Last year we introduced a different first year program. We have divided them into three groups based on what rank they are working on. Each meets for one(1) period. This allows them to work on the advancement they need and take advantage of other programs offered.

SCOUT/TENDERFOOT
TIME: 1 period
LOCATION: Roaring lions area
RECOMMENDED FOR: New Scouts

SECOND CLASS
TIME: 1 period
LOCATION: Roaring lions area
RECOMMENDED FOR: Tenderfoot Scouts

FIRST CLASS
TIME: 1 period
LOCATION: Roaring lions area
RECOMMENDED FOR: Second Class Scouts
**Nature:**

We have set up a new nature area, including a nature lodge, that provides excellent opportunities for scouts to not only learn about nature but get close to the wonders of the mountain area. They will have exposure to various geological formations.

**Outpost: NightHawk Overnight,** Join staff on an insightful overnight of star watching, game playing, and storytelling.

**ENVIRONMENTAL SCIENCE**
TIME: 2 consecutive periods
LOCATION: Nature Lodge
RECOMMENDED FOR: Scouts 13+ (strong recommendation)
PREPARATION:
REQUIRED MATERIALS: Paper and pencil

**SPACE EXPLORATION**
TIME: 1 period
LOCATION: Nature Lodge
RECOMMENDED FOR: Any Scout
PREPARATION:
REQUIRED MATERIALS: Model rocket kit.
ANTICIPATED COSTS: Model rocket kits are available from the Trading Post at a cost of approximately $6 to $10. A single flight rocket engine is furnished.

**GEOLOGY**
TIME: 1 period
LOCATION: Nature Lodge
RECOMMENDED FOR: Any Scout
PREPARATION:
REQUIRED MATERIALS: Paper and pencil

**SOIL AND WATER CONSERVATION**
TIMES: 1 period
LOCATION: Nature Lodge
RECOMMENDED FOR: Any Scout
REQUIRED MATERIALS: Paper and pencil
ASTRONOMY
TIME: 1 period
LOCATION: Nature Lodge
RECOMMENDED FOR: Scouts who have completed the 7th grade.
PREPARATION: Requirement 5B must be completed before coming to camp for full completion.
REQUIRED MATERIALS: Sketch paper and pencils.
OTHER INFORMATION: Monday night star study sessions will be held at 9pm

WEATHER
TIME: 1 period
LOCATION: Nature Lodge
RECOMMENDED FOR: Any Scout
PREPARATION: Requirement 9A or 9B must be completed before coming to camp for full completion.
REQUIRED MATERIALS: Paper and pencils

NUCLEAR SCIENCE
TIME: 1 period
LOCATION: Nature Lodge
RECOMMENDED FOR: Any Scout
REQUIRED MATERIALS: Paper and pencils

FORESTRY
TIME: 1 period
LOCATION: Nature Lodge
RECOMMENDED FOR: Any Scout
REQUIRED MATERIALS: Paper and pencils

FISH & WILDLIFE
TIME: 1 period
LOCATION: Nature Lodge
RECOMMENDED FOR: Any Scout
PREPARATION: Scouts will need to purchase from the Trading Post or bring a constructible bird feeder.
REQUIRED MATERIALS: Paper and pencils

NATURE
TIME: 1 period
LOCATION: Nature Lodge
RECOMMENDED FOR: Any Scout
REQUIRED MATERIALS: Paper and pencils
PREPARATION: Scouts will need to purchase from the Trading Post or bring a constructible bird feeder.
GARDENING
TIME: 1 period
LOCATION: Nature Lodge
RECOMMENDED FOR: Any Scout
PREPARATION: Requirements 2A, 2B and 8 must be completed before coming to camp for full completion.
REQUIRED MATERIALS: Paper and pencils

MAMMAL STUDY
TIME: 1 period
LOCATION: Nature Lodge
RECOMMENDED FOR: Any Scout
REQUIRED MATERIALS: Paper and pencils

Living History:
Our Living History area gives scouts a glimpse into pioneer life around the end of the 19th century. This area features the forge and blacksmith work area (age 14+), tomahawk throwing, teepees, and cooking over open fires. Every year we expand this program. This program staff offers two Outposts.

Outpost: Mountain Man, This outpost has a rustic theme to it. Tomahawks, lassos, cast iron cooking, and much more in this truly awesome outdoor experience!

Outpost: Wilderness Survival, The classic outpost. Surviving a night after building a shelter, with minimal supplies. (Satisfies requirements for the Wilderness Survival Merit Badge.)

METAL WORK
TIME: 2 periods
LOCATION: Living History
AGE REQUIREMENT: 14 or older
PREPARATION: None, only the blacksmith option is being offered for this merit badge.
REQUIRED MATERIALS:
ACTIVITY FEE: A $20 Activity Fee is to be purchased by the selected scouts at check-in.

PIONEERING
TIME: 1 period
LOCATION: Living History
RECOMMENDED FOR: First Class and above

WILDERNESS SURVIVAL
TIME: 1 period
LOCATION: Living History
RECOMMENDED FOR: 2nd year campers and older
REQUIRED MATERIALS: Sleeping bag, clothing suitable for spending the night in the open, pocket knife, supplies for survival kit
OTHER INFORMATION: Scouts will participate in one over-night away from campsite in the shelter they make. This is done on Thursday.

COOKING
TIME: 1 period
LOCATION: Living History
RECOMMENDED FOR: 2nd year campers and older
PREPARATION: To complete the badge requirement 4 Cooking at Home must be completed and approved by unit leader prior to coming to camp.
OTHER INFORMATION: Scouts will be asked about allergy information

INDIAN LORE
TIME: 1 period
LOCATION: Living History
RECOMMENDED FOR: 2nd year campers and older
REQUIRED MATERIALS: Will need to purchase costume materials from the trading post

SCOUTING HERITAGE
TIME: 1 period
LOCATION: Living History
RECOMMENDED FOR: Any Scout
PREPARATION: Requirements 5 and 6 must be completed prior to camp and brought to camp to complete this badge.

WOODWORKING
TIME: 1 period
LOCATION: Living History
RECOMMENDED FOR: Any Scout
REQUIRED MATERIALS: Paper and pencils

Handicraft
Scouts like to make things and our handicraft lodge provides a perfect opportunity to make a variety of craft items. From tooling leather to carving your own designs out of wood, we even help scout make their own movies! During off times earn **Pulp and Paper Merit Badge**.

**LEATHERWORK**
- **TIME:** 1 period
- **LOCATION:** Handicraft Pavilion
- **RECOMMENDED FOR:** Any Scout
- **PREPARATION:**
- **REQUIRED MATERIALS:**
- **ANTICIPATED COSTS:** Scout should anticipate between $5 and $15 for projects. These can be purchased from the Trading Post.

**BASKETRY**
- **TIME:** 1 period
- **LOCATION:** Handicraft Pavilion
- **RECOMMENDED FOR:** Any Scout
- **PREPARATION:** None
- **REQUIRED MATERIALS:** Basketry materials (available at the Trading Post)
- **ANTICIPATED COSTS:** Scouts should anticipate about $10 in materials costs.

**WOODCARVING**
- **TIME:** 1 period
- **LOCATION:** Handicraft Pavilion
- **RECOMMENDED FOR:** Any Scout that has their Totin’ Chip.
- **PREPARATION:** Scouts may bring their own pocket knives and sharpening stones.
- **REQUIRED MATERIALS:** Project materials and leather gloves (gloves are furnished but the Scout can bring his own)
- **ANTICIPATED COSTS:** Carving pieces are available at the Trading Post from $5. The cost will vary based on the Scout’s selection.

**MOVIE MAKING**
- **TIME:** 1 period
- **LOCATION:** Handicraft Pavilion
- **RECOMMENDED FOR:** 2nd year camper or older
- **OTHER INFORMATION:** The Scout may use his phone or digital camera.

**POTTERY**
- **TIME:** 1 period
- **LOCATION:** Handicraft Pavilion
- **RECOMMENDED FOR:** Any Scout
PHOTOGRAPHY
TIME: 1 period
LOCATION: Nature Lodge
RECOMMENDED FOR: Any Scout
REQUIRED MATERIALS: The Scout may use his phone or digital camera.
PREPARATION:

**Shooting Sports:**
We have excellent shooting ranges. We offer the Boy Scout Scholastic Pistol for scouts at least 14 (or 13 and completed the 8th grade). Open shoots and leader shoots are offered throughout the week.

ARCHERY
TIME: 1 period
LOCATION: Archery Range
RECOMMENDED FOR: Any
PREPARATION: All requirements may be finished at camp. Requirement 4 requires shooting a qualifying score.
REQUIRED MATERIALS: Arrow kit, bow string kit (available at the Trading Post)
ANTICIPATED COSTS: Scouts should anticipate about $5 in materials costs.

RIFLE SHootING (.22 CAL)
TIME: 1 Period
LOCATION: Rifle Range
RECOMMENDED FOR: 2nd Year Campers
PREPARATION:
REQUIRED MATERIALS:
ACTIVITY FEE: $10.00 due at check-in.

SHOTGUN SHOOTING
TIME: 2 consecutive periods
LOCATION: Shotgun Range
RECOMMENDED FOR: 3rd year campers or older
PREPARATION:
REQUIRED MATERIALS:
ACTIVITY FEE: $25.00 due at check-in.

PISTOL SHOOTING ACTIVITY
TIME: 1 periods
LOCATION: Rifle Range
RECOMMENDED FOR: Must be 14
PREPARATION:
REQUIRED MATERIALS:
ACTIVITY FEE: $10.00 due at check-in.

Mountain Challenges:
We have a great climbing program on natural rock. We have a number of challenging climbs. Climbing Merit Badge is exciting. However, for those that have the merit badge we are offering an advanced course with different climbs.

Outpost: Camp 4, An outpost reserved for those with the Climbing Merit badge. Head out as a team to boulder, as well as rig up your own climbing site in the beautiful Medicine Bow Valley. (Not required for the Climbing Merit Badge. But those in the climbing class may participate.)

CLIMBING
TIME: 2 consecutive periods
LOCATION: Climbing Shed
RECOMMENDED FOR: Scouts 14 or older or have completed the 7th grade
PREPARATION: Completion of a CPR course prior to camp is recommended.
REQUIRED MATERIALS: Leather gloves To participate the parent consent forms are required
ACTIVITY FEE: $15.00 due at check-in.

MOUNTAIN BIKING
TIME: 1 periods
LOCATION: Bike Shed
RECOMMENDED FOR: Scouts 14 or older or have completed the 7th grade
OTHER INFORMATION: Plan of an overnight ride. Will need mess kit.

ATV:
We have ATV’s. We offer the “ATV Safety Institute” RiderCourse safety certification program (2 periods) to scouts
14 years old and older. Those that complete the course receive the certification card required by the military and other agencies using ATV’s in their work. Those that complete the course or have previously certified can go on trail rides in the area. The extent of the trail ride will depend on the skill of the rider.

TIME: 2 consecutive periods
LOCATION: ATV Course
RECOMMENDED FOR: BSA Requires all participants be at least 14 at the time of arrival
ACTIVITY FEE: $50 due at check-in.
OTHER INFORMATION: To participate the parent consent forms are required.

**Backpacking Trek**

With the cooperation of the National Forestry Service we are able to offer a backpacking experience in the Medicine Bow National Forest. Spend five days (four nights) exploring the wondrous sights of the forest surrounding Black Mountain. One crew of 10 scouts, 1 adult and 1 staff member will leave camp on Monday morning and return for dinner on Friday. Crew members must be 15 years old and able to carry a 30 lb pack. Crew members must supply their own pack and regular camping equipment. Food, cooking equipment and tents will be supplied by the camp. Complete list of what to bring will be provided with the notice of who has been selected for the crew. This is a great opportunity for older scouts.

**Additional Program Opportunities**

**Zip Lines:** CLP has four (yes 4) zip lines, two primary with returns. The lines are opened based on weather and available time following 4th period. The times will be announced at meals.

**Discovery Day:** On Wednesday, units plan their own adventure by leaving camp to visit the many exciting places in the area.
**Camp Guernsey** is a National Guard Training base located an hour from CLP that offers several exciting programs for scouts. The scouts get to use the simulated target range and other features depending on the availability. You are welcome to purchase lunch at Camp Guernsey.

**Historic Fort Laramie** is only an hour away. The reconstructed outpost is maintained by the National Park Service. The barracks, settlers store and other features are open to explore.

**Guernsey State Park** offers a lake with swimming and picnic area on the way to or from Camp Guernsey or Ft. Laramie.

Looking at a different historical time period, there is a **POW Camp Museum** located in Douglas, WY, an hours drive from camp. There are also several museums in Douglas.

If getting in the water is the goal there are Gray Rocks reservoir and Wheatland reservoir. Both have beaches and are about an hour from camp.
If you prefer, you can stay in camp to work on merit badges or just sleep. If your unit wants to work on a badge not offered lets us know ahead of time and we will help you with that. If you like awesome views and a good hike, climb to the fire tower on top of Black Mountain.

The camp will provide you with sack lunches to take with you. You are also welcome to make other arrangements.

Registration

CLP offers a unique opportunity for scouts by setting the program schedule based upon what the Scouts want. Instead of placing your Scouts into a preset weekly program schedule, you select the programs desired for each scout in priority order. The program schedule is developed each session based on the priority requests of the scouts attending that session.

Fees and payment schedules are available on the Council Website.

Follow the easy steps to be ready for a great camp week:
1. Go to Camp Laramie Peak.
2. Follow the instructions to register on Black Pug.
3. Register your scouts.
4. The unit contact person will be sent a pre-registration form to be completed indicating each scout’s activity selections in priority order.
5. The form needs to be emailed to CLP at least 45 days prior to arriving.
6. Thirty days prior to your session the program schedule for the unit will be available emailed to the unit contact.

Required Paperwork

- MEDICAL AND HEALTH HISTORY From the National BSA Camp Standards: A current Annual Health and Medical Record, completed within the past 12 months is required for all staff, leaders, and campers in attendance. Part A of the health form will be retained by the council due to national policy. The Annual BSA Health and Medical Record Part A, B and C is the current form and a copy is available at http://www.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf.
- SCOUT AND ADULT LEADER ROSTERS We must have 2 copies of your Scout and Adult Leader Rosters.
- PROOF OF INSURANCE All troops coming to Camp Laramie Peak must show proof of troop Health and Accident Insurance. If the troop does not have Health and Accident Insurance, then a Health Insurance Policy number and company must be provided for each individual attending camp. You can purchase a troop policy – you should contact your local Council for information on how to do this. Longs Peak Council troops are covered by the Council Health and Accident Insurance Policy and do not need to bring a copy since one is on file.
• Scouts in the ATV, Climbing, or Pistol program will need parent signed waivers that will be sent with the scout schedules.

Check In

Check in is from noon to 3 pm Sundays at the administration building at the entrance to camp, better known as the A-frame. Park across the road. Required paperwork should be with one leader and each camper is to carry his/her own physical.

Med check is in the A-frame. Each camper must have any medications they take in hand in a ziplock bag labeled with name and unit. Medicines are to be in original containers under the same rules as schools. Units can keep medicines in camp under the care of one leader and in a locked container. The leader is also responsible for logging when each scout takes the medication.

Following medcheck, the troop guide will take the campers for a tour ending at their campsite. Adult leaders may take troop equipment to the campsite. Only one (1) vehicle is allowed at a time. A camp truck is available to transport troop and personal gear. Only 4 wheel drive vehicles are allowed in campsites. Trailers can be left in the campsite or area close.
Contact the camp director if you are unable to arrive between noon and 3pm.

What to Bring

CLP provides each campsite with table(s), bulletin board, latrine and fire extinguisher.

Troop Equipment

• Adequate tents for the troop
• Tarps or canopy
• Lanterns
• Storage for Smellables
• Troop Flags
• Water container

CLP does NOT provide tents. There is NO electricity in or near the campsites. No cooking equipment is needed.

Personal Equipment

• Standard camping gear and bedding
• Water bottles (recommend at least 2).
• Flash light
• Clothing for temperatures from 45 to 90 degrees for 6 days
• Rain gear
• Hiking shoes or boots (open toed shoes are dangerous on the trails)
• Toiletry kit and towel
• Scout uniform
• Scout Handbook
• Writing materials (notebook, pen)
• Merit Badge prerequisites
Camp Policies

Behavior Policies: The Scout Law is the rules at CLP. Discipline is the responsibility of the unit leaders. Staff will attempt to maintain discipline in program areas, however if significant problems occur the unit leader will be asked to intervene. Any scout who does not respond to discipline by troop leaders will have his parents or guardians contacted to travel to camp to take him home.

Leadership: All in-camp leaders must be registered scouters as of September 2019. Bring your registration card. Each unit is to follow two-deep leadership guidelines.

Uniform: Field uniforms (also known as class A) are worn at flag ceremonies morning and evening. At all other times an appropriate activity uniform is to be worn.

Personal Property: The camp is not responsible for lost or damaged personal items brought to camp.

NO FIREWORKS, personal firearms or archery equipment.

Food in Campsite: CLP has bears and mini bears (chipmunks and ground squirrels) that are attracted to any food. To help keep these animals from getting into your equipment we recommend that units restrict food in campsites.

Fire Danger: CLP is in a very dry climate. We are frequently under fire watch and fire bans.

Wildlife at Laramie Peak

Western Rattlesnake
The western rattlesnake is common at CLP. Although they can be dangerous, they serve a very useful purpose by controlling rodent populations. Be aware of your surroundings; watch where you step, and never place hands or feet on rocks or rock ledges without looking first. If encountered, move away quickly and make a wide path around the snake. Report it immediately to camp staff.

Black Bear
Bears have been in camp and have been in campsites. By keeping your campsite clean, picking up garbage, cooking away from tents and keeping “smellables” (i.e. snacks, sugary beverages, toothpaste, shampoo) out of your campsite will keep bears away. Bears can smell food in vehicles and will break windows to get them. Since scouts always travel in groups of at least four, this should be enough to scare off any bear. If sighted, keep away. Do not approach even to take pictures. Report any sightings to a camp staff member.

Mountain Lion
Mountain lions have been spotted at CLP. Travel in groups while on the trails and always use the buddy system. Make noise to allow animals to know you are approaching. If encountered, stand your ground and never run. Make yourself as big as possible and yell. If attacked, fight back. Report any sightings to camp staff.

Ticks
Ticks can carry some diseases like Rocky Mountain Spotted Fever, Lyme Disease, and Tick Fever. Ticks are common at CLP during the summer months. All campers should check their bodies for ticks that have attached themselves. Ticks climb up pant legs and dropping onto heads and down necks. Bite areas should be cleaned properly to avoid infection.

**Small Animals**
Chipmunks, rabbits, gophers, and mice are very common at CLP. Do not tease, handle, or feed the animals. They carry diseases such as fleas and rabies. Keeping a clean camp is the best way to avoid them. They can cause a lot of damage to personal belongings. If an animal is acting too friendly, report it to a staff member immediately.

**West Nile Virus**
This is a disease that is transmitted by mosquitoes. It is rare to catch this disease and most people will not get sick or have only mild symptoms. However, West Nile can be very dangerous. If you have symptoms like high fever, severe headaches or stiff neck, contact your doctor immediately. Mosquito season starts in April and lasts until September. Repellant, such as DEET, is an effective solution. Always follow label instructions carefully.

**Camp Services**

**Food Service:** CLP is a dining hall camp. All meals are provided in the dining hall. We have an excellent cook with more than enough food for every hungry Scout. We serve family style. Troops provide table waiters for each meal.

**Special Diets:** Our dining hall staff attempts to meet the medical and religious dietary needs of campers. It is best to list allergies as the individual is registered for camp. However, special needs can be better met when emailed to camp (laramiepeakcamp@gmail.com) at least 2 weeks prior to arrival. CLP is not close to any stores, so prior notice is required.

**Trading Post:** We carry a variety of souvenirs, camp supplies, toiletries and camp clothings as well as beverages and snacks.

**Shower:** Shower buildings with hot water are located near each campsite. Individual shower rooms with locking doors and a private changing area are provided.

**Visitors:** Visitors are welcome any day of the week with prior notice. A $35/night fee is charged for overnight stays, which includes meals. Visitors have to bring their own tent(s) or camper. Limited sites with electric and water hookups available on a first come basis. All visitors need to check in at the office and check out. This is for security and emergency situations. Parts A and B of the BSA medical form is
requested for each overnight guest. Meal tickets are available for day guests for $6/meal. Vehicles are to be kept in the parking lot across from headquarters.

**Communications**: Cell phone service is available at CLP depending on the carrier and location in camp. In 2019 AT&T had the best service. Limited internet service is available for ADULTS needing to stay connected for business. Contact the office or Trading Post for specifics. The camp is NOT responsible for electronic devices.

**Mail**: CLP receives mail on Monday, Wednesday and Friday. It may take up to two weeks for delivery. Outgoing mail is through the office. Stamps are available at the Trading Post. The camp address is:

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Scout’s Name
Troop _____
Camp Laramie Peak
65 Forest Service Rd. #633
Wheatland, WY 82201
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**Medical**: The health lodge is located in the A Frame, behind the office. The medical officer is available at all times.

**Camp Youtube Video Link**:  
https://youtu.be/GyD3pE4eFv0

OR Search “Camp Laramie Peak Will Bergmann” in the Youtube Search Bar

**Contact Information**

Longs Peak Council  
Camping Department  
PO Box 1166  
Greeley, CO 80632

Jennifer Ball, Camp Registrar  
970-584-2202  
CampRegistration@longspeakbsa.org

Larry Grantham, Camp Director  
913-360-3084  
laramiepeakcamp@gmail.com

**Camp Map**