

Possible new MB	BDSR Merit Badge Program Grid										Possible new MB		
	Monday			Tuesday			Wednesday			Thursday			
There will be a 15 minute break every 1.5 hours	9:30AM - 12:00PM	2:00PM - 4:30PM	7:00PM	9:30AM - 12:00PM	2:00PM - 4:30PM	7:00PM	9:30AM - 12:00PM	2:00PM - 4:30PM	7:00PM	9:30AM - 12:00PM	2:00PM - 4:30PM	7:00PM	There will be a 15 minute break every 1.5 hours
SHOOTING SPORTS													SHOOTING SPORTS
Rifle	1	2		1	2		3	4		3	4		Rifle
Shotgun	1	2		1	2		3	4		3	4		Shotgun
Archery	1	2		1	2		3	4		3	4		Archery
Archery Qualification						1+2						3+4	Archery Qualification
NATURE													NATURE
E. Science	1	2		1	2		3	4		3	4		E. Science
Forestry+Geology	1			1			2			2			Forestry+Geology
Mammal Study		1			1			2			2		Mammal Study
Weather	1			1			2			2			Weather
Soil and Water Cons.		1			1			2			2		Soil and Water Cons.
HANDICRAFT													HANDICRAFT
Leatherwork		1			2			3			4		Leatherwork
Wood Carving	1			2			3			4			Wood Carving
Basketry	1			2			3			4			Basketry
Welding Demo			1						2				Welding Demo
Metal Working	1	2		1	2		3	4		3	4		Metal Working
CLIMBING	1	2		1	2		3	4		3	4		CLIMBING
Advanced climbing									1			2	Advanced climbing
Scrambling			1									2	Scrambling
COPE	1	2		1	2		3	4		3	4		COPE
BATTLE COPE			1			2			3				BATTLE COPE
TECHNOLOGY													TECHNOLOGY
RADIO	1			1			2			2			RADIO
Communication		1			1			2			2		Communication
Astronomy +Space EX.		1	1		1			2	2		2		Astronomy +Space EX.

Possible new MB	BDSR Merit Badge Program Grid										Possible new MB		
	Monday			Tuesday			Wednesday			Thursday			
	9:30AM - 12:00PM	2:00PM - 4:30PM	7:00PM	9:30AM - 12:00PM	2:00PM - 4:30PM	7:00PM	9:30AM - 12:00PM	2:00PM - 4:30PM	7:00PM	9:30AM - 12:00PM	2:00PM - 4:30PM	7:00PM	
There will be a 15 minute break every 1.5 hours													There will be a 15 minute break every 1.5 hours
HEALTH&SAFETY													HEALTH&SAFETY
Emergency scenario						1						2	Emergency scenario
Emergency Prep		1			1			2			2		Emergency Prep
Emergency Prep		1			1			2			2		Emergency Prep
Fire Safety							1			1			Fire Safety
Fire Safety							1			1			Fire Safety
First Aid	1			1									First Aid
First Aid	1			1									First Aid
AQUATICS													AQUATICS
Kayaking	1			1			2			2			Kayaking
Canoeing		1			1			2			2		Canoeing
Fish and Wildlife/Fishing	1			1			2			2			Fish and Wildlife
Fly Fishing		1			1			2			2		Fly Fishing
Fly Tying						1						2	Fly Tying
HORSES													HORSES
Horsemanship	1			1			2			2			Horsemanship
Afternoon Trail Ride		1			2			3			4		Afternoon Trail Ride
Evening Trail Ride			1			2			3			4	Evening Trail Ride
SCOUT CRAFT													SCOUT CRAFT
Indian Lore		1			1			2			2		Indian Lore
Camping	1			1			2			2		1+2	Camping
Wilderness Survival		1			1			2			2	1+2	Wilderness Survival
Pioneering		1			1			2			2		Pioneering
Orienteering	1			1			2			2			Orienteering
PHOTOGRAPHY	1			1			2			2			PHOTOGRAPHY
Photo Lab Hours			1						2				Photo Lab Hours
TRAIL TO FIRST CLASS													TRAIL TO FIRST CLASS
5-Mile Hike											TTF C		5-Mile Hike

Possible new MB	* Soaring Eagle		* Jeffery	Scouts may take merit badges at either camp unless otherwise specified.					
MERIT BADGE	LOCATON	MIN. AGE	MINIMUM RANK	EXTRA EFFORT	\$	SUPPLIES NEEDED	MIN.	MAX	# of Classes
SHOOTING SPORTS							CLASS SIZE		
Rifle	Rifle Range	13	N/A	Gun Cleaning	\$0.00	none	2	28	4
Shotgun	Shotgun Range	14	N/A	Gun Cleaning	\$0.00	none	2	16	4
Archery	Archery Range	N/A	Second Year	N/A	\$10.00	Kit	2	21	4
Archery Qualification	Archery Range	N/A	Second Year	N/A	\$0.00	none	2	42	2
NATURE									
E. Science	Nature Lodge	13	First Class	Homework	\$0.00	none	2	10	4
Forestry+Geology	Nature Lodge	N/A	N/A	N/A	\$0.00	none	2	20	2
Mammal Study	Nature Lodge	N/A	N/A	N/A	\$0.00	none	2	20	2
Weather	Nature Lodge	N/A	N/A	N/A	\$0.00	none	2	20	2
Soil and Water Cons.	Nature Lodge	N/A	N/A	N/A	\$0.00	none	2	20	2
HANDICRAFT									
Leatherwork	Porter Handi Craft	N/A	N/A	Complete Project	\$20.00	Kit	2	28	4
Wood Carving	Porter Handi Craft	N/A	N/A	Complete Project	\$20.00	Kit	2	18	4
Basketry	Porter Handi Craft	N/A	N/A	Complete Project	\$20.00	Kit	2	14	4
Welding DEMO	Bakers Cabin	14	N/A	Partial Only	\$20.00	Kit	2	8	2
Metal Working	Bakers Cabin	14	First Class	Complete Project	\$20.00	Kit	2	8	4
CLIMBING									
	Pancake Climb Base	N/A	Second Class	N/A	\$10.00	Carabineer	4	20	4
Advanced climbing	Pancake Climb Base	14	First Class	N/A	\$10.00	Carabineer	4	14	2
Scrambling	Pancake Climb Base	N/A	Scout	N/A	\$10.00	Carabineer	4	25	2
COPE									
	COPE course						4	15	4
BATTLE COPE	COPE course	13	First Class	N/A	\$0.00	none	4	15	3
HEALTH&SAFETY									
Emergency scenario	Museum	N/A	N/A	N/A	\$0.00	none	2	40	2
Emergency Prep	Coffin Shelter	N/A	N/A	N/A	\$0.00	none	2	20	2
Emergency Prep	Kola outdoor cover	N/A	N/A	N/A	\$0.00	none	2	20	2
Fire Safety	Coffin Shelter	N/A	N/A	N/A	\$0.00	none	2	20	1
Fire Safety	Kola outdoor cover	N/A	N/A	N/A	\$0.00	none	2	20	1
First Aid	Coffin Shelter	N/A	N/A	CPR Demo	\$0.00	none	2	20	1
First Aid	Kola outdoor cover	N/A	N/A	CPR Demo	\$0.00	none	2	20	1
AQUATICS									
Kayaking	Weaver Lake	N/A	N/A	SWIMMER	\$0.00	none	4	12	2
Canoeing	Weaver Lake	N/A	N/A	SWIMMER	\$0.00	none	4	14	2
Fish and Wildlife/Fishing	Weaver Lake	N/A	N/A	N/A	\$10.00	none	2	20	2
Fly Fishing	Weaver Lake	13	First Class	N/A	\$10.00	none	2	14	2
Fly Tying	Weaver Lake	13	First Class	N/A	\$10.00	none	2	14	2
HORSES									
Horsemanship	Horse Coral	N/A	N/A	N/A	\$35.00	Merit B Book	2	14	2
Afternoon Trail Ride	Horse Coral	N/A	N/A	N/A	\$45.00	none	2	8	4
Evening Trail Ride	Horse Coral	N/A	N/A	N/A	\$15.00	none	2	8	4
SCOUT CRAFT									
Indian Lore	Ducker	N/A	N/A	Complete Project	\$12.00	Kit	2	24	2
Camping	Ducker	N/A	N/A	N/A	\$0.00	none	2	24	2
Wilderness Survival	Ducker	N/A	N/A	N/A	\$15.00	Kit	2	24	2
Pioneering	Ducker	N/A	N/A	Complete Project	\$20.00	Kit	2	24	2
Orienteering	Ducker	N/A	N/A	Complete Course	\$15.00	Map/Compass	2	24	2
PHOTOGRAPHY									
	Porter Handi Craft	N/A	N/A	Complete Project	\$0.00	Bring Camera	2	14	2
Photo Lab Hours	Porter Handi Craft	N/A	N/A	N/A	\$0.00	none	2	14	2
TRAIL TO FIRST CLASS									
	TTFC outdoor area	N/A	N/A	N/A	\$0.00	Scout Book	2	40	1
5-Mile Hike	Boundary Trail	N/A	N/A	Complete Hike	\$0.00	none	2	40	1
TECHNOLOGY									
					\$0.00				
Astronomy +Space EX.	Porter Handi Craft	N/A	N/A	Complete Project	\$12.00	Kit	2	20	2
RADIO/Communication									
	Kola WOBSA	N/A	N/A	N/A	\$0.00	none	4	6	2
Communication	Kola WOBSA	N/A	N/A	N/A	\$0.00	none	4	6	2

Aquatics

Location: East of the main parking lot area, at Weaver Lake – about a 15 minute walk from the dining hall.

The water at Weaver Lake is mountain temperature, which at times will limit some activities. All Scouts and Adult Leaders participating in waterfront programs are required to do a “mountain temperature swim test” at BDSR! Swim checks are taken Sunday afternoon after troop check-in, or at the discretion of the aquatics staff. NOTE: Swim checks cannot be done prior to camp! The Aquatics Staff at Weaver Lake **must see** the Scouts complete the swim check.

There is no fishing allowed in the lake during Canoeing or Kayaking Merit Badge classes. The lake is just too small and we don't need to be catching any Scouts. For information on Fishing or Fly-Fishing Merit Badges, see the Fishing section.

The waterfront is geographically remote, so make sure that all Scouts plan extra travel time to make it to all aquatics classes on time. Mountain weather is unpredictable and make-ups may be necessary to complete this merit badge.

Fishing

Location: Fishing Pavilion near Weaver Lake. Expect at least a 15 minute walk from the dining hall.

The Fishing program area offers Fishing, Fly Fishing and Fish and Wildlife Management Merit Badges.

The Fishing and Fly Fishing MB's require the Scout to catch & release one fish. The Ranch has three species of trout available; brook, brown and rainbow, including trophy fish over 20 inches. Open fishing on Weaver Lake is available before breakfast and after dinner. The fishing program shares the lake with Canoeing and Kayaking Merit Badges and due to the small size of the lake we cannot allow fishing during their program times. This is to avoid hooking any boaters that would just have to be released anyway.

Due to the relative difficulty of the skills involved in some of the requirements for Fly Fishing MB, it is recommended that scouts be age 13 or older. To complete the Fly Fishing MB scouts must purchase a fly tying ticket for \$1.50 in the Trading Post, this entitles them to tie the 2 flies required for the Fly Fishing MB. The ticket is presented to the instructor during one of the open fly tying periods. Fly Tying instruction will be held in Camp Jeffrey (CJ) at Kola Lodge. It is a drop-in class that takes 30-40 minutes to complete.

BDSR has acquired a private lake license allowing all Scouts and Adult Leaders to fish in Weaver Lake without a Colorado fishing permit. However, a BDSR Fishing Conservation Permit is required for anyone fishing on the ranch. It can be purchased at the Trading Post for \$2.00. 100% of funds from the license are used to stock fish in Weaver Lake. **All fishing is catch and release with flies or artificial lures only. Every effort should be made to release fish alive.** Elkhorn Creek has a small population of trout, but most years' it is very difficult to fish due to snowmelt runoff until about mid-July. When fishing anywhere on the Ranch other than Weaver Lake, or to fish off Ranch property, a Colorado State fishing permit is required for anyone age 16 or older. One day, five day, and annual fishing permits are available at outlets in Fort Collins, LaPorte and Red Feather Lakes.

Limited fishing equipment is available. If you have a fishing rod, plan to bring it for use in the Merit Badge program. But, there will be no fishing during the Fishing or Fly Fishing MB class time. Class time is for completing the other requirements The Trading Post stocks a variety of fishing equipment.

An adult Fly Fishing class is being offered on Thursday from 3:15 –5:15. Instruction will include a brief overview of fly fishing basics, casting instruction and fishing time.

During the evenings an instructor will be available at Weaver Lake to assist in fishing instruction. But, one evening each week the lake will be closed to anyone not in the fly fishing MB class.

Climbing

Location: Meet in front of the “Pancake Base Camp” sign off the Soaring Eagle Road. Expect a 20 minute walk from the dining hall.

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

- **Scrambling** – Designed for Scouts ages 11-12, this program teaches basic climbing techniques by allowing younger participants to learn essentials on short, unroped climbs. This program will lead Scouts to the top of Pancake Mountain to experience the breathtaking views of the Elkhorn Valley. When registering choose only one session of Bouldering for each Scout.
- **Climbing Merit Badge** – Suggested for Scouts age 13 and over. This difficult Merit Badge teaches climbing, rappelling, and belaying essentials in a safe, fun environment. Scouts will need to complete all sessions of Climbing 1 **-OR-** all sessions of Climbing 2 **-OR-** all session of Climbing 3 to complete the Merit Badge.
- **Advanced Climbing** – For Scouts age 13 and over who have earned the Climbing Merit Badge. This two-day, intensive climbing experience allows older scouts to practice their skills on the numerous granite walls of Ben Delatour Scout Ranch.
- **Adult Climb** – Two sessions of Adult Climbing are offered on Tuesday. This is an opportunity for adults to experience some beginning climbing. You must preregister for this program it will only be open to the first 12 that register.

Climbing courses may cause conflicts with other Badge work, rafting trips, trail rides, and meal service. Scouts who miss a session will not be allowed to continue in the course. Scouts may not sign up for both Climbing Merit Badge and Advanced Climbing during their week at camp. Mountain weather is unpredictable, make-ups may be necessary to complete this merit badge. If necessary, merit badge make-up will be offered on Friday morning.

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

C.O.P.E.

Challenging Outdoor Personal Experience

Location: All COPE programs will take place on the Soaring Eagle COPE Course. Expect a 25 minute walk from the dining hall.

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

- **C.O.P.E.** – This four-day program is the heart of the C.O.P.E. experience. Participants will test their physical and mental capabilities in a series of team-building activities on both low and high course events. This program is recommended for Scouts age 13 and older.
- **BATTLE C.O.P.E.** – Restricted to Scouts age 14 and older. BATTLE COPE has all the elements of a High COPE course, with an extra added challenge: Try the course tethered to another Scout, blindfolded, backwards, or racing (first one finished and still standing wins!). Previous COPE experience is recommended.
- **Scoutmaster C.O.P.E.** – Restricted to adult campers 18+. This program provides a behind-the-scenes look at the entire Project C.O.P.E. program, as well as providing Scoutmasters some of the same unforgettable experiences afforded younger participants.

Shooting Sports

Location: Across the Elkhorn Creek south of the main parking lot. Expect a 15 minute walk from the dining hall.

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

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

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

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

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

Rifle Cleaning and Shotgun Cleaning will be offered everyday from 4:15-5:00 pm.

Archery

Location: The Camp Charles Jeffrey Archery Range is located near the main parking lot.

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

Campers may NOT bring their own bows to camp.

The Archery Range will be open during Open Program Time from 4:15-5:00 Monday through Thursday.

Outdoor Skills

Location: All Outdoor Skills Classes will meet at Camp Ducker, located behind the Trading Post. Expect a 5 minute walk from the dining hall.

Traditional Scouting skills are the trademarks of the Outdoors Skills Department, where Camping, Orienteering, Pioneering, Wilderness Survival and Indian Lore Merit Badges are offered.

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

- Scouts taking Orienteering should expect to spend at least two hours working out of class.
- Scouts taking Camping need to come prepared for an Overnighter on Thursday and should bring a tent to use for that activity.
- Scouts taking Wilderness Survival should bring their completed Survival Kit with them to camp.
- Scouts taking Pioneering will need to purchase a Pioneering Model Kit – \$6.50 (*prices subject to change*)
- Scouts taking Indian Lore will need to purchase an Indian Lore Kit - \$12.00 (*prices subject to change*)

Handicraft

Location: Porter Handicraft Lodge located near the Bob Waite Trading Post. Expect a 5 minute walk from the dining Hall

The Handicraft Department is usually one of the busiest locations on the Scout Ranch. An experienced and skilled staff works with Scouts on Leatherwork, Basketry and Woodcarving Merit Badges. Limited supplies are available free of charge. Scouts should plan to bring sufficient funds to purchase kits and supplies from the Trading Post.

Due to BSA Safety Standards, a ratio of at least one adult to every ten Scouts must be maintained at all times. Adult leaders are encouraged to spend some of their extra time during the day at the Handicraft Area. Handicraft tools are available for their use, and it's a lot of fun to help Scouts with their projects.

Unlike other BDSR program areas, the Handicraft Program is run on an open program basis. This allows Scouts to work on Handicraft Badges during any free periods. A Scout should plan on spending two class periods on each Handicraft Badge he wishes to earn.

Duct Tape Merit Badge (not Eagle required) will be offered on Monday Evenings. This will be busy, get there early, each participant will need a roll of duct tape to participate. Duct Tape will be available for purchase in the Trading Post.

Nature

Location: The Nature Department is located at the Magnuson Nature Center. Expect a 2 minute walk from the dining hall.

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

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

The Space Exploration Merit Badge requires the purchase of two rocket engine tickets from the Trading Post, which will be redeemed by the Nature Staff. Scouts should not bring their own rockets to camp. **Scouts will need to participate in the Rocket Launch from 4:15-5:00 on Thursday afternoon.**

Opportunities abound for earning merit badges on an independent study basis. The Bird Study, Nature, and Reptile & Amphibian Study Merit Badges are offered only on an independent study basis. A Scout wishing to take advantage of an independent study course should see the Nature Staff at the Nature Lodge.

Photography

Location: Photography is offered at the Handi-craft Lodge in the photo studio.

The camp offers the digital option only on this Merit Badge. No film photography will be done. Scouts will need to supply their own digital camera. Most digital cameras will work (no disposables please!)

Emergency Response

Location: These programs will be offered at both Soaring Eagle and Jeffery. Jeffery– KOLA Lodge Soaring Eagle– Commissary. Expect a 10 minute walk from the Dining Hall.

The Emergency Response program will offer the following Merit Badges:

- First Aid – Scouts participating in this class need to complete the CPR at home and bring a completed first aid kit to camp.
- Emergency Preparedness
- Fire Safety

Trail to First Class

Location: This program is located in a central area between Camp Jeffrey and Soaring Eagle. Please allow 15-20 minutes walking time from either camp to get to this area.

TTFC Description

The First Class program is for first year campers of those that have not yet reached the rank of First Class. Scouts will be in TTFC the entire week and will form their own patrol. Please keep in mind that there are some requirements that cannot be completed at camp and it is still up to you to help your Scouts earn these. Our staff will not sign off requirements for your Scouts; it will still be up to you as a leader to test their knowledge and sign off the requirements. The staff in this area will provide a progress report at the end of the week showing what each Scout worked on during the week.

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

Open Time Trail to First Class

If you have a Scout who only has one or two requirements to complete, this is the time to join us. The staff is available at 7:30 if asked ahead of time.

Merit Badges

Scouts Participating in TTFC will receive 2 merit badges while in the program. One of the Handi-crafts will be assigned as well as Orienteering Merit Badge.

Overnighter

The class will go on an overnight on Wednesday. They will go to the cub scout camp and have dinner and activities at the fort. They will be the only campers present as Nicol is closed on Wednesdays.