

Aquatics

Location: East of the main parking lot area, at the Weaver Lake. This program area is a 15-20 minute walk from either camp.

The waterfront program at the Scout Ranch can be an exciting place. Rowing and Canoeing Merit Badges are offered.

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! We must see all participants swim in Weaver Lake, to allow them to go in a boat. *Swim Checks taken prior to camp will not be accepted at Ben Delatour Scout Ranch.* Swimming in Weaver Lake is much different than swimming in most other places. 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 rowing 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. Fishing is allowed before 9:00 am each morning, from 11:30-1:30 each afternoon and after 5:00 pm each evening. Please be patient, sometimes classes run a little late and fishing time may vary.

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, make ups may be necessary to complete this merit badge.

- **CANOEING:** This Badge requires a swim check before Scouts may participate. It is strongly suggested that Scouts are at least 12 years old to participate in this merit badge. It is very physically strenuous. Scouts must attend **all** sessions to complete the merit badge.
- **ROWING:** This Badge requires a swim check before Scouts may participate. It is strongly suggested that Scouts are at least 13 years old to participate in this merit badge. It is very physically strenuous. Scouts must attend **all** sessions to complete the merit badge.

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

Aquatics Schedule

	Monday	Tuesday	Wednesday	Thursday
9:00-10:15 AM	Canoeing 1	Canoeing 1	Canoeing 3 Rowing 2	Canoeing 3 Rowing 2
10:30-11:45 AM				
12:00	LUNCH			
1:30-2:45 PM	Canoeing 2 Rowing 1	Canoeing 2 Rowing 1	Canoeing 4	Canoeing 4
3:00-4:15 PM				
6:00 PM	DINNER			
7:30 PM				

Archery

Location: The Soaring Eagle Merit Badge Archery Range is located just south of the COPE Course.

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.**

Field Archery

Field Archery is a unique opportunity only offered in Soaring Eagle. Field Archery is a 10 target 3-D Range. Field Archery is available Monday through Wednesday during blocks 3 and 4. If you plan to participate in Field Archery, please sign up at the Archery Range by noon of the day you plan to participate. Participants should anticipate spending one full block at the Field Archery Range. This is an extracurricular opportunity. No merit badge can be earned.

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.

Archery Schedule

	Monday	Tuesday	Wednesday	Thursday
9:00-10:15 AM	Archery 1	Archery 1	Archery 1	Archery 1
10:30-11:45 AM	Archery 2	Archery 2	Archery 2	Archery 2
12:00	LUNCH			
1:30-2:45 PM	Field Archery 1	Field Archery 3	Field Archery 5	MB Open Shoot
3:00-4:15 PM	Field Archery 2	Field Archery 4	Field Archery 6	MB Open Shoot
6:00 PM	DINNER			
7:30 PM				

Climbing

Location: Meet in front of the “Pancake Base Camp” sign off the Soaring Eagle Road.

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:

- **Bouldering** – Designed for Scouts ages 11-12, this program teaches basic climbing technique by allowing younger participants to learn essentials on short, un-rope climbs. This program will lead Scouts to the top of Pancake Mountain to experience the breathtaking views of the Elkhorn Valley.
- **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.
- **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** – An adult climb will be offered on Thursday evening. This is an opportunity for adults to experience some beginning climbing. You must preregister for this program and will only be open to the first 18 that register.
- **ASCENT** – For Scouts age 13 and over who have earned the Climbing Merit Badge and would love to climb all week long. This week-long program will be spent backpacking in the back country of the ranch and climbing on climbs that most people never even see. Scouts will spend the entire week on the trail, will not be with the troop except Sunday night and Friday night, and will not have time available to work on any other Merit Badges or programs. Scouts will need to provide their own backpacking equipment for this program. The cost for this program is \$280.00 and there are only 10 slots available each week. See ASCENT section for more in depth information.

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 carabiner for \$10.00. A carabiner ticket, bought from the trading post, will be redeemed during class for the actual carabiner. The scouts use the carabiner during class and keep it as a functional souvenir. The Bouldering Program does not require a carabiner ticket.

Climbing Schedule

	Monday	Tuesday	Wednesday	Thursday
9:00-10:15 AM	Climbing 1	Climbing 1	Climbing 1	Climbing 3
10:30-11:45 AM	Advanced 1	Advanced 1	Advanced 2	Advanced 2
12:00	LUNCH			
1:30-2:45 PM	Climbing 2	Climbing 2	Climbing 2	Climbing 3
3:00-4:15 PM	Advanced 1	Advanced 1	Advanced 2	Advanced 2
6:00 PM	DINNER			
7:30 PM	Bouldering 1	Bouldering 2	Bouldering 3	Adult Climb

How do I register for Climbing classes? Registration is available at www.longspeakbsa.org/camps/BDSR.

Please click on ‘Program Registration’ - You will be assigned a password after you make your reservation for camp (password and user name is emailed to you when you make your camp reservation). The Program Registration link will be available no later than April 1). Follow the instructions on the screen to register for COPE. Make sure if you have changes to registrations, please go in and make those changes. There are limited spaces available, determined by National Standards and State regulations; we cannot stray from these regulations.

Ascent

Location: Meet in front of the “Pancake Base Camp” sign off the Soaring Eagle Road.

For Scouts age 13 and over who have earned the Climbing Merit Badge and would love to climb all week long. This week-long program will be spent backpacking in the back country of the ranch and doing climbs that most people have never even see. Scouts will spend the entire week on the trail, will not be with the troop except Sunday night and Friday night, and will not have time available to work on any other Merit Badges or programs. Scouts will need to provide their own backpacking equipment for this program. The cost is \$280.00 and there are only 10 slots available each week. Ascent is a provisional program, no unit adult participation is required – we will provide adult leadership

Be at Pancake Base Camp at 9:00 AM on Monday to meet with your Ascent Ranger. Come prepared with all the backpacking/camping gear you will need for the week. You will be issued all of your climbing and safety equipment and food at that time. You will not have the time to return to your troop campsite after 9:00 AM on Monday, so come prepared to leave from Pancake Base then.

The Ascent program is very strenuous – participants must be in excellent physical condition.

C.O.P.E.

Challenging Outdoor Personal Experience

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.** – Restricted to Scouts age 13+ as of 1 Jan 2009. 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.
- **Advanced C.O.P.E.** – Restricted to Scouts (minimum age 13 as of 1 Jan 2009) who have previously participated in C.O.P.E. This program allows Scouts to retry some of the highlights of their previous C.O.P.E. experiences.
- **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.

All C.O.P.E. programs require preregistration to participate, this is due to the fact that we are limited to 12 participants in each session. Please read the Making Reservations for BDSR Programs section near the beginning of this Program Information section. Remember that **any Scout registered in the program that doesn't show up usually prevents another Scout from participating.** Scoutmasters must confirm their C.O.P.E. reservations at the Sunday evening program meeting after arrival at camp. Please reserve space only for Scouts that will take the program seriously. All C.O.P.E. participants need to wear long pants.

Location: All COPE programs will take place on the Soaring Eagle COPE Course.

Project C.O.P.E. Schedule

	Monday	Tuesday	Wednesday	Thursday
9:00-10:15 AM	COPE 1 Advanced COPE	COPE 1 Advanced COPE	COPE 1	COPE 1
10:30-11:45 AM				
12:00	LUNCH			
1:30-2:45 PM	COPE 2	COPE 2	COPE 2 Scoutmaster COPE	COPE 2 Scoutmaster COPE
3:00-4:15 PM				
6:00 PM	DINNER			
7:30 PM				

How do I register for COPE classes? Registration is available at www.longspeakbsa.org/camps/BDSR. Please click on 'Program Registration' - You will be assigned a password after you make your reservation for camp (password and user name is emailed to you when you make your camp reservation). The Program Registration link will be available no later than April 1. Follow the instructions on the screen to register for COPE. Make sure if you have changes to registrations, please go in and make those changes. There are limited spaces available, determined by National Standards and State regulations; we cannot stray from these regulations.

Fishing

Location: Heritage Program Area near the teepee.

This Fishing program area offers Fishing, Fly Fishing and a combined Fishing/Fly Fishing Merit Badge Program.

The Fishing and Fly Fishing MB's require Scouts to catch two different types of fish. One must be released unharmed, while the other must be cleaned and cooked. The only type of fish available at the Ranch is the rainbow trout that are stocked annually in Weaver Lake. Fishing on Weaver Lake is available before 9:00 am, between 11:30am and 1:30 pm and after 5:00 pm. The fishing program shares the lake with Canoeing and Rowing MB's 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. To complete the Fly Fishing Merit Badge, Scouts must purchase a fly tying kit for approximately \$4 in the Trading Post.

Unfortunately, due to severe drought several years ago, Elkhorn Creek, which once had an excellent brown trout fishery, has not recovered enough to provide any fishing opportunities. A project to restock the Creek began in 2008 and hopefully we will see some fish again in 2009.

BDSR has acquired a private lake license allowing all Scouts and Adult Leaders to fish in Weaver Lake without a Colorado fishing permit. All fishing is catch and release with flies or artificial lures only, unless participating in the Merit Badge class. When fishing anywhere else on the Ranch, or 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.

On Monday, Tuesday and Thursday Evenings an instructor will be available at Weaver Lake to assist in Fishing Instruction.

Fishing Schedule

	Monday	Tuesday	Wednesday	Thursday
9:00-10:15 AM	Fishing 1	Fishing 1	Fishing 1	Fishing 1
10:30-11:45 AM	Fly Fishing 1	Fly Fishing 1	Fly Fishing 1	Fly Fishing 1
12:00	LUNCH			
1:30-2:45 PM				
3:00-4:15 PM	Fishing/Fly Fishing 1	Fishing/Fly Fishing 1	Fishing/Fly Fishing 1	Fishing/Fly Fishing 1
6:00 PM	DINNER			
7:30 PM	Fishing Instruction	Fishing Instruction		Fishing Instruction

Handicraft

Location: At a designated area just outside Coffin Shelter.

The Handicraft Department is usually one of the busiest locations on the Scout Ranch. An experienced and skilled staff works with Scouts on Leatherwork and Woodcarving Merit Badges. Although 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.

Basketry Merit Badge is available in Camp Charles Jeffrey. The handicraft program area in Camp Jeffrey is located just outside the Bob Waite Trading Post.

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. The schedule below shows what time each class is offered.

Handicraft Schedule

	Monday	Tuesday	Wednesday	Thursday
9:00-10:15 AM	Leatherwork	Wood Carving	Leatherwork	Wood Carving
10:30-11:45 AM				
12:00	LUNCH			
1:30-2:45 PM	Wood Carving	Leatherwork	Wood Carving	Leatherwork
3:00-4:15 PM				
6:00 PM	DINNER			
7:30 PM				

Heritage

Location: The Heritage program meets at the Teepee just above the main parking lot. This is centrally located between both Camp Jeffrey and Soaring Eagle. Please allow 15-20 minutes walking time from either camp.

The Heritage Program offers Indian Lore and is a unique enrichment of the BDSR camping experience.

The Wilderness Survival Class is held at this location as well. Please look at the Merit Badge and try to put together your Survival Kit before attending camp. Bring this with you to have the requirement signed off.

Heritage Schedule

	Monday	Tuesday	Wednesday	Thursday
9:00-10:15 AM	Wilderness Survival 1	Wilderness Survival 1	Wilderness Survival 1	Wilderness Survival 1
10:30-11:45 AM			Indian Lore 2	Indian Lore 2
12:00	LUNCH			
1:30-2:45 PM	Indian Lore 1	Indian Lore 1		
3:00-4:15 PM	Wilderness Survival 2	Wilderness Survival 2	Wilderness Survival 2	Wilderness Survival 2
6:00 PM	DINNER			
7:30 PM				WS Overnighter

Horsemanship

Location: The horse corrals are located on the North end of Soaring Eagle near the County Road.

The Horsemanship Program has been made available thanks to Sonshine Acres. The program includes both the Horsemanship Merit Badge and Trail Rides. All participants in either of these programs must have long pants and boots (cowboy style or hiking style). Helmets will be provided (all participants adult and youth must wear helmets at all times). You will need to fill out and bring with you to camp the Sonshine Acres Release Form that is in the Special Forms Packet.

Participants in the Horsemanship Merit Badge will receive full instruction and a trail ride. This program meets one block per day for 4 days. The trail ride may take an additional block. Cost for this program is \$35.00. All participants must preregister for the Horsemanship Merit Badge.

Those who want participate only in a Trail Ride may do so during the times specified. All participants must preregister for Trail Rides. Plan to spend 15-20 minutes in an intro course and then one hour on the trail. Cost for a Trail Ride is \$25.00.

- Overnight Trail Ride - This ride meets at the horse corrals at 7:15 PM. You will pack your gear (sleeping bag only!) on your horse to the overnight camping destination. Once at your destination you will make S'Mores and enjoy cowboy stories around the campfire. This program is available Monday, Tuesday and Wednesday Night. Space is limited, pre-registration is required, REGISTER EARLY! Cost is \$40.00 per person.
- Overnight Dinner Ride - This ride will meet at the horse corrals at 4:30 PM. You will pack your gear (sleeping bag only!) on your horse to the overnight camping destination. Once at your destination you will enjoy a dutch oven feast and cowboy entertainment around the campfire. This program is available on Thursday night only and is limited to 10 participants! Pre-registration is a must, make sure you register early. Cost is \$50.00 per person.

Payment for all horse programs will be made to the Longs Peak Council at the time of registration. 50% of your horse fees are non-refundable. Any cancellations will result in only a 50% refund after your stay at camp.

Horsemanship Schedule

	Monday	Tuesday	Wednesday	Thursday	Friday
9:00-10:15 AM	Horsemanship 1	Horsemanship 1	Horsemanship 1	Horsemanship 1	Trail Ride 9
10:30-11:45 AM	Trail Ride 1	Trail Ride 3	Trail Ride 5	Trail Ride 7	Trail Ride 10
12:00	LUNCH				
1:30-2:45 PM	Horsemanship 2	Horsemanship 2	Horsemanship 2	Horsemanship 2	
3:00-4:15 PM	Trail Ride 2	Trail Ride 4	Trail Ride 6	Trail Ride 8	
6:00 PM	DINNER			Overnight Dinner Ride - Meet at Corral at 4:30 PM	Dinner
7:30 PM	Overnight Ride 1	Overnight Ride 2	Overnight Ride 3		

How do I register for Horsemanship classes? Registration is available at www.longspeakbsa.org/camps/BDSR. Please click on 'Program Registration' - You will be assigned a password after you make your reservation for camp (password and user name is emailed to you when you make your camp reservation). The Program Registration link will be available no later than April 1. Follow the instructions on the screen to register for Horsemanship. Make sure if you have changes to registrations, please go in and make those changes. There are limited spaces available, determined by National Standards and State regulations; we cannot stray from these regulations. Remember 50% of your fee is non refundable. Registrations will not be held until payment is made. You can pay at the time of Registration using PayPal, or mail a check to Longs Peak Council.

Nature

Location: At a designated area just outside Coffin Shelter.

BDSR serves as a wonderful laboratory for exploring and studying the great outdoors. The Soaring Eagle Nature Program includes the following Merit Badges: Astronomy, Environmental Science, Geology, and Mammal Study.

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.

Opportunities for earning Merit badges on an Independent Study basis abound. 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 during the open times listed on the schedule to get started on these Merit Badges.

Camp Charles Jeffrey offers the following Merit Badges: Fish and Wildlife Management, Forestry, Soil and Water Conservation, Space Exploration and Weather. These programs are only offered at the Nature Center in Camp Jeffrey.

Soaring Eagle Nature Schedule

	Monday	Tuesday	Wednesday	Thursday
9:00-10:15 AM	Forestry 1	Forestry 1	Forestry 1	
10:30-11:45 AM	E. Science 1	E. Science 1	E. Science 1	E. Science 1
12:00	LUNCH			
1:30-2:45 PM	E. Science 2	E. Science 2	E. Science 2	E. Science 2
3:00-4:15 PM	Geology 1	Geology 1	Mammal Study 1	Mammal Study 1
6:00 PM	DINNER			
7:30 PM	Astronomy 1	Astronomy 1		

Camp Jeffrey Nature Schedule

***These Programs only offered in Camp Jeffrey!

	Monday	Tuesday	Wednesday	Thursday
9:00-10:15 AM				
10:30-11:45 AM			Fish and Wildlife 1	Fish and Wildlife 1
12:00	LUNCH			
1:30-2:45 PM	Weather 1	Weather 1		
3:00-4:15 PM	Soil and Water 1	Soil and Water 1	Soil and Water 1 Space Exploration 1	Space Exploration 1
6:00 PM	DINNER			
7:30 PM				

Photography

Location: Photography is offered at the KOLA Lodge located near the Camp Jeffrey gate. This is at least a 30 minute walk for Scouts from Soaring Eagle.

Scouts will need to attend one Photography Class, field work (taking pictures throughout camp) and at least 2 Lab Sessions to complete this merit badge.

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!)

Photography Schedule





	Monday	Tuesday	Wednesday	Thursday
9:00-10:15 AM		Open Lab Time	Photography 3	Open Lab Time
10:30-11:45 AM	Photography 1	Open Lab Time		Open Lab Time
12:00	LUNCH			
1:30-2:45 PM			Open Lab Time	
3:00-4:15 PM	Photography 2	Open Lab Time	Open Lab Time	Open Lab Time
6:00 PM	DINNER			
7:30 PM		Open Lab Time		Open Lab Time

Scoutcraft

Location: All Scoutcraft Classes will meet at or near the Coffin Shelter.

Traditional Scouting skills are the trademarks of the Scoutcraft Department, where Camping, Emergency Preparedness, First Aid, Orienteering, and Pioneering Merit Badges are offered.

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

-  Scouts taking Emergency Preparedness need to bring their emergency pack to camp.
-  Scouts taking Orienteering should expect to spend at least two hours working out of class.
-  Scouts taking First Aid need to complete CPR at home and bring a first aid kit.
-  Scouts taking Camping need to come prepared for an Overnighter on Thursday and should bring a tent to use for that activity.

Scoutcraft Schedule

	Monday	Tuesday	Wednesday	Thursday
9:00-10:15 AM	Pioneering 1 First Aid 1	Pioneering 1 First Aid 1	Pioneering 1 First Aid 1	Pioneering 1
10:30-11:45 AM			Camping 1	Camping 1
12:00	LUNCH			
1:30-2:45 PM		First Aid 2	First Aid 2	First Aid 2
3:00-4:15 PM	Orienteer 2 E. Prep 1	Orienteer 2 E. Prep 1	Orienteer 2 E. Prep 1	Orienteer 2 E. Prep 1
6:00 PM	DINNER			
7:30 PM				Camping Overnighter

Shooting Sports

Location: Across the Elkhorn Creek South of the Main Parking Lot. This program area is at least 15-20 minute walk from either camp.

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 their 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 \$1.00 for three 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.

Shooting Sports Schedule

	Monday	Tuesday	Wednesday	Thursday
9:00-10:15 AM	Rifle 1	Shotgun Cleaning	Rifle 3	Rifle Shoot
10:30-11:45 AM	Shotgun 1 Rifle Shoot	Rifle Shoot Shotgun Shoot	Rifle Shoot Shotgun 3	Rifle Shoot Shotgun Shoot
12:00	LUNCH			
1:30-2:45 PM	Rifle 2 Shotgun Shoot	Rifle Shoot Shotgun Shoot	Rifle Shoot Shotgun Shoot	Rifle Shoot Shotgun Shoot
3:00-4:15 PM	Shotgun 2 Rifle Shoot	Rifle Shoot Shotgun Shoot	Rifle Shoot Shotgun Shoot	Rifle Shoot Shotgun Shoot
4:15-5:00 PM	RIFLE & SHOTGUN CLEANING			
6:00 PM	DINNER			
7:30 PM				

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.

The First Class Challenge area will be scheduled into four periods. Scouts will need to attend all four periods to earn most requirements for Tenderfoot, Second and First class. 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 their 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 on duty during this time to assist in completing individual requirements.

This program area is also open for troop use during the times listed below. Troops can come to the area and use the equipment during these times. A staff member will be on duty to assist you with checking out equipment and to answer any questions you might have. This area could also be available for Troop use in the evening upon request.

Trail to First Class Schedule

	Monday	Tuesday	Wednesday	Thursday
9:00-10:15 AM	Trail to 1 st Class 1	Trail to 1 st Class 1	Trail to 1 st Class 1	Trail to 1 st Class 1
10:30-11:45 AM	OPEN	OPEN	OPEN	OPEN
12:00	LUNCH			
1:30-2:45 PM	Trail to 1 st Class 2	Trail to 1 st Class 2	Trail to 1 st Class 2	Trail to 1 st Class 2
3:00-4:15 PM	OPEN	OPEN	OPEN	OPEN
6:00 PM	DINNER			
7:30 PM		Monster Mountain Overnighter		

Extracurricular Opportunities

Whitewater Rafting – Whitewater Rafting is available through private vendors. There are opportunities available along the Poudre River. Each unit must make the arrangements for whitewater rafting and transportation on their own. The following vendors are available in the Fort Collins area: A1 Whitewater (970-224-3379), A Wanderlust Adventure (970-484-1219), Mountain Whitewater Descents (970-419-0917) and Rocky Mountain Adventures (970-493-4005).

Project SOAR – Save Our American Resources – This is an opportunity for your troop or part of your troop to do conservation to better the Scout Ranch. Please let the Nature Director at camp know that you are interested in a project and one will be lined up for you. 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 \$3.00.

Trail Rides – Trail Rides will be available in Soaring Eagle through Sonshine Acres.

- 1 Hour Trail Rides - \$25.00
- Overnight Trail Rides - \$40.00
- Overnight Dinner Ride - \$50.00

Pre-registration is required for all trail rides. Schedules and registration instructions are available in the Horsemanship section of this Leader's guide.



Monster Mountain Overnighter – Monster Mountain is a fun filled night spent on top of Monster Mountain. Scouts will depart from camp, climb up to the top of Monster Mountain, play games and participate in stargazing. Scouts will return to camp before breakfast the following morning. Adults are welcome and encouraged to participate in this event. The Monster Mountain Overnighter will take place Tuesday night (weather permitting).

Ben Delatour Trail A Day Program – Ben Delatour has a series of trails available to Scout Units. Some trails are meant to spend one hour a day and you can complete your week with a full day on the Gregg Boundary Trail. Hiking Staff Medallions are available at the Trading Post for those that want a souvenir of what they have completed. Each of the following hikes should take about 1-1 ½ hours.



Gregg Boundary Trail – The Gregg Boundary Trail is a 12-mile hike around the perimeter of the 3,400 acre Ben Delatour Scout Ranch. Plan to spend at least 6 hours completing this hike. Many troops spend Friday on the Boundary Trail. Sack lunches are available for those that would like to eat on the trail. Patches and hiking staff medallions are available in the Trading Post for those that would like a souvenir of their journey.

Fishing – Fishing is sometimes available along the Elkhorn Creek and at the Settling Ponds anytime during the day. Please remember that everyone needs a buddy at all times! Fishing will be available outside of program time at Weaver Lake. There is limited fishing equipment available to check out at Weaver Lake from 7:00-8:30 pm each night. A fishing instructor will also be available during this time to help out. Please see the posted fishing rules throughout camp.

Camp Ducker - Camp Ducker is a unique, extracurricular experience. This program area was designed to celebrate the 50th anniversary of the Ben Delatour Scout Ranch. This is not an advancement or merit badge area. Come see what Scout Camp was like in 1959, at the original Ben Delatour Camping Site. 2009 will be the last year to experience Camp Ducker you do not want to miss this opportunity!

Chuckwagon - This program is offered in Soaring Eagle all day every day. Come visit our Chuckwagon Cookies as they do Dutch Oven demonstrations and offer up free samples and advice on Dutch Oven Cooking. This program area is located behind the Coffin Shelter. The coffee is always hot!

Heritage Center - Longs Peak Council Scouting Museum - This showcase of Scouting memorabilia is the newest addition to the Scout Ranch. It is located in the main parking lot and will be open at times posted on the door and other areas around camp. The museum's collection is rotated regularly so even if you saw it last year, you'll want to see it this year. If you are looking for a special piece of memorabilia for your collection, you may be able to find it here. If you have a piece of memorabilia you would like to donate, we are always looking for more.

Adult Leader Program Opportunities

Please see the next page for a complete schedule of Special Activities in Camp.

Wilderness First Aid - Thank you to the National Safety Council for once again making the Wilderness First Aid Course available at the Ben Delatour Scout Ranch, on a weekly basis. Dates will be made available closer to the beginning of camp, but will be two consecutive days (either Tuesday/Wednesday or Wednesday/Thursday). Remember any unit attending Philmont must have at least one adult leader with Wilderness First Aid Training. This course meets that standard. *The course will begin at 9:00 am and end at 5:00 pm each day of class. (Days to be determined and a notice will be in a Scoutmaster mailing to come in the spring.) The cost will be approximately \$125.00 (price subject to change) and includes your text. You will pay the instructor directly for your class - cash or check only please! Registration will be taken upon arrival at camp but no later than Monday noon. Ask your camp's program director for details. You must attend both days to be certified.*

The following classes are offered at the Armstrong Heritage Center - Longs Peak Council Museum, in the main parking lot.

- **Leave No Trace** – The BSA is committed to Leave No Trace, which is a nationally recognized outdoor skills and ethics awareness program. Its principles are guidelines to follow at all times. Leave No Trace reminds us to respect other users of the outdoors, including future generations. Appreciation for our natural environment and knowledge of the interrelationships of nature bolster our respect for and reverence of the environment and nature. **Leave No Trace will be available on Tuesdays from 2:00-3:30.**
- **Climb On Safely** – Climb On Safely is the Boy Scouts of America's recommended procedure for organizing BSA climbing/rappelling activities at a natural site or a specifically designed facility such as a climbing wall or tower. The adult supervisor for any climbing activity is trained in and committed to compliance with the eight points of the Boy Scouts of America's Climb On Safely procedure. **Climb on Safely will be held at 7:30 pm on Wednesday evenings.**
- **Safe Swim Defense and Safety Afloat** – Before a BSA group may engage in swimming activities of any kind, a minimum of one adult leader must complete Safe Swim Defense training, have a commitment card with them, and agree to use the eight defenses in this plan. Before a BSA group may take part in a boating activity, one adult must have successfully completed Safe Swim Defense and the Safety Afloat Training. **Safe Swim Defense and Safety Afloat Trainings will be held on Tuesday evenings at 7:30 pm.**
- **Trek Safely** – All backcountry treks must be supervised by a mature, conscientious adult at least 21 years of age who understands the potential risks associated with the trek. This person knowingly accepts responsibility for the well-being and safety of the youth in his or her care. This adult supervisor is trained in and committed to compliance with the seven points of the BSA's Trek Safely procedure. **Trek Safely will be held on Thursday evenings at 7:30 pm.**
- **Youth Protection** - All adult leaders in the BSA should have completed Youth Protection Training. This is your opportunity to complete it at camp. **Youth Protection training will be on Monday at 2:00 pm and Wednesday at 10:00 am.**



Scoutmaster/Staff Shoot - The Shotgun Range and Rifle Range will be open for Scoutmasters and staff to try their hand at shooting on Monday night at 7:30 pm. Each adult must purchase a \$2.00 wristband which will allow them unlimited shooting for that evening.

Scoutmaster/Staff Volleyball game - The Scoutmaster vs. Staff volleyball game will be held at 7:30 pm on Wednesday night. The volleyball game will take place at the Sand Volleyball Courts in each camp.

Chuckwagon Cooking - You are invited to stop by the Chuckwagon at any time during the week to enjoy a cup of coffee or sample whatever is cooking and receive some instruction in Dutch Oven Cooking! Be prepared to share any pointers you have as well as your favorite recipes.

Scoutmaster Breakfast - Wednesday morning 7:30 am, the Council Scout Executive will join us for breakfast at camp. This is your opportunity to share your concerns and ideas.

Schedules and Charts

Soaring Eagle Special Activities Schedule

Time	Sunday	Monday		Tuesday		Wednesday		Thursday		Friday		Saturday
6:30 AM	Check in begins at 12:00. If you arrive early please make yourself comfortable in the parking lot area.	Pick up Breakfast Baskets at Commissary										6:00 Troop Guide in Campsite
7:45 AM						7:30 AM - Scoutmaster Breakfast						Campsite Check-Out 7-10 AM
8:30 AM		Flag Ceremony										
9:00-10:15 AM		M 1	10:00 AM Scoutmaster Roundtable	T 1		W 1	10:00 AM Youth Protection Training (Heritage Center)	R 1	10:00 AM Scoutmaster Roundtable			
10:30-11:45 AM		M 2		T 2		W 2		R 2				
11:30-1:00 PM	12:00-3:00 Check-in, camp tour, set up camp	Pick Up Lunch Baskets and Enjoy Lunch!										Breakfast will be served once your campsite is checked out!
1:30-2:45 PM	2:00-4:30 Swim Checks	M 3	2:00 PM Youth Protection Training (Heritage Center)	T 3	2:00-3:30 Leave No Trace Training (Heritage Center)	W 3	1:30-4:15 Scoutmaster COPE	R 3	1:30-4:15 Scoutmaster COPE	Camp Wide Activity		
3:00-4:15 PM	4:30 Scoutmaster Roundtable	M 4		T 4		W 4		R 4				
4:15-5:00 PM	5:00 SPL Meeting	Open Program Time								4:00 PM - Merit Badge Blue Card Sheet Pick Up at Heritage Center		
4:30 PM	5:45 PM - Flags at Rendezvous Meadow	Pick Up Dinner Baskets at Commissary								5:45 PM - Flags at Rendezvous Meadow		
6:45 PM	6:00 PM - Dinner at Coffin Shelter	Flag Ceremony								6:00 PM - Dinner at Coffin Shelter		Please have a safe trip home and we will see you next year!
7:30 PM	7:00 Program Meeting (to turn in Blue Card Sheets)	7:30 PM Scoutmaster Shoot Rifle/Shotgun Ranges	7:30 PM Safe Swim Defense/Safety Afloat (Heritage Center) Monster Mountain Overnighter	7:30 PM Climb On Safely (Heritage Center) or Scoutmaster/Staff Volleyball 8:30 PM Troop Campfire	7:30 PM Trek Safely (Heritage Center) Camping and Wilderness Survival Overnights							
8:30 PM	Opening Campfire - Meet at Rendezvous Meadow (8:15)					Closing Campfire Meet at Rendezvous Meadow (8:15)						
10:00 PM	Lights Out											

Soaring Eagle Weekly Scout Program Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
6:30 AM	See Special Programs Schedule	Pick up Breakfast Baskets at Commissary					6:00 Troop Guide in Campsite	
8:30 AM		Flag Ceremony					Campsite Check-Out 7-10 AM	
9:00-10:15 AM		Program M1	Program T1	Program W1	Program R1	Merit Badge Make-Up	Breakfast will be served once your campsite is checked out! Please have a safe trip home and we will see you next year!	
10:30-11:45 AM		Program M2	Program T2	Program W2	Program R2			
11:30-1:00		Pick Up Lunch Baskets and Enjoy Lunch!						
1:30-2:45 PM		Program M3	Program T3	Program W3	Program R3	Camp Wide Activity		
3:00-4:15 PM		Program M4	Program T4	Program W4	Program R4			
4:15-5:00 PM		Open Program Time						
4:30 PM	5:45 PM - Flags at Rendezvous Meadow	Pick Up Dinner Baskets at Commissary				5:45 PM - Flags at Rendezvous Meadow		
6:45 PM	6:00 PM - Dinner at Coffin Shelter	Flag Ceremony				6:00 PM - Dinner at Coffin Shelter		
7:30 PM	Opening Campfire Meet at Rendezvous Meadow (8:15)	Evening Programs (M5-R5)				Closing Campfire Meet at Rendezvous Meadow (8:15)		
10:00 PM	Lights Out							

Soaring Eagle Scout Scheduling Worksheet

Scout's Name: _____ Troop #: _____

Use this form to help your Scouts develop their schedules. Ben Delatour Scout Ranch does not need copies of this schedule.

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:30 AM	See Special Programs Schedule	Pick up Breakfast Baskets at Commissary					6:00 Troop Guide in Campsite
8:30 AM		Flag Ceremony					Campsite Check-Out 7-10 AM
9:00-10:15 AM		M1	T1	W1	R1	F1	Breakfast will be served once your campsite is checked out!
10:30-11:45 AM		M2	T2	W2	R2	F2	
11:30-1:00		Pick Up Lunch Baskets and Enjoy Lunch!					
1:30-2:45 PM		M3	T3	W3	R3	Camp Wide Activity	
3:00-4:15 PM		M4	T4	W4	R4		
4:15-5:00 PM		Open Program Time					
4:30 PM	5:45 PM - Flags at Rendezvous Meadow	Pick Up Dinner Baskets at Commissary				5:45 PM - Flags at Rendezvous Meadow	
6:45 PM	6:00 PM - Dinner at Coffin Shelter	Flag Ceremony				6:00 PM - Dinner at Coffin Shelter	
7:30 PM	Opening Campfire Meet at Rendezvous Meadow (8:15)	M5	T5	W5	R5	Closing Campfire Meet at Rendezvous Meadow (8:15)	
10:00 PM	Lights Out						

For your Troop use Only!

Soaring Eagle Merit Badge Program Grid

	Monday					Tuesday					Wednesday					Thursday					
	M1	M2	M3	M4	M5	T1	T2	T3	T4	T5	W1	W2	W3	W4	W5	R1	R2	R3	R4	R5	
	9:00	10:30	1:30	3:00	7:30	9:00	10:30	1:30	3:00	7:30	9:00	10:30	1:30	3:00	7:30	9:00	10:30	1:30	3:00	7:30	
Merit Badge Programs																					
Archery 1	X					X					X					X					Archery 1
Archery 2		X					X					X					X				Archery 2
Astronomy 1					X					X											Astronomy 1
Camping 1												X					X			X	Camping 1
Canoeing 1	X	X				X	X														Canoeing 1
Canoeing 2			X	X				X	X												Canoeing 2
Canoeing 3											X	X				X	X				Canoeing 3
Canoeing 4													X	X				X	X		Canoeing 4
Climbing 1	X	X				X	X				X	X									Climbing 1
Climbing 2			X	X				X	X				X	X							Climbing 2
Climbing 3																X	X	X	X		Climbing 3
E. Science 1		X					X					X					X				E. Science 1
E. Science 2			X					X					X					X			E. Science 2
Emergency Prep 1				X					X					X					X		Emergency Prep 1
First Aid 1	X					X					X										First Aid 1
First Aid 2								X					X					X			First Aid 2
Fishing 1	X					X					X					X					Fishing 1
Fishing/Fly Fishing 1				X					X					X					X		Fishing/Fly Fishing 1
Fly Fishing 1		X					X					X					X				Fly Fishing 1
Fishing Instruction					X					X										X	Fishing Instruction
Forestry 1	X					X					X										Forestry 1
Geology 1				X					X												Geology 1
Horsemanship 1	X					X					X					X					Horsemanship 1
Horsemanship 2			X					X					X					X			Horsemanship 2
Indian Lore 1			X					X													Indian Lore 1
Indian Lore 2												X					X				Indian Lore 2

Soaring Eagle Merit Badge Program Grid

	Monday					Tuesday					Wednesday					Thursday					
	M1	M2	M3	M4	M5	T1	T2	T3	T4	T5	W1	W2	W3	W4	W5	R1	R2	R3	R4	R5	
	9:00	10:30	1:30	3:00	7:30	9:00	10:30	1:30	3:00	7:30	9:00	10:30	1:30	3:00	7:30	9:00	10:30	1:30	3:00	7:30	
Merit Badge Programs																					
Leatherwork	O	O						O	O		O	O						O	O		Leatherwork
Mammal Study 1														X					X		Mammal Study 1
Orienteering 1				X					X					X					X		Orienteering 1
Photography 1		X																			Photography 1
Photography 2				X																	Photography 2
Photography 3											X										Photography 3
Photography Lab Hours						X	X		X	X			X	X		X	X		X	X	Photography Lab Hours
Pioneering 1	X					X					X					X					Pioneering 1
Rifle 1	X																				Rifle 1
Rifle 2			X																		Rifle 2
Rifle 3											X										Rifle 3
Rifle MB Shoot		X		X			X	X	X			X	X	X		X	X	X	X		Rifle MB Shoot
Rowing 1			X	X				X	X												Rowing 1
Rowing 2											X	X				X	X				Rowing 2
Shotgun 1		X																			Shotgun 1
Shotgun 2				X																	Shotgun 2
Shotgun 3												X									Shotgun 3
Shotgun MB Shoot			X				X	X	X				X	X			X	X	X		Shotgun MB Shoot
Wilderness Survival 1	X					X					X					X				X	Wilderness Survival 1
Wilderness Survival 2				X					X					X					X	X	Wilderness Survival 2
Wood Carving			O	O		O	O						O	O		O	O				Wood Carving

Soaring Eagle Merit Badge Program Grid

	Monday					Tuesday					Wednesday					Thursday					
	M1	M2	M3	M4	M5	T1	T2	T3	T4	T5	W1	W2	W3	W4	W5	R1	R2	R3	R4	R5	
	9:00	10:30	1:30	3:00	7:30	9:00	10:30	1:30	3:00	7:30	9:00	10:30	1:30	3:00	7:30	9:00	10:30	1:30	3:00	7:30	
Special Programs																					
Camp Ducker (Camp Ducker also open Friday Morning See Page...)			O	O	O			O	O	O			O	O				O	O	O	Camp Ducker (Camp Ducker also open Friday Morning See Page...)
Field Archery			X	X				X	X				X	X							
Advanced COPE	X	X				X	X														Advanced COPE
COPE 1	X	X				X	X				X	X				X	X				COPE 1
COPE 2			X	X				X	X				X	X				X	X		COPE 2
Scoutmaster COPE													X	X				X	X		Scoutmaster COPE
Trail to First Class 1	X					X					X					X					Trail to First Class 1
Trail to First Class 2			X					X					X					X			Trail to First Class 2
Trail to First Class Open		O		O			O		O			O		O			O		O		Trail to First Class Open
Scoutmaster Shoot					X																Scoutmaster Shoot
Trail Ride Overnight (\$40)					TR					TR					TR						Trail Ride Overnight (\$40)
Trail Ride Overnight Dinner (\$50)																				TR	Trail Ride Overnight Dinner (\$50)
Trail Rides (1 hr - \$25)		TR		TR			TR		TR			TR		TR			TR		TR		Trail Rides (1 hr - \$25)
Trail Rides offered Fri																					Trail Rides offered Friday - F1, F2
Adult Climbing																				X	Adult Climbing
Advanced Climb 1	X	X	X	X		X	X	X	X												Advanced Climb 1
Advanced Climb 2											X	X	X	X		X	X	X	X		Advanced Climb 2
Bouldering 1					X																Bouldering 1
Bouldering 2										X											Bouldering 2
Bouldering 3															X						Bouldering 3
	9:00	10:30	1:30	3:00	7:30	9:00	10:30	1:30	3:00	7:30	9:00	10:30	1:30	3:00	7:30	9:00	10:30	1:30	3:00	7:30	
	M1	M2	M3	M4	M5	T1	T2	T3	T4	T5	W1	W2	W3	W4	W5	R1	R2	R3	R4	R5	
	Monday					Tuesday					Wednesday					Thursday					

Soaring Eagle Program Schedule and Prerequisites

Class	Periods Offered	Class Size	Requirements not completed at Camp	Additional Information	Prerequisites
AQUATICS					
Canoeing 1	M1, M2, T1, T2	N/A	1 & 2	Physically Strenuous - Difficult for younger Scouts - make ups may be necessary.	BSA Swimmers Test completed at Ben Delatour Scout Ranch in 2009.
Canoeing 2	M3, M4, T3, T4	N/A	1 & 2		
Canoeing 3	W1, W2, R1, R2	N/A	1 & 2		
Canoeing 4	W3, W4, R3, R4	N/A	1 & 2		
Rowing 1	M3, M4, T3, T4	N/A	1 & 2		
Rowing 2	W1, W2, R1, R2	N/A	1 & 2		
ARCHERY					
Archery 1	M1, T1, W1, R1	N/A		Will need to purchase arrow kit - approx \$4.50	
Archery 2	M2, T2, W2, R2	N/A			
Field Archery	M3, M4, T3, T4, W3, W4	N/A		Extracurricular - only need 1 period.	
CAMP DUCKER					
Program Times	M3, M4, M5, T3, T4, T5, W3, W4, R3, R4, R5, F1, F2	N/A		See page...for complete ducker program schedule and information	
CLIMBING					
Climbing 1	M1, M2, T1, T2, W1, W2	18	1	Pre-registration required. Participants will be required to purchase a \$10.00 carabiner in the Trading Post.	
Climbing 2	M3, M4, T3, T4, W3, W4	18	1		
Climbing 3	R1, R2, R3, R4	18	1		
Advanced Climbing 1	M1, M2, M3, M4, T1, T2, T3, T4	10			
Advanced Climbing 2	W1, W2, W3, W4, R1, R2, R3, R4	10			
Bouldering 1	M5	18		Pre-registration required.	
Bouldering 2	T5	18			
Bouldering 3	W5	18			
Adult Climbing	R5	18			
COPE					
COPE 1	M1, M2, T1, T2, W1, W2, R1, R2	12		Pre-registration required.	Age 13 by Jan 1, 2009
COPE 2	M3, M4, T3, T4, W3, W4, R3, R4	12			Age 13 by Jan 1, 2009
Advanced COPE	M1, M2, T1, T2	12			Age 13 by Jan 1, 2009
Scoutmaster COPE	W3, W4, R3, R4	12			Age 18+

Soaring Eagle Program Schedule and Prerequisites

Class	Periods Offered	Class Size	Requirements not completed at Camp	Additional Information	Prerequisites
FISHING					
Fishing 1	M1, T1, W1, R1	N/A		Fishing time on Weaver Lake is limited to before 9:00 am, between 11:45 and 1:30 and after 5:00 pm.	
Fly Fishing 1	M2, T2, W2, R2	N/A			Fly tying kit \$4
Fishing/Fly Fishing 1	M4, T4, W4, R4	N/A			Fly tying kit \$4
Fishing Instruction	M5, T5, R5	N/A		Instructor available at Weaver Lake during this time.	
HANDICRAFT					
Basketry	Offered in Camp Jeffrey Only.	N/A		Please allow 2 full program blocks to complete a merit badge.	approximate cost \$20
Leatherwork	M1, M2, T3, T4, W1, W2, R3, R4	N/A			approximate cost \$10
Wood Carving	M3, M4, T1, T2, W3, W4, R1, R2	N/A			approximate cost \$5
HERITAGE					
Wilderness Survival 1	M1, T1, W1, R1, R5	N/A		Please bring completed Wilderness Survival Kit or Plan to purchase one in the trading post from \$15.00 - Adult assistance will be needed with Overnighter.	
Wilderness Survival 2	M4, T4, W4, R4, R5	N/A			
Indian Lore 1	M3, T3	N/A		You will need to purchase a teepee kit and choker kit in the trading post - approx cost \$10.00	
Indian Lore 2	W2, R2	N/A			
HORSEMANSHIP					
Horsemanship 1	M1, T1, W1, R1	12		\$35	
Horsemanship 2	M3, T3, W3, R3	12		\$35	
1 Hour Trail Rides	M2, M4, T2, T4, W2, W4, R2, R4, F1, F2	10		\$25	
Overnight Ride	M5, T5, W5	10		\$40	
Overnight Dinner Ride	R5 (meets at 4:30 PM)	10		\$50	

Soaring Eagle Program Schedule and Prerequisites

Class	Periods Offered	Class Size	Requirements not completed at Camp	Additional Information	Prerequisites
NATURE					
Astronomy 1	M5, T5	N/A	6	Night time viewing required for completion.	
E. Science 1	M2, T2, W2, R2	N/A		Difficult Merit Badge, lots of homework. Time intensive! (and we are not kidding)	Suggested Scouts be Age 13 or older.
E. Science 2	M3, T3, W3, R3	N/A			
Forestry 1	M1, T1, W1	N/A			
Geology 1	M4, T4	N/A			
Mammal Study 1	W4, R4	N/A			
PHOTOGRAPHY					
Photography 1	M2	N/A		Photography Merit Badge is offered digital only. Scouts must bring their own camera. Plan to spend at least two blocks in the photo lab.	
Photography 2	M4	N/A			
Photography 3	W1	N/A			
Photo Lab Hours	T1, T2, T4, T5, W3, W4, R1, R2, R4, R5	8			
SCOUTCRAFT					
Camping 1	W2, R2, R5	N/A	4b, 8d, 9a, b	Bring appropriate gear for the Thursday Overnighter - Adult assistance will be needed with Overnighter.	
Emergency Prep 1	M4, T4, W4, R4	N/A			First Aid Merit Badge
First Aid 1	M1, T1, W1	N/A			
First Aid 2	T3, W3, R3	N/A			
Orienteering 1	M4, T4, W4, R4	N/A		All participants need a compass and a BDSR map, both are available for purchase the Trading Post.	
Pioneering 1	M1, T1, W1, R1	N/A			

Soaring Eagle Program Schedule and Prerequisites

Class	Periods Offered	Class Size	Requirements not completed at Camp	Additional Information	Prerequisites
SHOOTING SPORTS					
Rifle 1	M1	N/A		Scouts need to schedule cleaning time and 3 blocks of shooting time to qualify	
Rifle 2	M3	N/A			
Rifle 3	W1	N/A			
Shotgun 1	M2	N/A		Scouts need to schedule cleaning time and 3 blocks of shooting time to qualify	Suggested Scouts be Age 13 or older.
Shotgun 2	M4	N/A			
Shotgun 3	W2	N/A			
Rifle MB Shooting	M2, M4, T2, T3, T4, W2, W3, W4, R1, R2, R3, R4	N/A			
Shotgun MB Shooting	M3, T2, T3, T4, W3, W4, R2, R3, R4	N/A			
TRAIL TO FIRST CLASS					
Trail to First Class 1	M1, T1, W1, R1	N/A		Class sizes can be large, additional adult help is appreciated.	
Trail to First Class 2	M3, T3, W3, R3	N/A			
Open First Class	M2, M4, T2, T4, W2, W4, R2, R4	N/A		These sessions are for those Scouts who only have one or two left to complete	
5-Mile Hike	F1, F2	N/A		Please bring plenty of water and appropriate hiking clothes. Hike will take entire time.	

