2019
Summer Camp
Leaders Guide

Gorham Scout Ranch
Great Southwest Council, BSA
www.gorhamscoutranch.org
Welcome to Gorham Scout Ranch

Gorham Scout Ranch is 2,650 acres of high-desert beauty in the foothills of the Sangre de Cristo Mountains of New Mexico. The rolling hills of piñon, ponderosa, and juniper will captivate the mind and enchant the spirit.

Somewhere, someplace, sometime in the maze of schedules, the rush of activity, the intensity of excitement, the attention to duty, come moments of deep value and lasting impressions in the camping experience. These values and experiences are not written into the program, and they cannot be given a money back guarantee, but they are priceless.

We, as camp staff and Scout leaders, have the role and duty to help each other establish the tone within the program and help to create an atmosphere that will result in meaningful camping experience for the Scouts entrusted to our care. It is the commitment of our staff to help you and your Scouts experience the adventure that is Scouting, and to do such in our beautiful great outdoors.

In 2019, Gorham Scout Ranch will open the Cowboy Action Shooting Range. ATV Adventure is also returning to the variety of program offerings.

We are most excited to host Girl Troops this coming summer. Our program and facilities are ready for the first future Eagle Scouts to attend Gorham this summer.
# TABLE OF CONTENTS

## General Information
- Contact Information 4
- Directions to Camp 4
- Summer Camp Dates 5
- Summer Camp Fees 5
- Check-In Procedures 5
- Reservation Policy 5
- Payment Schedule 5
- Cancellation 6
- Refund Policy 6
- Partnership Rebate 6
- Camperships 6
- Common Requests 7
- for Special Needs

## Camp Rules
- Camp Rules 8

## Health & Safety
- Dining 9
- Water 9
- Hand Washing 9
- Health Forms & Physical Exams 9
- Emergency 10
- Procedures

## Gearing Up for Camp
- Gear Lists 10
- Your Campsite @ Gorham 11

## Scout Program Guide
- How to use this Guide 12
- 2017 Merit Badge Offerings 12

## Additional Programs
- Trail to First Class Program 18
- Project COPE 19
- High Adventure 20
- Special Programs 21
- ATV Adventure 21
- Adult Programs 21
- Evening Program Guide 22
- Additional Program Opportunities 23
- Gorham Trading Post 23

## Appendix
- Merit Badge & Program Fees 24
- Daily Schedule 25
- Program Schedule 26
- Special Needs Form 28
- Refund Request Form 29
- Map of Gorham 31
- Travel Time Between Areas 32
General Information

Contact Information

Camping Services:
Please feel free to contact Camping Services at the Great Southwest Council Scout Office with any questions regarding Gorham Scout Ranch and camping opportunities in the Great Southwest Council:

<table>
<thead>
<tr>
<th>Great Southwest Council</th>
<th>Council Program Director</th>
</tr>
</thead>
<tbody>
<tr>
<td>Boy Scouts of America</td>
<td>Randy Saunders</td>
</tr>
<tr>
<td>5841 Office Blvd NE</td>
<td>505-345-8603 ext. 103</td>
</tr>
<tr>
<td>Albuquerque, NM 87109</td>
<td><a href="mailto:Randy.saunders@scouting.org">Randy.saunders@scouting.org</a></td>
</tr>
</tbody>
</table>

Contacting the Camp Directly, Mail, and Cell Phone Reception:

Cell Phone Reception in Camp: Currently, the only mobile carriers that have consistent signal in camp is T-Mobile and Sprint. Those who have AT&T or Verizon as a mobile carrier will be able to get signal at the top of the hill at the main gate into camp. WiFi is available for those adults who need a connection to make a call or check e-mail.

Calling the Camp: For Emergency and On-Season Business use only:
The camp telephone is primarily for the use as a business phone and for emergency calls. It is only in use during the summer camp season. Those who call the camp phone should note that the person being called may be a considerable distance from a phone. A message will be taken for the Scout or Scout leader to return the call. Knowing the unit number, name of individual, and campsite they are staying in is very helpful when delivering a message.

Mail at Camp: To send mail or packages to Gorham Scout Ranch, please use the following addresses. Mail is picked up from the PO Box on Mondays, Wednesdays and Fridays.

- **Sent by USPS or FedEx SmartPost**
  - Gorham Scout Ranch
  - PO Box 459
  - Chimayo, NM 87522-0459

- **Sent by UPS or FedEx**
  - Gorham Scout Ranch
  - 344 Cerro Pinon Rd
  - Chimayo, NM 87522-0459

Directions to Gorham Scout Ranch

Gorham Scout Ranch is located on 2,650 acres in the Sangre de Cristo Mountains approximately 45 minutes north of Santa Fe, NM and 25 minutes east of Espanola. Elevation at camp is around 7,200 feet. The days are hot and dry, while the evenings are cool and nights are cold. There are occasionally brief rain showers many afternoons.

- From I-25 to HWY 599 (Santa Fe Relief Route) toward HWY 84/285 towards Espanola
- Turn east on NM HWY 503
- Go 9 miles to CR 123 Cerro Pinon Road, turn South on CR 123 Cerro Pinon Road
- Go 4.5 miles to fork
- Take left fork to Camp; DO NOT DRIVE UP TO CELL PHONE TOWERS, DANGEROUS ROAD.
- Camp is ½ mile from fork
### 2019 Scouts BSA Summer Camp Dates

<table>
<thead>
<tr>
<th>Session</th>
<th>Dates</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>June 9-15</td>
</tr>
<tr>
<td>II</td>
<td>June 16-22</td>
</tr>
<tr>
<td>III</td>
<td>June 23-29</td>
</tr>
<tr>
<td>IV</td>
<td>June 30-July 6 ***</td>
</tr>
<tr>
<td>V</td>
<td>July 7-13</td>
</tr>
</tbody>
</table>

***15% off all fees for the week of June 30-July 6  
*** Monday arrival is available for every week

### 2019 Scout Summer Camp Fees

<table>
<thead>
<tr>
<th></th>
<th>New Mexico &amp; SW Colorado Troops</th>
<th>All Other Troops</th>
<th>Frank Rand High Adventure Trek</th>
</tr>
</thead>
<tbody>
<tr>
<td>On Time (By May 31)</td>
<td>Early Bird (before April 30)</td>
<td>Early Bird (before April 30)</td>
<td>Prices vary depending on the desired activities, prices shown are a “base price” (see page 20)</td>
</tr>
<tr>
<td>Youth</td>
<td>$375</td>
<td>$425</td>
<td>$375</td>
</tr>
<tr>
<td>Adults</td>
<td>$275</td>
<td>$325</td>
<td>$275</td>
</tr>
</tbody>
</table>

### Check-In Procedures

- **Check-In Time:**  
  - Between 1:00—4:00pm on Sunday  
  - Between 8:00—11:00am on Monday

- **Items to Bring:**  
  - A completed roster of all individuals attending camp (Submitted on Tentaroo)  
  - Receipts for all camp fees paid (for payment reconciliation).  
  - Medical forms for all individuals attending camp. (sections A, B & C)

### Reservation Policy

Units are encouraged to submit a reservation form for 2019 as soon as possible with their $250 non-refundable deposit to the Council Service Center or using our registration program Tentaroo. Sessions fill quickly and campsites are given on a first come first served basis. Please list several alternative campsites in case your first choice is not available.

Units may begin to sign up for the 2019 Season beginning August 2018. Deposits can be forwarded from year to year for reservation purposes.

*Please Note:* Two-deep leadership must be maintained at all times while at camp. This is the responsibility of each unit. Units may join together in a campsite to help meet this requirement. In order to accommodate the maximum number of Scouts at camp in a given session, the camp administration may place smaller troops together in a campsite.

### Payment Schedule

Camp fee payments occur in three steps:

1. A deposit of $250 is made to secure a reservation, this is **non-refundable**, but can be applied to camp fees.
2. Additional **non-refundable** payment of $50 per youth and adult is made by February 15 to continue to hold a reservation (credited toward total fees due for Troop).
3. The Balance:  
   - To qualify for the Early Bird Discount, the balance is due by April 30.  
   - If not taking advantage of the Early Bird Discount, the balance is due by May 31.  
   - After May 31, an additional $50 per person will be applied as a late fee.
Cancellation
Written notice of cancellation must be received by the Council Program Director no later than May 31 in order to receive a refund of fees (less the unit deposit and individual deposits). Cancellations made after this date must fall under our refund policy to receive refunds.

Making a Change to a Reservation
Make changes to your reservation in writing. Include the unit number, reservation number, changes requested, name of person requesting the change and phone number. It is necessary to have changes in writing to ensure that your reservation is correct. Mail to:

Great Southwest Council, BSA
Attn: Council Program Director
5841 Office Blvd NE
Albuquerque NM 87109

Refund Policy
Planning and purchasing for camp happens long before camp begins. Consequently, refunds are made as follows:

- Cancellations on or before April 30: all fees paid, less the $250 Troop deposit are transferrable.
- Between April 30 and May 31, all fees paid, less the $250 Troop deposit, and the $50 per Scout deposit are transferrable.
- After May 31, no refunds are made unless the one of the following is met:
  1. There is a death or serious illness in immediate family.
  2. The individual becomes ill and is unable to attend camp.

Refund requests will be reviewed by the Camping Committee. If a refund is given, it will be for 50% of fees paid. Refund checks are mailed in early November and will be made out to the Troop and sent to the unit leader.

Requesting a Refund
Units may request a refund using the refund request form found on page 29 of the appendix. If your refund request is earlier than two weeks prior to camp, submit this form to the Council Office. If your refund request is within 2 weeks of camp, submit the refund request form to the business manager when you arrive at camp. Please list the specific reason each Scout was unable to attend.

Partnership for Scouting Troop Rebate
The Great Southwest Council units that become Partnership for Scouting units in 2018 qualify for a 10% rebate on summer camp fees. Rebate checks will be presented at the Scoutmaster Dinner on Thursday evening.

Camperships
No Scout should ever be denied a camping experience. Youth in the Great Southwest Council in financial need can apply for a campership to help cover part of the camp fees. Camperships are available through the Order of the Arrow. The application is found on our website: www.gswcbsa.org. The deadline to submit campership applications is April 2, 2019. Applications should be turned in to the Council Office. Camperships are limited and available for Scouts with financial need. A campership is meant to only cover a portion of the camp fees; the remainder of the fees due is the responsibility of the Scout’s family and/or Troop.
Common Requests for Special Needs

Gorham Scout Ranch makes every reasonable effort to meet the needs of campers.

**MENU ALTERATIONS FOR:**

- Dietary Restrictions
- Sugar Free (Diabetic)
- Vegetarian
- Food Allergies

Camp menus are posted online (www.gorhamscoutranch.org) on May 1, prior to the opening of the camping season. Although menus are subject to change, they give a good idea of the meal items planned. We anticipate having campers and leaders with a variety of special dietary needs including: gluten, eggs, milk, nuts, or personal (vegetarian) and religious (pork) beliefs. However, knowing if our campers have special dietary needs well in advance helps us more effectively plan to provide quality meals for them. If you have a Scout that has a specialized diet that may require them to bring their own food, please contact the camp director to make arrangements. Campers are not permitted in the kitchen per state health department regulations, but the cook may be able to assist with minor menu substitutions.

Please submit a Special Needs Form (Page 28 of the Appendix) stating the specific dietary requests. One form per Scout or adult leader.

**WHEELCHAIR & LIMITED MOBILITY ACCESS**

Camp staff will make every effort to place those with mobility challenges in campsites close to the center of camp. Gorham Scout Ranch has limited wheelchair access to tents, restrooms, and other campsite features. Submit a Special Needs Form (Page 28 of the Appendix) to enable the camp director to place the Troop in an appropriate campsite with the best access. Be sure to submit the form at least two weeks prior to camp. Off-road wheelchairs will make mobility around camp easier.

**VEHICLES IN CAMP**

Private vehicles are NOT PERMITTED in camp. The ONLY exception made is for persons with severe mobility limitations. A state-issued disabled parking permit is required, and approval from the camp director MUST be granted in the form of a vehicle pass displayed at all times on the vehicle dashboard. As vehicles present a safety hazard for pedestrians on camp roads, this rule is strictly enforced; only extreme circumstances warrant a vehicle pass.

**CPAP MACHINE** (night-time breathing machine)

For campers with CPAP machines, please note that campsites do not have electricity and sleeping areas are not available in buildings at camp. To prepare for camp, two options are suggested:

- Avid campers may consider purchasing a battery-operated CPAP machine. A good source for battery-powered CPAP machines is www.cpap.com. If charging a battery-operated CPAP is required during daytime hours, please schedule charging times.

- Those who use a machine that requires 120v AC power (household current) can bring an inverter and an automobile battery. This is a proven method for many campers over the past several summers. Please note that vehicles cannot be parked in or near campsites for the purpose of powering CPAP machines.

Please submit a Special Needs Form (Page 28 of the Appendix) to enable camp to address the need.

**INJECTIONS**

Camp personnel are not authorized to administer injections. Campers who require injections need to administer their own injections or be accompanied by an adult trained and authorized (by parent/guardian in the case of a minor) to administer injections for that camper.

All Special Needs Form (Page 28 of the Appendix) must be submitted two weeks prior to your arrival at camp in order to allow camp staff to honor requests. THANK YOU.
Camp Rules

All Scouts, adults leaders, and camp staff are expected to live by the Scout Oath and Law. Individuals or Troops will be asked to LEAVE camp for violation of camp policies:

- Vehicles are to be parked only in designated parking areas. Always park facing the road, and keep your keys with you at all times. Please lock your vehicle. Keep valuables locked in your vehicle or see the camp director for other arrangements. Never park on vegetation.

- The speed limit in camp is 5 mph; drivers must exercise extreme caution at all times. **No one may ride in the bed of a pick-up truck.**

- To assure the safety of the units/groups at camp and to minimize the impact on the environment and trails, only one vehicle at a time will be permitted to go to the campsite to unload. **No vehicles will be kept at the campsite without prior arrangements with the camp director.** Never park on vegetation, only park next to road in campsites.

- All units will maintain two-deep leadership and meet national BSA Youth Protection requirements.

- All trash must be properly disposed of during camp as well as upon check out.

- Use your assigned campsite; all other campsites and buildings are off-limits.

- Quiet time starts at 10:00pm.

- Check out is at 7:30am Saturday. If a unit intends to leave prior to check out, they must make arrangements with the camp director at check-in.

- Units must clear their campsite with their Troop guide or commissioner before leaving camp.

- Units leaving facilities in an unsatisfactory condition may be assessed a fee for cleaning and/or repairs. Repairs due to damage of tents, platforms, or other camp property will be billed to the Troop at full replacement cost.

- Campfires are permitted only in established campfire rings that are in each campsite, fire restrictions permitting.

- Non-standing trees may be cut. Any dead fall or remains of thinning projects may be used for firewood. You must have prior permission from the camp ranger to use a chainsaw.

- All fires must be extinguished before the unit leaves their campsite. Campfires are not permitted during burn restriction.

- Possession, consumption or being under the influence of alcohol, narcotics or dangerous drugs will not be tolerated on the properties of the Boy Scouts of America.

- Food is not allowed in tents. Food in campsites should be controlled to reduce the attraction of wildlife. Do not remove food from the Dining Hall without permission.

- No phones or recording devices allowed in the showerhouse.

- No backpacks are allowed in the Lodge or Trading Post.

- No open-toed shoes allowed in camp, except for the showhouse and pool area.

- Hazing of any kind is not permitted in the Scouting program and will not be tolerated at camp. This includes snipe hunts, pushups, singing for “lost and found” belongings.

- Campers are not permitted to use tobacco in any form at Gorham Scout Ranch, adults are asked to confine smoking, including vapor and E-cigarettes, to the parking lot inside their personal vehicle and any trash must be contained in the vehicle, not on camp grounds.
Health & Safety

Dining
Units will be dining in the Lodge; meals are served cafeteria-style. Quality meals are prepared by our experienced cooks. Second servings will usually be available for our hungry campers at each mealtime. Peanut butter and jelly sandwiches and fruit will be available throughout the day for those who would like a nutritious snack.

Dietary Restrictions
Notification of dietary restrictions must be made to the camp director by June 1st by submitting a Special Needs Form, located on page 28 of the Appendix. Gorham Scout Ranch will do everything possible to accommodate dietary needs; however, Scouts and their parents are encouraged to bring any additional food that they feel would better satisfy their needs.

Water
Due to the altitude and location of Gorham Scout Ranch, summer temperatures in the afternoon can be very high. It is important that every Scout, adult leader, and visitor be aware of their water consumption. Soft drinks, tea, or coffee will not replace water. Dehydration, heat exhaustion, and heat stroke are all ailments we see every year. It is up to unit leaders, Scouts and camp staff to ensure that everyone is drinking plenty of water. Scouts are expected to carry a water bottle with them at all times.

Hand Washing
Due to the primitive nature of facilities at camp, it is of critical importance that all camp staff and unit leaders work to ensure that campers are following good hand washing procedures. Signs are posted at all restrooms and hand-washing stations. Please reinforce the importance of hand-washing within your campsite. Keeping camp safe and sanitary is everyone’s responsibility. Hand sanitation will be required before every meal in the Lodge. Hand sanitizers will be available at the entrances to the Lodge.

Health Forms and Physical Examinations
All youth and adults in camp must have a current BSA medical form on file with the camp medic. Any prescription medication MUST be checked in with the camp medic upon arrival to camp and will be stored in the First Aid Station. Exceptions must be agreed upon with the unit leader and the camp medic. All medication MUST be picked up at the end of the session. Unit leaders are responsible for collecting all health forms at the end of their camp session. There is no guarantee that forms that were left behind will be available after camp. Please make a copy of all forms BEFORE coming to camp.
Emergency Procedures

Minor Accidents and Emergencies
Minor accidents may be treated as First Aid in your campsite. When in doubt, check with the camp medic.

Major Accidents and Emergencies
Please notify the camp medic and/or camp director immediately of all major accidents and emergencies. An incident report is required to be filled out by camp staff. Present all facts known. Do not make statements to any outsider and refer any inquiries from the press to the Council Office.

Lost Camper
Unit leaders should be aware of the approximate locations of all Scouts at all times. Periodic head counts are suggested. If a Scout is missing following a search of the camp site, notify the camp director immediately.

Emergencies Requiring Camp Mobilization
Upon hearing sirens the entire camp assembles in unit formation at the parking lot to receive instructions and updates. A fire drill will be conducted at Noon on Monday (Noon on Tuesday for Week 5), and the assembly will occur at the parking lot. Adults must bring their car keys to help expedite evacuating the camp in an emergency.

Gearing Up For Camp

Suggested Personal Gear
CLEARLY MARK ALL ITEMS WITH YOUR NAME AND UNIT NUMBER.
Everyone is advised to always carry water, rain gear, a hat, and sunscreen.

Note: This equipment list is meant to serve as a guide. Use your discretion in choosing what to bring to camp. Things do get broken or lost. Please plan accordingly and leave valuable items at home.

Clothing
♦ Pajamas
♦ Scout Uniform & Camp T-Shirts
♦ Sweater or Jacket
♦ Rain gear
♦ Hat or Visor
♦ Long pants or shorts (long pants are required for C.O.P.E., rock climbing, Swimming/Lifesaving merit badges and ATV Program)
♦ T-shirts (Long sleeved T-Shirt is required for Swimming/Life saving merit badges)
♦ Lots of extra socks and underwear
♦ Hiking Boots/Tennis Shoes
♦ Close-toed shoes
♦ Sandals/Flip Flops (to be worn only in shower or pool, but not allowed in camp at any other time)
♦ Theme Day Items-Hawaiian shirt

Very Important
♦ Signed medical form
♦ Spending Money

Bedding
♦ Sleeping Bag
♦ Sleeping Pad
♦ Pillow
♦ Folding Cot

Toiletries
♦ Toothbrush and toothpaste
♦ Towel/washcloth
♦ Combs
♦ Soap for body
♦ Deodorant
♦ Sunscreen
♦ Insect repellent

Camp Necessities
♦ Flashlight with extra batteries
♦ Pocket Knife
♦ Personal first aid kit
♦ Canteen/water bottle
♦ Swimsuit (no cut-offs)
♦ Pack or duffel bag
♦ Work gloves for projects
♦ Ground cloth/tarp to cover tent
♦ Pencils and note pad
♦ Pre-addressed envelopes and stamps

Optional
♦ Sunglasses
♦ Camera
♦ Compass
♦ Trading Patches
Additional Items for Scouts
♦ Totin’ Chip (Required to purchase knives at the Trading Post)
♦ Fireman’ Chit
♦ Order of the Arrow Sash
♦ Order of the Arrow Regalia or Outfit

Recommended Unit Equipment
♦ American Flag
♦ Pack or Troop Flag
♦ Patrol Flags
♦ First Aid Kit
♦ Lockable Cashbox
♦ Program Books
♦ Unit Program Material
♦ Unit Roster Sheet
♦ Insurance Claim Form and Policy Number (for Out of Council Units)
♦ Cooking & Dishwashing Gear
♦ Axes & Saws
♦ Rope & Twine
♦ Dutch Ovens
♦ Lanterns & Fuel (Propane only, please)
♦ Ceremony Items
♦ Surprise Awards for Scouts

Special Equipment
♦ Participants in Swimming and Lifesaving Merit Badges will need to bring long pants and a long-sleeve shirt.
♦ ATV participants will need to bring a long-sleeve shirt and long pants for riding on the ATVs.
♦ Horsemanship MB participants need to bring long pants and sturdy shoes for riding horses.
♦ Day Hikers will want to bring their special hiking equipment.
♦ Please check the merit badge descriptions in the program guide (starting on page 12) for additional equipment and material needs for the classes each Scout is enroll.

What NOT to Bring
♦ Inappropriate Knives
♦ Fireworks
♦ Personal Archery Equipment
♦ Personal Firearms and Weapons
♦ Private Ammunition
♦ Martial Arts Equipment
♦ Pets
♦ Radios, TV’s, Video Games
♦ MP3 players, or tablet computers
♦ Cell Phones (Youth)
♦ Immoral Materials
♦ Tobacco/E-cigarettes
♦ Alcohol
♦ Illegal Drugs
♦ Shirts with non-Scouting or inappropriate wording/messages
♦ Non-participant Siblings

Your Campsite at Gorham Scout Ranch
Your campsite is a special place at Gorham Scout Ranch. Your campsite will be your Troop’s home for the week. Scouts will fellowship with each other, make new friends, study merit badge work, and relax in the campsite. Adult leaders will provide a safe environment, counsel, encourage, and tutor Scouts in the campsite. Here are some details about the campsite that will help you plan for the best week of camp possible for your Troop.

♦ Tents are made of canvas. Two people can sleep in a tent. The tent sits on a wooden platform. Cots are not provided. It is recommended that you bring a blue tarp, size 8’ x 10’, to cover the tent for additional protection from the rain. The floor dimensions are 83” by 106”. The side walls are 30” tall. The peak is 75” tall.

♦ Vault toilets (two private stalls) are located in each campsite. Toilet paper is provided by the camp.

♦ Drinkable water is located in each campsite. There is also a hand washing station in every site.

♦ There is at least one covered pavilion in each campsite. There are picnic tables under each pavilion.

♦ Fire rings are available upon request, as long as there are no fire restrictions or bans.

♦ There is no electricity in the campsite. There are electrical outlets at the Lodge.

♦ WiFi signal is not available in the campsite. There is WiFi at the Lodge and Check-in Shelter.

♦ Showers are located at the swimming pool.
How to Use This Guide

This guide lists the descriptions and schedules for all the activities available to your troop. Merit badges, special awards, adult activities, training, and High Adventure programs are all waiting for you to enjoy.

“So, where do I begin?”

To start, you should know that there are different types of activities to choose from:

◊ **Merit Badges**— These courses provide hands-on experience and the chance for Scouts to try something new.
◊ **Trail to First Class**—This program is for the new Scout attending his first week-long summer camp. Activities provide the skills needed for a Scout to advance towards First Class rank.
◊ **Project COPE**—A challenging team-building leadership program for older Scouts.
◊ **High Adventure Program**—Perfect for Venturing Crews (co-ed crews are welcome!) and older Scouts. High Adventure program emphasizes backpacking and white-water rafting.
◊ **ATV Adventure**—Explore camp on an all-terrain vehicle. Excellent older Scout program
◊ **Special Programs**—Fun and training opportunities for Scouts and adults.
◊ **Evening Programs**—Fun does not stop after dinner. Whether it is a campfire or a hike, there is a host of possibilities for your troop or patrol to have a great time.

As you read the activity descriptions, you will notice special requirements or suggestions listed directly below. Some courses have size limits while others have age requirements. Just check each description for details. Also, some courses are longer than the one hour block of time. These courses are noted in their descriptions and on the schedule. Some classes have additional fees for supplies & equipment.

The Merit Badge Program Schedule is listed at the end of this guide. Use it to plan your troop’s week of camp and work with your Scouts to find which courses they will take for the week.

2019 Merit Badge Program

<table>
<thead>
<tr>
<th>Med Shed</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>First Aid</strong></td>
</tr>
<tr>
<td>The ability to help other people at all times is fully realized once a Scout commits to earning his First Aid Merit Badge. This badge equips a Scout with the knowledge needed to save lives.</td>
</tr>
<tr>
<td>* Eagle Requirement</td>
</tr>
<tr>
<td>* 1st Class Recommended</td>
</tr>
<tr>
<td>* First Aid merit badge is an option for the <a href="#">National Outdoor Badge for Camping</a></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Emergency Preparedness</th>
</tr>
</thead>
<tbody>
<tr>
<td>In this merit badge, scouts will learn what it takes to keep themselves and their families safe in an emergency. Scouts learn how to prepare and respond to emergency situations and how to prevent potential dangerous situations. Each scout will also need to participate in a demonstration period at 7:00 pm in order to complete the merit badge. <strong>Note</strong>: Requirements 6c, 7, 8, and 9 will not be completed at camp.</td>
</tr>
<tr>
<td>* Eagle Requirement</td>
</tr>
<tr>
<td>* Emergency Preparedness merit badge is an option for the <a href="#">National Outdoor Badge for Adventure</a></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Search &amp; Rescue</th>
</tr>
</thead>
<tbody>
<tr>
<td>What if you had to find someone lost in the Wilderness? What would you do? Learn standard procedures, methods and activities of Search and Rescue, and how to anticipate, prevent and respond to such hazards. <strong>Note</strong>: Requirement 5 cannot be completed at camp.</td>
</tr>
</tbody>
</table>
# 2019 Merit Badge Program

## Aquatics

### Lifesaving

**2 Hour Course**—A Scout can really hone their swimming skills and learn to handle water front emergencies in Lifesaving. This course will guide your Scouts through various rescue techniques, teaching the importance of each maneuver. Each Scout will be thoroughly tested both mentally and physically.

- Please bring long pants and a long sleeve T-shirt for Requirement #7C
- Eagle Requirement Option
- 1st Class and higher only
- Must have completed Swimming Merit Badge prior to camp
- Lifesaving merit badge is required for the National Outdoor Badge for Aquatics

### Swimming

Getting in the water is part of any fun camping experience. Scouts can begin to master their strokes and learn about water safety. Be sure to pack a pair of long pants to make an improvised floatation device. Limit 12 Scouts per course.

- Please bring long pants and a long sleeve T-shirt for Requirement #7C
- Eagle Requirement Option
- Great for 1st Timers
- Swimming merit badge is required for the National Outdoor Badge for Aquatics

## Climbing Tower

### Climbing

**3 Hour Course**—Reach the heights of adventure with our climbing program. Learn basic safety and rope work necessary for a successful climb. Participants also get to experience our climbing wall and natural rock surface. Truly a HIGH adventure. Limit 12 Scouts per course.

- There is a $20 fee for this Merit Badge.
- Must be 13 years by the start of your week at camp

## Handicraft

### Basketry

Learning a new craft is a fun and useful. Create three projects and learn history of this ancient art. Additional projects may also be purchased in the Trading Post.

- There is a $25 fee to cover the costs of kits and supplies
- Great for 1st Timers

### Leatherwork

Leatherwork is a beautiful craft. Horse saddles and cowboy boots are just two examples of wonderful designs made from this tough material. Learn to stamp and sew together your very own leather projects. You could take home a souvenir made by YOU! Additional projects will also be available in the trading post.

- There is a $20 fee to cover costs for kits and supplies
- Great for 1st Timers
2019 Merit Badge Program

Handicraft

Woodcarving

Create your own neckerchief slide with the skills you will learn in Wood Carving. You will learn the differences between wood samples and which type is best for different types of projects. Supplies will be available the first day of class. Additional project supplies will be available at the Trading Post.

* There is a $10 fee for supplies

Art

Explore your creative side! Learn the different ways you can create your own beautiful works of Art! You can design something useful or create a logo to identify your own style. You might discover your favorite new artist, or explore a career field you’ve never even thought of before.

Pulp & Paper

Here’s an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.

Indian Lore

The area surrounding GSR abounds with the cultures of many different native groups. The unique merging of Pueblo, Navajo, and Apache ancestral lands provides our camp the opportunity to study these groups through our Indian Lore program. Scouts will study traditional and modern cultural traits while working to create authentic replica clothing to complete the badge. Additional projects are available at the Trading Post.

* There is a $15 fee for supplies

* Great for 1st Timers

Nature

Weather

Gorham Scout Ranch offers a chance to experience all kinds of weather patterns all in one day! Do you know how to tell how far away approaching lightning is, or when to grab your poncho? You’ll learn to identify clouds, dangerous weather and find out about weather related career opportunities.

Geology

Geology is all around us at GSR. Take some time and learn how this beautiful valley was created. In this course, Scouts will learn the principles of Geology and the natural history of our little corner of the globe. Scouts will also help in a conservation project to prevent soil erosion.
## 2019 Merit Badge Program

### Nature

#### Astronomy

**1.5 Hour Course**—For those who know they are part of something much bigger in our galaxy, Astronomy will let them explore the heavens. Campers will learning about the constellations, planetary bodies, and finding their way using the stars! Scouts will also participate in a Star Party and show off their newly learned skills of identifying the heavens.

### Environmental Science

**1.5 Hour Course**—Gain a better grasp on the world around you when you take Environmental Science. Scouts conduct experiments to better understand our impact on the world. They also study our high desert habitat and investigate an endangered species of their choice.

- Eagle Requirement
- 1st Class or higher only
- Environmental Science is one of the required merit badges for the [World Conservation Award for Scouts](http://www.worldconservationaward.com).

### Insect Study

Inspect the interesting world of insects here at Gorham scout ranch. We are home to many insects who have had to adapt to dry conditions, and high elevation. Bring a magnifying glass, but leave your enlarging ray at home please.

### Forestry

Our nation’s forests are part of our wealth. Come and learn more about how we manage this vital resource. Learn about and use tools of the trade to take core samples and estimate the height of trees. Learn first hand with a visit from the caretaker of our managed forest right on the Gorham Scout Ranch. Note: Bring a small notebook to keep your tree-log for the week.

### Space Exploration

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.

- There is a $20 fee for rocket kit & supplies
- Model rocket launches are subject to fire bans

### Sustainability

**Sustainability** merit badge debuted on July 15th, 2013, at the 2013 National Scout Jamboree which was held at The Summit Bechtel Reserve, West Virginia, USA from July 15th - 24th, 2013.

- Eagle Requirement Option

- Requirement 5a can not be completed at camp
## 2019 Merit Badge Program

### Scoutcraft

#### Cooking

**2 Hour Course**—The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.

- There is a $15 fee for supplies.
- Eagle Required
- Cooking merit badge is an option for the National Outdoor Badge for Camping

### Orienteering

Finding your way with a map and compass has always been a part of the Scouts’ skill set. Orienteering helps Scouts better understand the lay of the land and gives them the skills to find their way in the wilderness. Scouts should be prepared by bringing a personal compass so they learn with the tool they will ultimately be using.

**Note:** Requirements 8, 9, & 10 cannot be completed before or during camp.

- Second Class or Higher RECOMMENDED
- Orienteering merit badge is required for the National Outdoor Badge for Hiking

### Pioneering

**2 Hour Course**—Rope and timber construction is a skill set that hails from the earliest pioneers of the American frontier. Pioneering allows Scouts to use the rope skills that they learned on the trail to first class in new and exciting ways. In the course, a Scout might build a Monkey Bridge or a Signaling Tower. He will learn splicing and rope throwing. He will master his own Pioneering spirit in the process. The supplies for the individual projects will be available the first day, please bring $8 to cover the cost of the supplies.

- 1st Class or Higher RECOMMENDED
- Pioneering merit badge is an option for the National Outdoor Badge for Camping

### Signs, Signals and Codes

American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives?

### Wilderness Survival

Wilderness Survival teaches Scouts how to handle emergency survival situations. Scouts will be engaged with real scenarios that will require them to put into practice the skills they have learned. Top it off with a night spent in a shelter of their own creation and a Scout comes home a little more prepared for what is out there. Be prepared with a ground cloth, sleeping bag, water bottle and flash light.

**Note:** Requirement 5 cannot be completed at camp.

- Wilderness Survival merit badge is an option for the National Outdoor Badge for Adventure

### Camping

Scouting is about getting out there and Camping is how it is done. Scouts will master many of the essential camping skills necessary to good outdoor experiences. They will even get the chance to test their skills on an outpost overnight camping trip at our primitive camping site. A pack is advised but not required.

**Note:** requirements 8d, 9a, 9b cannot be finished at camp.

- Eagle Requirement
- 1st Class Recommended
- Camping merit badge is required for the National Outdoor Badge for Camping.
2019 Merit Badge Program

**Cycling**

**3 Hour Course**—Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge.

- Cycling merit badge is an option for the National Outdoor Badge for Riding.

**Shooting Sports**

**Archery**

**1.5 Hour Course**—The bow and arrow has been a sport of kings and common folk alike. Scouts will learn not only the skill of firing the bow, but also how to construct a bow string and arrow from scratch. If a Scout practices hard, he may qualify for the badge.

*Note: Please consider scheduling an "Open Shoot" to allow for a better chance at qualifying.*

- There is a $15 fee for supplies.
- Great for 1st timers

**Rifle**

**1.5 Hour Course**—Sport shooting is a lot of fun. Scouts learn the right way to handle firearms and the safety that must be in practice on the range. With good practice, Scouts can train to be able to qualify for the badge.

*Note: Please consider scheduling an "Open Shoot" to allow for a better chance at qualifying.*

- There is a $15 fee for supplies.

**Shotgun**

If you are looking for a challenge, look no further. Shotgun shooting is tough, but its great fun. Learn how to properly use these firearms and the safety that must be in practice on the range. Lots of practice shooting clay pigeons is a must if you hope to qualify. You can do it!

*Note: Please consider scheduling an "Open Shoot" to allow for a better chance at qualifying.*

- There is a $40 fee for supplies.

**Corrals**

**Horsemanship**

**4 Hour Course**—This course centers around the care and maintenance of the horse. Scouts will learn about different breeds along with their strengths and weaknesses. Grooming and hoof care is another skill that is acquired. Finally, each Scout will have the opportunity to try their hand at riding a horse to complete the requirements and earn this challenging badge.

- There is a $40 fee for supplies and space is limited.
- This class is offered twice a day—FOUR hour session: 8am to noon & 1:30 to 5:30pm
- Scouts must wear long pants for this course.
Trail to First Class— for 1st year campers

The purpose of the Trail to First Class program is to provide your newer Scouts a more focused approach to help them develop the skills they need to advance to Tenderfoot, Second Class & First Class. This will allow these Scouts to truly learn the skills, as well as give them potentially more time to earn other merit badges.

The Trail to First Class Program is comprised of six different courses that are offered twice daily, except Swimming (Michael Phelps—offered once a day at 11:00am). You will be able to register a Scout for one or more of these classes using the Tentaroo program online to tailor fit a schedule for them.

<table>
<thead>
<tr>
<th>Class Title</th>
<th>Description</th>
<th>Requirements/Awards</th>
<th>Completed</th>
</tr>
</thead>
</table>
| **Paul Bunyan**   | *Paul Bunyan is deeply rooted in American Folklore and passed around by early North American Loggers. In this class, scouts will learn about safe handling, techniques and appropriate usage of Axes, Saws, Hatchets and Knives. Scouts will have the opportunity to learn how to create an appropriate ax yard, how to choose what kind of wood to cut, all while obeying the Outdoor Code. Additionally, Scouts will learn about the environment around them and be able to identify local plants, animals and signs of hazardous weather.* | • Totin’ Chip  
⇒ Rank Requirements  
⇒ Tenderfoot: 1C, 3D, 4B, 2nd Class: 1B, 2B, 4  
⇒ 1st Class: 5A-D |   |
| **Smokey Bear**   | *Smokey the Bear has been the face of fire prevention since 1944, but like Smokey always says, Only YOU can prevent forest fires. In this program, Scouts will how to safely build and extinguish campfires, identify appropriate places and situations to build camp fires or use stoves and work toward earning their fire safety merit badge.* | • Firem’n Chit  
⇒ Fire Safety Merit Badge* (Requirement 11 Prereq)  
⇒ Rank Requirements  
⇒ 2nd Class: 2C+2D |   |
| **Ropes & Poles** | *Knots and Lashings are one of the oldest skills humankind have had in order to build structures and gadgets. Scouts attending the Pioneer class will learn many different knots, lashings and types of rope and when to use them. One such gadget they’ll make is a flagpole, which then they’ll use to learn how to conduct a proper flag ceremony.* | • Rank Requirements  
⇒ Scout: 4A+4B  
⇒ Tenderfoot: 3A-C, 7A  
⇒ 2nd Class: 2F+2G, 8B  
⇒ 1st Class: 3A-D |   |
| **Scouts in Action** | *For years, Scouts have been seen in the news utilizing first aid and response skills they learned while being a scout. First Aid skills and knowing how and when to correctly utilize them can often be the difference in saving a persons life.*  
In this program, scouts will learn how to treat different types of injuries, avoid injury, learn how to create and maintain a first aid kit, identify and react to bullying, seek help in emergencies, and transport individuals who are injured. | • Rank Requirements  
⇒ Tenderfoot: 4A-D  
⇒ 2nd Class: 6A-E, 9A+B  
⇒ 1st Class: 7A-F |   |
| **Explorer**      | *Next to Gorham Scout Ranch lies the Pecos Wilderness, a very primitive natural area that has had very minimal impact by humans. For those who were to explore this pristine wilderness, they would need to be well equipped and knowledged for hiking and navigating the terrain. Scouts will learn skills such as using a map and compass, how to choose the appropriate attire on a hike, and completing a 5 mile hike.* | • Rank Requirements  
⇒ Tenderfoot: 5A-C  
⇒ 2nd Class: 3A-D  
⇒ 1st Class: 4A+5B, 5B-D |   |
| **Michael Phelps**| *Who doesn’t like to go for a swim? Swimming and other water activities are very popular for us, however, it can also be very dangerous. From 2005-2014, there was an average of 10 deaths per day in drowning accidents in the United States. In this program, Scouts will learn skills to keep them safe while in the water as well as learn skills to help save others who may be at risk of drowning.* | • Rank Requirements  
⇒ 2nd Class: 5A-D  
⇒ 1st Class: 6A-E |   |
Project COPE

Challenging Outdoor Personal Experience

Project COPE is an experience like none other. This program, designed for older scouts 13 or older, will give participants the opportunity to challenge themselves, not just physically, but mentally and spiritually through many different sets of challenges. Scouts will start the week by beginning the team building process with other participants that they will not be familiar with through initiative games. These games are designed to break the ice amongst all the groups members as they become familiar with one another, themselves and the group as a whole. As the week progresses, so will the challenges as participants make their way through our Low Ropes course and finally through our High Ropes Course. The scouts will complete their week by conquering the pinnacle of Project COPE: The Zipline.

◊ Low COPE—A combination of initiative games and low elements. Scouts begin by breaking the ice in a fun way. While doing this, they learn team members’ strengths, weaknesses, names, and personalities. It does not take long before these Scouts are challenged with the low elements of the course. Each team will navigate tight wires and scale walls using the skills and ingenuity of the group to meet the goal.

◊ High COPE—Once a team dynamic is built and trust is formed, the team can move on to challenges of a more personal nature. Whether its jumping from a forty foot pole or flying through the air on the zip-line, Scouts will gain confidence to do what they never thought possible. In addition, each team member learns the valuable skill of belaying a climber. Scouts put their trust in each other to reach personal goals and new heights.

Project COPE emphasizes 8 goals of personal and team growth that the participants will utilize in order to complete these challenges, and show the participants how these goals translate into overcoming challenges and build team cooperation in future endeavors. These 8 goals include:

- Communication
- Trust
- Leadership
- Problem-Solving
- Planning
- Teamwork
- Decision-Making
- Self-Esteem

If your Scouts have been looking for a high adventure challenge or maybe you have been looking for a way to build confidence in your youth leaders, then Project COPE is the program for your Scouts. The change seen in youth after only one week is tremendous. What’s more, the lessons learned will stay with your Scouts as they become young men, applying the knowledge gained in Project COPE!

Two Sessions Available:
Morning: 9am to Noon
Afternoon: 1:30pm-4:30pm

*Minimum of 4 Participants Required: If session does not fill with youth participants, adult leaders are welcome to participate on a first come, first serve basis

*Additional $25 per Participant
2019 High Adventure Program

Perfect for Venturing Crews and Older Scouts (14 years of age or older)

Are your older Scouts or Venturers looking for a peak outdoor experience? Gorham is ideally situated to offer your Scouts and Venturers a week of High Adventure.

Gorham’s property is bordered to the east by the Pecos Wilderness Area. The Pecos is 223,667 acres with hundreds of miles of trails. Two trails directly link to the camp at the north and south. This allows crews to be dropped off at a distant trailhead, and spend 4-5 days hiking back to the camp.

Even though the schedule is typically 5-7 miles per day, these trails are not for the faint of heart (literally). Most trailheads start at 9,000 ft. and go up from there. It is possible to stand on top of a mountain over 12,000 ft. and watch an airplane fly below you in the valley. Temperatures can vary from 80 F during the day, to below freezing at night. There will be hail, and thunderstorms. You will hike along river bottoms, across alpine meadows above the tree line, and traverse boulder fields.

Other trail options include the Jemez Mountains and Wheeler Peak. Treks that are not in the Pecos Wilderness will require the crew to provide its own transportation to and from the trailhead (unless the Pecos Wilderness is closed).

Even if someone has never been backpacking before, it can be achieved. Even if someone has been to Philmont before, they will find the Pecos challenging. We teach Leave-No-Trace ethics at Gorham, including how to cook and clean properly, trail etiquette, waste management, and how/why to hang a bear bag. Many people have never camped with these stricter guidelines.

What about whitewater rafting? The Rio Grande River is only a short drive from camp. If a group would like to go rafting or kayaking along the Rio Grande, the camp will be happy to assist in coordinating with a local river tour company. We highly recommend Los Rios River Runners for these outings. Any fees for a river trip, must be paid separately, and are not included with your camp fees. Transportation is required to get to the river. Los Rios can pick crews up, and return them to Gorham for an additional fee.

Our capacity for the High Adventure program is 11 total participants per each crew. This must include at least 1, preferably 2, adults. Minimum is 2 youth and 1 adult. Very small crews may be combined by the camp to form a larger, single, crew.

Reserve your high adventure experience today by registering via the camp website, www.gorhamscouttranch.org. Our weekly program (available all five weeks) is first come, first serve, and we expect spots to fill fast!

List of Opportunities Available:

5 day Pecos Trek: 5 days and 4 nights in the wilderness. Treks will start at a distant trailhead, in the north or south of the wilderness, and crews will hike to camp. It is also possible to hike through the wilderness from the north to the south, requiring transport to and from both trailheads. Depending on the trails chosen, 1 or 2 side-hikes to peaks or lakes can be incorporated.

4 day Pecos Trek (i.e. “Surf and Turf”): These shorter trips allow the crews to participate in white-water activities on Monday or Friday.

Whitewater Rafting/Kayaking: Los Rios River Runners offers full-day and half-day river trips. There is an additional cost for river trips. Your group can do backpacking for 4 days, and add a day on the water to complete the week. Be aware that there is less water later in the summer, and certain opportunities may not be available.
2019 Special Programs

Fun in the pool does not stop with merit badges. Take the challenge and earn Polar Bear Patch, Snorkeling BSA, Mile Swim, or BSA Lifeguard.

**Polar Bear Swim**—Brrr! Test your tolerance of the cold. This takes place during the morning at 6:30 am. Please be sure to show up for Monday - Thursday every morning to earn your patch.

**Mile Swim**—The mile swim program tests your endurance throughout the week.

**BSA Lifeguard**—the true test of skill and physicality. Be sure to have completed CPR for the Professional Rescuer, a 16 hour course, before arriving to camp. There is a $25 program fee for this course.

ATV Adventure

This program is for older Scouts, ages 14 and up.

Dirt and horsepower — what’s not to love? Scouts and Venturers can learn how to safely drive an all-terrain vehicle at Gorham Scout Ranch in the summer of 2019.

The aim of the ATV activities is safety and teaching Scouts basic operation of the vehicle while respecting the environment. Scouts or Venturers must be age 14 or older to drive an ATV, and the program requires youth to wear long pants, long-sleeve shirts and over-the-ankle boots. Protective gear, including a helmet, will be provided by the Gorham Scout Ranch program.

This program will be led by an ASI (American Safety Institute) certified instructor. Over the course of five days, participants will learn safety procedures, vehicle care/maintenance, how to drive an ATV, and the culminating in trail rides into the seldom-seen areas of Gorham Scout Ranch.

The ATV Adventure is a week-long program that is a 90 minute course daily. The ATV Adventure is offered at 9:00am and 1:30pm.

Adult Programs

**Training Courses Available**

Adult leaders spending the week at Gorham will have the opportunity to complete some training courses available at camp during your stay. Quality training is provided by camp staff.

Here is a list of courses that may be available during your stay Gorham. All courses are offered contingent on the following: 1. having a qualified instructor, and 2. the program area availability based on the number of Scouts in camp that week. We will provide updates as to courses being offered in the weeks prior to camp.

- This is Scouting/Leader Specific (Scoutmaster, Assistant Scoutmaster, Committee)
- Intro to Outdoor Leader Skills
- Climb on Safely
- Safe Swim Defense/Safety Afloat
Program Guide

Every day your troop will be able to participate in our daily themes, and every evening at 7:00 pm Gorham Scout Ranch will provide fun activities for Scouts and adults to participate in! Being nestled at the edge of the Pecos Wilderness, we have beautiful hikes and fun programs to complement them.

Sunday
Chapel Service
At 7:30pm. A Scout is Reverent. Come to our Chapel service and participate in an interfaith worship program.

Opening Campfire
At 8:00pm. The camp staff invites you to the Council Ring for an evening show that will kick-off an exciting week for Scouts and leaders.

Monday
Mica Mine Hike
Monday Madness - wear a crazy shirt or hat
Did you know that Gorham Scout Ranch is surrounded by volcanoes?!? Well, ancient volcanoes anyway. Take a stroll up to the Mica Mine and discover how the beautiful landscape was created. Finally, enjoy a breathtaking sunset. As with all hikes, bring water and a flashlight.

Open Swim
After a long first day of camp activities, come enjoy the cool waters of the Gorham Scout Ranch swimming pool.

Tuesday
Order of the Arrow Tuesday - wear your OA sash
This hike is for Order of the Arrow members. OA members will take a meaningful evening walk to renew their obligation and strengthen the bonds of brotherhood.

Open Shoot
Not taking Field Sports merit badges this year but still want to shoot? Come to our Open Shoot and test your skill. Spots are limited so visit the Trading post to pick up your shot vouchers.

Wednesday
Wigalo Wednesdays - Wigalo song at meals
Have you found a long lost brother Troop at camp? Have you met another group that you have just “hit it off” with? After our popular pizza dinner at the Lodge, Invite them to your campsite for fun, and fellowship. Make arrangements with our camp staff for campfire supplies and S’mores ingredients, too.

Thursday
Sacrifice Rock Hike
Throwback Thursday - wear old Scouting clothes
Hit the trail toward our truly primitive camping area, Cundiyo campsite. Then on to Sacrifice Rock, a legendary Gorham location. There you will hear some scary, but not too scary, ghost stories and get the opportunity to share your own haunted tales. As with all hikes, bring water and a flashlight.

Open Swim
Take another chance to cool off at our swimming pool. Did you miss something in class, or need to make something up? Work with your instructors to make up a requirement or get extra practice.

Friday
Closing Campfire
Hawaiian Shirt Friday
At 8:00pm. Come to the Council Ring and experience the magic of the campfire one more time. The camp staff have an amazing program in store for you.

OA Fellowship
Following the closing campfire. The Yah-Tah-Hey-Si-Kess Lodge invites all Arrowmen to join them for fellowship and refreshments. Learn more about the Order of the Arrow.
Additional Program Opportunities

**Cowboy Action Shooting**

For Scouts that are age 14 and older, or 13 and completed the eighth grade. This new program at Gorham for 2019 promises to provide the excitement of action shooting in a safe environment. Scouts will be able to use a .22 pistol, .22 rifle and a 20 gauge shotgun to shoot at multiple action targets, like an Old West shooting gallery.

This area will be open to older Scouts and adults during evening program time.

**Bananathalon**

Friday afternoon’s MAIN EVENT. The ultimate Troop activity.

**Star Party**

Ever watch the stars through a telescope? Well come learn about the stars and constellations located in the skies above Gorham.

**Chapel**

Our Scouts Own non-denominational chapel service will be offered before the opening campfire on Sunday evening. If your Troop would like to hold a devotional or service later in the week, our Chaplain can work with you to make it happen. Our beautiful Chapel is open for anyone to use. Feel free to schedule a time for your unit to be reverent at camp.

**Service Projects**

Our camp ranger will gladly guide Troops to help with maintaining the magnificence of our camp property through Conservation and service projects.

**Order of the Arrow**

The Yah-Tah-Hey-Si-Kess Lodge of the Order of the Arrow is well-represented on our camp staff. If your Troop wants to conduct an election or learn more about the OA, please speak to our OA staff representative when you arrive at camp to make arrangements. The Lodge will also host a fellowship for Arrowmen on Friday night following closing campfire.

**Thursday Overnighters**

Participants in Camping and Wilderness Survival merit badges will go on an overnight campout in a remote location at Gorham. This activity helps fulfill requirements to complete the merit badges. Please see the information about the overnighter located in the program guide, starting on page 12.

**Trail to First Class Camp**

This overnighter is open to any Scout who needs the camping requirements for Tenderfoot, Second Class, and First Class Rank. Many of the camping requirements will be fulfilled on this activity. Any Scout not participating in the Trail to First Class must sign up with the Trail to First Class director. Scouts in the Trail to First Class program need not do so. This is a fun hike and campout at our Cundiyo campsite.

**Adults at Overnighters**

Any adult leader at camp is welcome to go on any of our overnighter programs. Please be prepared to follow the same standard as the Scouts on the trip (no tents on the Wilderness Survival Overnighter). Be sure to coordinate with the instructor and be prepared to lend a hand with the Scouts. Thank you in advance for volunteering to come along.

**Gorham Trading Post**

Gorham Scout Ranch has a camp store, called the Trading Post. The Trading Post is open regularly each day. The Trading Post is stocked with essentials (soap, water bottles, raingear, etc.), program items (craft kits, merit badge books, knives, rope, etc.), camp souvenirs (t-shirts, hats, patches), and snacks (ice cream, drinks, candy, chips, etc.). Located at the Lodge, be sure to make a visit to the Trading Post while your Troop is at Gorham. Credit cards are accepted, too.
Appendix Index:

Daily Schedule

Merit Badge Program Schedule

Special Needs Form

Refund Request Form

Internet Use Guidelines

List of Merit Badge & Program Fees

$15  Archery MB
$40  ATV Adventure
$25  Basketry MB
$25  BSA Lifeguard
$20  Climbing MB
$15  Cooking MB
$40  Horsemanship MB
$15  Indian Lore MB
$20  Leatherwork MB
$25  Project COPE
$15  Rifle Shooting MB
$40  Shotgun Shooting MB
$20  Space Exploration
$10  Woodcarving MB
<table>
<thead>
<tr>
<th>Time</th>
<th>Sunday</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
<th>Saturday</th>
</tr>
</thead>
<tbody>
<tr>
<td>7:00 am</td>
<td>Breakfast waiters are to report to the Lodge at 7:00 am</td>
<td>7:00—7:30 am</td>
<td>1:00—1:30 pm</td>
<td>1:30—3:30 pm</td>
<td>12:30 pm</td>
<td>12:15 pm</td>
<td>7:00—7:30 am</td>
</tr>
<tr>
<td>7:15 am</td>
<td>Flag Service</td>
<td>7:00—7:30 am</td>
<td>Troops Check-In</td>
<td>Camp Tour, Health Checks, Swim Test</td>
<td>Lunch</td>
<td>Lunch</td>
<td>7:00—7:30 am</td>
</tr>
<tr>
<td>9 am</td>
<td>Breakfast</td>
<td>9 am—12 pm</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>7:00—9 pm</td>
</tr>
<tr>
<td>10:30 am</td>
<td>Merit Badge Instruction</td>
<td>Daily Adult Leader Meeting in the Lodge at 9:00 am</td>
<td>Daily Adult Leader Meeting in the Lodge at 9:00 am</td>
<td>Daily Adult Leader Meeting in the Lodge at 9:00 am</td>
<td>Daily Adult Leader Meeting in the Lodge at 9:00 am</td>
<td>Daily Adult Leader Meeting in the Lodge at 9:00 am</td>
<td>Daily Adult Leader Meeting in the Lodge at 9:00 am</td>
</tr>
<tr>
<td>11:30 am</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
</tr>
<tr>
<td>12:30 pm</td>
<td>Siesta</td>
<td>1:00—1:30 pm</td>
<td>Merit Badge Instruction</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
</tr>
<tr>
<td>1:30 pm</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
</tr>
<tr>
<td>2:30 pm</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
</tr>
<tr>
<td>3:30 pm</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
</tr>
<tr>
<td>4:30 pm</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
</tr>
<tr>
<td>5:00 pm</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
</tr>
<tr>
<td>6:00 pm</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
</tr>
<tr>
<td>7:00 pm</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
</tr>
<tr>
<td>8:00 pm</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
</tr>
<tr>
<td>9:00 pm</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
</tr>
<tr>
<td>10:00 pm</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
</tr>
<tr>
<td>11:00 pm</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
</tr>
</tbody>
</table>
# 2019 Merit Badge Program Schedule

<table>
<thead>
<tr>
<th>Time Blocks</th>
<th>1 &amp; 2</th>
<th>3 &amp; 4</th>
<th>5 &amp; 6</th>
<th>7 &amp; 8</th>
<th>9 &amp; 10</th>
<th>11 &amp; 12</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Handicraft</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Indian Lore</td>
<td>9-10 am</td>
<td></td>
<td></td>
<td></td>
<td>1:30-2:30</td>
<td></td>
</tr>
<tr>
<td>Art</td>
<td>10-11 am</td>
<td></td>
<td></td>
<td>2:30-3:30</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Leatherwork</td>
<td></td>
<td>11-12 pm</td>
<td></td>
<td>3:30-4:30</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pulp &amp; Paper</td>
<td>9-10 am</td>
<td></td>
<td>1:30-2:30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Woodcarving</td>
<td>10-11 am</td>
<td></td>
<td>2:30-3:30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Basketry</td>
<td></td>
<td>11-12 pm</td>
<td></td>
<td>3:30-4:30</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Nature</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Astronomy</td>
<td>9-10:30</td>
<td>1:30-3:00</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Insect Study</td>
<td>10-11</td>
<td></td>
<td>2:30-3:30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Environmental Science</td>
<td>10:30-12</td>
<td></td>
<td>3:00-4:30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Forestry</td>
<td>9-10</td>
<td></td>
<td>1:30-2:30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Geology</td>
<td>10-11</td>
<td></td>
<td>2:30-3:30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Space Exploration</td>
<td>11-12 pm</td>
<td></td>
<td>3:30-4:30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sustainability</td>
<td>11-12 pm</td>
<td></td>
<td>3:30-4:30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Weather</td>
<td>9-10</td>
<td></td>
<td>1:30-2:30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Scoutcraft</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Camping</td>
<td>9-10</td>
<td></td>
<td>1:30-2:30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cooking (meet at Check-in Pavilion)</td>
<td>9-11</td>
<td></td>
<td>1:30-3:30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Orienteering</td>
<td>10-11</td>
<td></td>
<td>2:30-3:30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pioneering</td>
<td>10-12</td>
<td></td>
<td>2:30-4:30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wilderness Survival</td>
<td>11-12</td>
<td></td>
<td>3:30-4:30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cycling (meet at Check-in Pavilion)</td>
<td>9-12</td>
<td></td>
<td>1:30-5:30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Signs Signals &amp; Codes</td>
<td>11-12</td>
<td></td>
<td>3:30-4:30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Med Shed</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Emergency Preparedness</td>
<td>9-10</td>
<td>11-12</td>
<td>1:30-2:30</td>
<td>3:30-4:30</td>
<td></td>
<td></td>
</tr>
<tr>
<td>First Aid</td>
<td>9-10</td>
<td>10-11</td>
<td>1:30-2:30</td>
<td>2:30-3:30</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Search &amp; Rescue</td>
<td>10-11</td>
<td>11-12</td>
<td></td>
<td>3:30-4:30</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Shooting Sports</strong></td>
<td><strong>Morning</strong></td>
<td><strong>Afternoon</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>---------------------</td>
<td>-------------</td>
<td>---------------</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Archery</td>
<td>8:30-10:00am</td>
<td>10:30-12pm</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rifle</td>
<td>8:30-10:00am</td>
<td>10:30-12pm</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shotgun</td>
<td>8:30-10:00am</td>
<td>10:30-13pm</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Aquatics</strong></th>
<th><strong>Morning</strong></th>
<th><strong>Afternoon</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Lifesaving</td>
<td>9-11 am</td>
<td>1:30-3:30</td>
</tr>
<tr>
<td>Swimming</td>
<td>9-10am</td>
<td>10-11am</td>
</tr>
<tr>
<td>Open Swim/Skills Practice</td>
<td></td>
<td>3:30-5pm</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>COPE</strong></th>
<th><strong>Morning</strong></th>
<th><strong>Afternoon</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>COPE</td>
<td>9-12pm</td>
<td>1:30—4:30pm</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Climbing Tower</strong></th>
<th><strong>Morning</strong></th>
<th><strong>Afternoon</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Climbing</td>
<td>9-12pm</td>
<td>1:30—4:30pm</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Corrals</strong></th>
<th><strong>Morning</strong></th>
<th><strong>Afternoon</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Horsemanship</td>
<td>8-12pm</td>
<td>1:30-5:30pm</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>ATV Adventure</strong></th>
<th><strong>Morning</strong></th>
<th><strong>Afternoon</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>ATV Adventure</td>
<td>9-10:30am</td>
<td>1:30-3:00pm</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Trail to First Class</strong></th>
<th><strong>Morning</strong></th>
<th><strong>Afternoon</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Paul Bunyan (Nature + Totin' Chip)</td>
<td>9-10 am</td>
<td>1:30-2:30</td>
</tr>
<tr>
<td>Smokey Bear (Fire Safety)</td>
<td>10-11 am</td>
<td>2:30-3:30</td>
</tr>
<tr>
<td>Ropes &amp; Poles (Knots and Lashings)</td>
<td>11-12pm</td>
<td>3:30-4:30</td>
</tr>
<tr>
<td>Scouts in Action (First Aid)</td>
<td>9-10 am</td>
<td>1:30-2:30</td>
</tr>
<tr>
<td>Explorer (Navigation + Hiking)</td>
<td>10-11 am</td>
<td>2:30-3:30</td>
</tr>
<tr>
<td>Michael Phelps (Aquatics (At Pool))</td>
<td>11-12 pm</td>
<td></td>
</tr>
</tbody>
</table>
This form is to be used to notify the Great Southwest Council of any special dietary, health, or mobility needs your unit will have at camp. The Great Southwest Council will make every reasonable effort to accommodate your special needs. This form will be submitted to the camp personnel for follow-up. Please be specific in explaining the needs and attach additional sheets if necessary. The contact person listed below will be contacted with any questions. Please use a separate sheet for each individual requiring accommodation. The menus will be published on our website [www.gswcbsa.org](http://www.gswcbsa.org) in early May. **Please submit the form no later than two weeks prior to your arrival at camp.** Forms should be sent to Randy Saunders at the Scout Office, 5841 Office Blvd NW, Albuquerque, NM 87109 or emailed to randy.saunders@scouting.org.

**Contact Person:** ________________________________ **Person Needing Accommodations:** ________________________________

- [ ] Adult  - [ ] Youth

**Contact Phone Number** __________________________________  **Contact email Address** __________________________________

**Unit Type and Number:** ________________________  **Council:** ________________________  **Camp Session/Dates:** ________________________

**Please describe in detail, the specific needs of the person requiring accommodations:**

<p>| |</p>
<table>
<thead>
<tr>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>
Planning and purchasing for camp happens long before camp begins and is based on your reservation of space at camp. Consequently, refunds are made as follows:

- Cancellations of or before April 15: all fees paid, less the $250 deposit are transferrable.
- Between April 15 and May 15, all fees paid, less the $250 deposit, and the $50 per Scout deposit are transferable.
- After May 15, no refunds are made unless the one of the following is met:
  - There is a death or serious illness in immediate family.
  - The individual becomes ill and is unable to attend camp.

Refund Requests will be reviewed by the Camping Committee, if a refund is given; it will be for 50% fees paid. Refund checks are mailed in early November and will be made out to the Unit Leader.

Units may request a refund up to two week prior to camp, submit this form to the Scout Office, within two weeks of camp, or to the business manager when you arrive at camp. Please submit a separate form for each request, and list the specific reason the Scout was unable to attend.

---

**Summer Resident Camp Refund Request Form**

Boy Scouts of America
The Great Southwest Council
Gorham Scout Ranch

**Scouts Name:** ________________________________________________________________________

**Unit #:** _________________

**Contact Phone Number:** ____________________________

**Contact email Address:** ____________________________

**Camp Session/Dates:** ______________________________

**Amount Paid:** _________________________________________________

**Reasons for Refund:** ____________________________________________


**I understand that this refund will be reviewed and if approved, checks will be issued to the unit leader. Refund checks will be mailed in November following camp.**

**Parent or Guardian Signature:** ______________________________________

**Unit Leader Signature:** ____________________________________________

---

**For Office Use Only**

**Date Received:** ____________________________

**Approved by:** ____________________________

**Date:** ____________________________

**Refund Method:** ____________________________
Wireless access to the Internet was added in the 2013 summer camp season and this feature has been added for the convenience of unit adults attending summer camp. It is important to understand that this is a shared system, and is also used for camp management by the camp management staff.

The network is only for use by camp management staff and adults attending summer camp. Scouts attending summer camp are prohibited from using the camp Internet. The check-in shelter also doubles as the camp “Internet kiosk”. This is the only place that is to be used for wireless Internet access by unit adults.

You will be assigned a passphrase to join the network. This passphrase needs to be entered once, and all subsequent connections will not require the passphrase be re-entered. The passphrase is FOR YOUR USE ONLY! You are not to share this passphrase with any other person.

Since there are limitations on the download and upload speeds, keep in mind that you share this bandwidth with others. The larger the number of users, the slower the Internet connection. Therefore, limit your use of the Internet to necessary functions. Day long net surfing is not consistent with Internet use for necessary functions and must not be done!

The camp’s Internet plan is subject to a daily download threshold. Therefore, downloading large files is discouraged. In addition, due the download speed, file streaming does not work well, regardless of the number of users. Do not access file streaming from Internet sites that support this technology. File streaming also takes a large amount of download bandwidth and will consume a large amount of our daily download threshold.

High-speed Internet by satellite service is STILL NOT recommended for some sub-second time-sensitive types of Internet uses. The sub-second delay (latency) of satellite Internet access affects connection speeds. While this sub-second delay is mostly unnoticeable in general web browsing, it may have a significant impact on time-sensitive applications. Therefore, the following must not be used:

- Real-time online gaming, particularly "twitch" games such as Quake, Diablo etc.
- Real-time collaboration and conferencing, such as NetMeeting or videoconferencing
- VOIP (Voice Over Internet Protocol) Internet phone service
- Online day trading

This is a public access network, and as such, we reserve the right to monitor anything users are doing on the network. In addition, all network traffic will be monitored. Abuse of the above rules will result in shutting down the Internet use.

By signing this use policy, I am agreeing to follow all of the above rules.

Signed: ______________________________ Date: ______________ Unit #: __________________
<table>
<thead>
<tr>
<th>Activity</th>
<th>Travel Time (minutes)</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATV</td>
<td>0</td>
</tr>
<tr>
<td>Shooting Ranges</td>
<td>13:30</td>
</tr>
<tr>
<td>Scoutcraft</td>
<td>10:30</td>
</tr>
<tr>
<td>Swimming Pool</td>
<td>10:30</td>
</tr>
<tr>
<td>Dining Hall</td>
<td>6:00</td>
</tr>
<tr>
<td>Climb</td>
<td>4:45</td>
</tr>
<tr>
<td>Nature</td>
<td>2:30</td>
</tr>
<tr>
<td>COPE</td>
<td>4:30</td>
</tr>
</tbody>
</table>

**Travel Times between Merit Badge Areas**