Gorham Scout Ranch is located on 2,650 acres of high-desert beauty in the foothills of the Sangre de Cristo Mountains of New Mexico in addition to being a nationally accredited camp (NCAP). 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, and 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 because 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.

Last summer, Gorham Scout Ranch opened the Cowboy Action Shooting Range. This program joins ATV Adventure and the COPE program as part of the offerings available for older Scouts coming to camp.

We are most excited to again host Boy and Girl Troops this coming summer. Our program and facilities are ready for all future Eagle Scouts to attend.
Thank you for choosing Gorham Scout Ranch! This document outlines our camp policies, merit badge programs, our daily schedule, our high adventure programs including COPE, ATV Adventure, and white water rafting, and more! We hope this helps answer your questions. Please contact us, we are happy to help!

Print pages 1-16 for information on day-to-day of camp operations. Print pages 17-32 for the camp program guide included merit badges and high adventure. Print pages 33-45 for schedules, forms, a camp map, and the appendix.

While the program is flexible to accommodate everyone's needs, we recommend each adult
BSA Mission Statement:
The mission of Scouts, BSA is to prepare young people to make ethical choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

BSA Vision Statement:
Scouts, BSA will prepare every eligible youth in America to become a responsible, participating citizen and leader who is guided by the Scout Oath and Law.

Scout Oath:
On my honor I will do my best
To do my duty to God and my country and to obey the Scout Law;
To help other people at all times;
To keep myself physically strong, mentally awake, and morally straight.

Scout Law:
A Scout is ...
trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.

Scouting 10 Essentials:
1. First Aid Kit
2. Extra Clothing
3. Rain Gear
4. Water
5. Flashlight
6. Trail Food
7. Sun Protection
8. Map & Compass
9. Pocket Knife
10. Matches or fire starter

General Policies

Uniforms:
Field uniforms (also known as “Class As”) are only encouraged by camp to be worn for the evening flag ceremonies and dinners. If the troop is performing the morning flag ceremony, then it is required.

Registered Adults
In compliance with National BSA standards, all adults, including parents and visitors, are required to be registered members of Scouts, BSA.

Youth Protection Training
All adult participants, including parents and visitors, are required to have valid Youth Protection Training and bring their certification to check-in. The training can be completed online at my.Scouting.org.

Adult Leadership
We require “two-deep” adult leadership for all units. This is for protection of both the youth and adults in camp. Two adult leaders are required to be over 21 years old by the time the unit arrives. For units with female youth, one of the over 21 leaders must be female. For units trading out adults during the week, each unit must have 2 adults at all times. This means waiting until the replacement arrives and is checked in by the camp director to leave.

Damage to Camp Equipment and Facilities
Each unit is responsible for the equipment and campsites assigned to them. Each unit is responsible for all costs for repairs and/or replacement of damaged equipment. Charges will be based on the repair or replacement costs estimated by the camp ranger.

Sleeping Arrangements
According to BSA policy, youth and adults MUST sleep in separate tents. A parent may NOT share a tent with their child. Scouts may only tent with someone within a 24 month age gap. Scouts with an age gap larger than 2 years may NOT tent together.

Showers
General Information

Great Southwest Council Camping Services Contact Information:
Please 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:

Great Southwest Council, BSA  
Council Program Director  
5841 Office Blvd NE  
Randy Saunders  
Albuquerque, NM 87109  
randy.saunders@scouting.org  
505.345.8603  
505.345.8603 ext 103

Contacting the Camp Directly:

Cell Phone Reception in Camp: Currently, the only mobile carriers that have consistent signal in camp are 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: 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 Scout or leader 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 campsites they are staying in is very helpful when delivering a message.

Contact the Program Director Hyunju Blemel in emergency at 505.238.817

Email: Send an email to your camper while they are at camp! Send the message to the camp email address gorhamscoutranch@gmail.com, with the Scout’s name and Troop number in the subject line. Messages will be printed and delivered within 24 hours. Please note, responses from your camper are not always possible. Memes are always a great hit.

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 Tuesdays and Thursdays.

Sent by USPS or FedEx SmartPost  
Gorham Scout Ranch  
Scout’s Name  
Troop #, Session #  
PO Box 459  
Chimayo, NM 87522-0459

Sent by UPS or FedEx  
Gorham Scout Ranch  
Scout’s Name  
Troop #, Session #  
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.


From I-25 Northbound (before you reach Santa Fe)
◊ Take exit 276 for NM-599 S (Santa Fe Relief Route) towards Madrid  
Use the left 2 lanes to turn left onto NM-599 for 13.1 miles
◊ Use the left lane to take the US-84 N/ US-285 exit towards Espanola  
◊ Turn right on NM Hwy 503/ Nambe Rd towards Nambe for 9 miles
◊ Turn right on Co Rd 123/ Cerro Pinon Road for 4.5 miles  
At the turn you will see a large wooden sign for Gorham Scout Ranch
◊ Take the left fork where you will see another large wooden sign for Gorham Scout Ranch  
DO NOT DRIVE RIGHT. It goes to the cellphone tower and is a very dangerous road.
◊ Camp is 1 mile from the fork!
### 2020 Summer Camp Dates

<table>
<thead>
<tr>
<th>Session</th>
<th>Dates</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>June 14-20</td>
</tr>
<tr>
<td>II</td>
<td>June 21-27</td>
</tr>
<tr>
<td>III</td>
<td>June 28-July 4</td>
</tr>
<tr>
<td>IV</td>
<td>July 5-11</td>
</tr>
</tbody>
</table>

Monday arrival is available for every week

### 2020 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>$395</td>
<td>$395</td>
<td>$495</td>
</tr>
<tr>
<td>Early Bird (before April 30)</td>
<td>$345</td>
<td>$395</td>
<td>$495</td>
</tr>
</tbody>
</table>

| Youth          | $395 | $345 | $445 | $395 | $495 |
| Adults         | $290 | $240 | $340 | $290 | $495 |

Price is for youth and adult participants.

### Camperships

No Scout should ever be denied a summer 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 3, 2020.
Reservation Policy

Units are encouraged to submit a reservation form for 2020 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 2020 Season beginning August 2019. 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 **non-refundable** unit deposit of $250 (credited to total fees due) is made to secure a reservation.
2. Additional **non-refundable** payment of $50 per youth and adult is made by February 15 (credited toward total fees due).
3. The Balance:
   - To qualify for the Early Bird Discount, the entire balance is due by April 30.
   - If not taking advantage of the Early Bird Discount, the balance is due by May 31.
4. After May 31, an additional $50 per person will be applied as a late fee.

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. Email to: Council Program Dir. Randy Saunders at randy.saunders@scouting.org or Mail to:

Great Southwest Council, BSA
Attn: Council Program Director Randy Saunders
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 transferable.
- After May 31, **no** refunds are made unless one of the following is met:
  1. Family moves out of the Great Southwest Council.
  2. There is a death or serious illness in immediate family.
  3. The individual becomes ill and is unable to attend camp.
- No refunds will be made within two weeks of camp.
- Refund requests received after camp, or for “no shows” will **NOT** be honored.

If a refund is granted, it will be for 50% of fees paid after non-refundable unit and individual deposits are deducted. 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 in 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 2019 qualify for a 10% rebate on summer camp fees. Rebate checks will be presented at the Scoutmaster Dinner on Thursday evening.
Before arrival at camp:
Each unit should hold a familiarization meeting with the Scouts and their parents. This is a good time to share details of camp, confirm schedules, answer questions, and to secure required paperwork, such as parental consent forms. Make sure each Scout and adult has completed the Annual Health and Medical Record, available on [www.scouting.org](http://www.scouting.org). This health form is good for one year. Part C is required for any event over 72 consecutive hours. Refer to the BSA policy at [http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx](http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx). Be prepared to arrive at camp Sunday between 1:00-4:00pm for check-in. Prior to your arrival, any earlier or later arrivals need to be communicated to the camp director for safety and logistical reasons. Bring sack lunches for Sunday.

Monday Arrivals:
We will accommodate any troop that chooses to arrive Monday. Troops arriving on Monday must alert the camp director of their intention and complete all of their registration process before arriving at camp. Check-in time for Monday arrival check-in begins at 7:00am and ends at 9:00am. The gate will be locked prior to 7:00am. Swim tests for Scouts arriving Monday will be held before their respective uses of the pool, whether for merit badge classes or free swims. Troops arriving on Monday should also have a leader attend the adult leader meeting on Monday at 9:00am to get filled in any camp program changes. Any missed program at camp will need to be made up by each respective Troop and Scout, done so by notifying the administration team about needed accommodations.

Items to Have Ready for Check-In:

- A completed roster of all individuals attending camp including name and emergency contact numbers
- Receipts for all camp fees paid (for payment reconciliation)
- Medical forms for all individuals attending camp (sections A, B, & C). Copies are ideal, keep the originals at home. Any parents and visitors in camp are required to bring sections A & B.
- Signed shooting sports waivers for all Scouts participating in archery, rifle, and shotgun merit badges and evening open shoots. The waiver is located in the appendix.
- Copies of any special needs forms that were submitted

Wristbands will be provided for all Scouts and leaders. **Wristbands must be worn at all times as a security measure.** All visitors, guests, and incoming leaders will be required to sign in at the camp office before entering camp. Should wristbands fall off new ones will be proved by the program director and camp director.

### Schedule For The First Day (Sunday):

<table>
<thead>
<tr>
<th>Time</th>
<th>Description</th>
<th>Area</th>
<th>Attendees</th>
</tr>
</thead>
<tbody>
<tr>
<td>1:00 - 4:00 PM</td>
<td>Check-in begins @ check-in shelter in parking lot (early arrivals wait in parking lot)</td>
<td>Check-In Shelter</td>
<td>Scoutmaster</td>
</tr>
<tr>
<td></td>
<td>Roster verification</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Wristbands</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Campsite assignment</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Merit badge class schedule verification</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Outstanding balances</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Medical record check (A, B, and C)</td>
<td>Check-In Shelter</td>
<td>Everyone</td>
</tr>
<tr>
<td></td>
<td>Take gear to campsite and unload</td>
<td>Campsite</td>
<td>Everyone</td>
</tr>
<tr>
<td>By Appointment w/ Troop Guide</td>
<td>Dining Hall Tour</td>
<td>Dining Hall</td>
<td>Everyone</td>
</tr>
<tr>
<td></td>
<td>Steward/ Dining Hall Instruction</td>
<td></td>
<td></td>
</tr>
<tr>
<td>By Appointment w/ Troop Guide</td>
<td>Swim tests/checks</td>
<td>Pool</td>
<td>Everyone</td>
</tr>
<tr>
<td></td>
<td>Buddy tag completion</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5:00 PM</td>
<td>Scoutmaster and SPL meeting</td>
<td>Check-In Shelter</td>
<td>Scoutmaster/SPL</td>
</tr>
<tr>
<td>5:45 PM</td>
<td>Camp assembly and flag ceremony</td>
<td>Parade Field</td>
<td>Everyone</td>
</tr>
<tr>
<td>6:00 PM</td>
<td>Dinner</td>
<td>Lodge</td>
<td>Everyone</td>
</tr>
<tr>
<td>7:45 PM</td>
<td>Pre-campfire</td>
<td>Parade Field</td>
<td>Everyone</td>
</tr>
<tr>
<td>8:00 PM</td>
<td>Opening campfire</td>
<td>Council Fire Ring</td>
<td>Everyone</td>
</tr>
</tbody>
</table>
What is a troop guide?
Your troop guide is your camp staff best friend! When you arrive to camp they will give you a tour of camp, meet with you once a day whether at a meal or in your campsite, and teach you the tricks to life in camp. Need more soap? Want to know the fastest way to merit badge class? Just need a listening ear? Your troop guide is here to help!

Unloading:
To assure the safety of the units 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. All vehicles must be returned to the designated parking areas. Only ONE vehicle will be kept at each campsite. Never park on vegetation, only park next to the road in campsites, and always park facing the road (back in). Under no circumstances are vehicles allowed on the road to the horse corrals and the ATV course. Car keys must always be kept with the driver in case of emergency. Please note the speed limit is 5MPH within camp limits.

Swim Classification Procedure:
Swim tests will be conducted on arrival day, during the check-in process. While troops are able to administer swim tests prior to summer camp, due to our high elevation, we require all tests to be completed in person at camp.

All youth and adult participants are designated as swimmer, beginner, or nonswimmer based on swimming ability confirmed by standardized BSA swim classification tests. Each group is assigned a specific swimming area with depths consistent with those abilities. The classification tests must be renewed annually.

Swimmers Test:
Jump feet-first into the water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

Beginners Test:
Jump feet-first into the water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming, and return to the starting place.

Nonswimmer:
Anyone who has not completed either the beginner or swimmer tests will be classified as a nonswimmer.

Recommended Registration Timeline:
January/February
All troop members and leaders schedule their health evaluation. Troops start collecting dues and fees from parents and Scouts.

March/April
Scouts, with the approval of their Scoutmaster, select their merit badge schedule. Merit badge selections are completed online by the adult leader.

May
Troop committee collects all individual health forms. MAY 31 camp fees are due to the Great Southwest Council.

June
Check on final transportation arrangements. Dietary restriction communicated to camp director via Special Needs form submitted at least two weeks prior to arrival at camp.

Tentaroo / Blue Cards

We’ve gone digital! All blue card information will be input by area directors into Tentaroo each night. While at camp you can log in and see the progress of your Scouts. At the end of the week, each Scoutmaster will be provided with a list of each Scout’s accomplishments. Each Scoutmaster can then print out the blue cards and sign-off in Scout Handbooks upon returning home.
Check-Out Procedures

Check-out is encouraged to be completed by 10:00am to allow our staff time to clean and reset camp while having a full 24 hours of time off before returning for the following week’s camp program. We understand packing up a week’s worth of supplies can be time consuming and we are happy to accommodate. Please alert the camp director if you would like to check-out later than 10:00am.

Check-out begins at 6:00am Saturday at the adult leader porch in front of the lodge. A continental breakfast for everyone is provided at 7:00am in front of the lodge in the same location. If a unit intends to leave prior to check-out, they must make arrangements with the camp director at check-in. Before leaving camp, units must clear their campsite with their troop guide or commissioner and may only leave once the campsite passes inspection. The troop SPL will alert their troop guide or commissioner the day before (Friday) when gear is anticipated to be cleared from the campsite and will be ready for the inspection. 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.

At check-out, a packet will be issued to the Scoutmaster containing the troop’s health forms, camp patches, Gorham staff applications, and a camp reservation form for the following summer. It will also contain each troop’s printed participant class schedule, which enumerates each Scout, their merit badge classes taken, their attendance, and their requirements completed at camp. If completed, it is listed as completed. If not completed, it will be listed as partial alongside the completed requirements. For Scouts participating in trail to first class, a list of their requirements completed will be provided for the Scoutmaster to sign in their respective Scout Handbooks. In an effort to save paper and be eco-friendly, the bluecards can be accessed digitally via Tentaroo (the registration portal) and printed when each unit returns home. A camp evaluation form will be handed out at dinner on Thursday night. In order to receive the check-out packet these evaluation forms must be filled out, one by the SPL based on the youth scouts’ feedback and one by the adults.

The shower house will be closed for cleaning on Saturday mornings beginning at 7:00am when breakfast begins being served. Everyone is encouraged to shower before heading home, as a Scout is clean. Showering Friday night or bright-and-early Saturday morning works best and allows for us to prepare the shower house for the following week.

The trading post will be open on check-out day while our staff clean and do inventory. Making final purchases at the trading post is encouraged to be done on Friday.
Notification of all special needs including dietary restrictions, wheelchair and mobility access, vehicles in camp, injections, etc. must be made to the camp director by June 1st by submitting a special needs form, located in the Appendix. Each Scout and leader require their own respective forms.

Menu alterations:
We anticipate having campers and leaders with a variety of special dietary needs including: gluten, eggs, milk, nuts, or personal (i.e. vegetarian), religious (i.e pork) beliefs, and/or other allergies. However, knowing if our campers have special dietary needs well in advance helps us more effectively plan to provide quality meals for them. Camp menus are posted online (www.gorhamscouranch.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. Gorham Scout Ranch will do everything possible to make every reasonable effort to accommodate dietary needs; however Scouts and their parents are encouraged to bring any additional food that they feel would better satisfy their needs. Campers are not permitted in the kitchen per state health department regulations, but the cook may be able to assist with minor menu substitutions.

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. 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 to be driven around 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. Moving vehicles present a safety hazard for pedestrians on camp roads, and this rule is strictly enforced; only extreme circumstances warrant a vehicle pass. 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 per state law and BSA regulation.

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. All vehicles must be returned to the designated parking areas. Only ONE vehicle will be kept at each campsite. Never park on vegetation, only park next to road in campsites, again always park facing the road (back in). Under no circumstances are vehicles allowed on the road to the horse corrals and the ATV course. Car keys must always be kept with the driver in case of emergency.

CPAP (Continuous Positive Airway Pressure) 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:

1. 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.

2. 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.

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.
Camp Rules

All Scouts, adult 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 any camp policies, including those listed here:

- Units will follow camp vehicle rules.
- 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.
- 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 Scouts, BSA.
- 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 shower house.
- No backpacks are allowed in the lodge or trading post. They will be left outside during meals.
- No open-toed shoes allowed in camp, except for at the shower house and pool area.
- Closed-toed shoes must be worn to and from these areas.
- 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 and only inside their personal vehicle with the windows rolled up. Any resulting trash must be contained in the vehicle, not in the campgrounds.
**Weather:**
The days are hot and dry, while the evenings are cool, and the nights are cold. There are occasionally brief rain showers in the afternoon. Scouts are advised to wear proper sun protection at all times and bring adequate evening and sleeping gear. Rain showers, storms, and lightning may be the cause for shutdown of program areas to follow all BSA safety standards for hazardous weather. Lightning strikes, wildfires, and flooding are the most common concerns at camp. The Gorham Scout Ranch evacuation plan will take place in the case of wildfire or other camp-wide danger. If classes are cancelled due to weather they will be made up to the best of our ability.

**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.

15 minutes prior to each meal, each troop will send 2 “table waiters” to the dining hall to prepare their respective tables. The dining hall steward will provide detailed instructions at the check-in tour. After each meal, the same 2 “table waiters”, of which can rotate, will clear their Troop’s table and sweep until they are dismissed by the dining hall steward. After dinner each night the dining hall is mopped by the table waiters.

Field uniforms (also known as “Class As”) are only encouraged by camp to be worn for the evening flag ceremonies and dinners, with the exception of if the troop is performing the morning flag ceremony, then it is required. We ask that a different troop raise and lower the flags each day. This will be coordinated by the program director via the SPLs.

**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. Each Scout is expected to bring 2-liters of water to camp.

**Hand Washing:**
Due to the primitive nature of the 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.

**Health Forms and Physical Examinations:**
All youth and adults in camp must have a current BSA medical form parts A, B, and C on file with the camp medic. Visitors must bring parts A and B even if not spending the night. Any prescription medication MUST be checked in with the camp medic upon arrival to camp and will be stored in the med lodge. Exceptions must be agreed upon with the unit leader and the camp medic on a situational basis. 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.

**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. Please bring small bills. Credit cards are accepted.
Emergency Procedures

All Scouts and leaders attending Gorham Scout Ranch need to be prepared! Scouts and leaders must bring a daypack that is large enough to carry the “10 Essentials” while in camp. The 10 Essentials should be carried at all times since you never know when the weather may change or an emergency will occur. If an emergency occurs at camp (lockout, lockdown, evacuate area, or shelter) your day pack will most likely be the only thing you have or can bring. For this, all Scouts and leaders will be required to have their “10 Essentials” with them at all times.

In addition, adult leaders should also have in their daypack; their wallet, identification, cell phone/charger, car keys, and their personal medications. The unit Scoutmaster should also include a unit roster in their daypack. It is the responsibility of the troop’s adult leaders to ensure that everyone in their unit have the necessary equipment with them.

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, and the assembly will occur at the parking lot. Adults must bring their car keys to help expedite evacuating the camp in an emergency.

Evacuation Rendezvous Point:
Pojoaque Supermarket
9 W Gutierrez, Santa Fe, NM 87506

Directions from Camp:
◊ Head south on the main (south gate) camp road till you are off property.
◊ Slight right onto County Rd. 123.
◊ Continue for 4.6 miles.
◊ Turn left onto NM 503 (the first paved road).
◊ After 8.9 miles, use the left two lanes to turn left onto US-84 E/US Hwy 285 S.
◊ Turn left onto W Gutierrez.
◊ At the traffic circle, take the second right to be on Cities of Gold Rd.
◊ Take the sharp right before the Pizza 9 to enter the parking lot of Pojoaque Supermarket.
Gearing Up for Camp

IT IS HIGHLY RECOMMENDED THAT YOU CLEARLY MARK ALL ITEMS WITH YOUR NAME AND UNIT NUMBER.

Everyone is advised to always carry water, raingear, a hat, and sunscreen in their daypack. 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.

Check the merit badge descriptions for additional equipment or materials needed for each Scout’s classes. For example, participants in swimming and lifesaving merit badges and ATV program will need to bring long pants and a long-sleeved shirts.

VERY IMPORTANT

◊ Copy of your signed medical form parts A, B, and C - leave your original at home
◊ Flashlight with extra batteries
◊ Pocket knife
◊ Personal first aid kit
◊ Canteen or water bottle (at least 2 liters per person)
◊ Swimsuit (no speedos for boys and no two-piece suits for girls)
◊ Towel
◊ Pack or duffle bag
◊ Spending money (please bring small bills, avoid large bills like $20s)
◊ Sunglasses

BEDDING

◊ Sleeping bag
◊ Sleeping pad
◊ Pillow
◊ Folding cot

TOILETRIES

◊ Toothbrush and toothpaste
◊ Towel and/or washcloth
◊ Comb
◊ Soap
◊ Deodorant
◊ Sunscreen
◊ Insect repellent

CLOTHING

◊ Pajamas
◊ Scout uniform (to be worn at evening flag ceremonies and dinners)
◊ Sweater or jacket
◊ Rain gear
◊ Hat or visor
◊ Long pants or shorts (long pants are required for C.O.P.E., climbing, swimming, and lifesaving merit badges, and the ATV Program)
◊ T-shirts (long sleeved shirt is required for swimming and life saving merit badges)
◊ Lots of extra socks and underwear
◊ Hiking boots and/or tennis shoes
◊ Sandals or flip flops (to be worn only in the shower or at the pool, but not allowed in camp at any other time)
◊ Theme Day Items
  ◊ Tuesday: crazy hat day
  ◊ Wednesday: wacky Wed.
  ◊ Friday: Hawaiian shirt day

OPTIONAL

◊ Ground cloth or tarp to cover tent
◊ Pencils and notepad
◊ Pre-addressed envelopes and stamps
◊ Camera
◊ Trading Patches
◊ 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 cash box
◊ Program books
◊ Unit program material
◊ Insurance claim form and policy number (for out of Council units)
◊ Axes and saws
◊ Rope and twine
◊ Dutch ovens
◊ Lanterns and fuel (propane only, please)
◊ Ceremony items
◊ Awards for Scouts

WHAT NOT TO BRING

◊ Shirts with non-Scouting or inappropriate words and/or messages
◊ Inappropriate knives
◊ Fireworks
◊ Personal archery equipment
◊ Personal firearms
◊ Personal ammunition
◊ Personal weapons
◊ Pets
◊ Radios, TVs, video games, MP3 players, tablets, and cell phones
◊ Tobacco, e-cigarettes, alcohol, and illegal drugs
◊ Non-participant siblings except for drop-off and pick-up.
Your campsite is a special place at Gorham Scout Ranch as it will become your troop’s home for the week. Scouts will create fellowship, make new friends, study merit badge work, and relax in the campsite. Adult leaders will provide a safe environment, counsel, encourage, and tutor Scouts there. 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 and sit on a wooden platform. The floor dimensions are 83” by 106”. The side walls are 30” tall. The peak is 75” tall. Two or three people can sleep in a tent, and 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.

Amenities in each campsite include:

- Vault toilets (two private stalls)
- Toilet paper is provided by the camp
- Drinkable water
- A hand washing station
- Soap is provided by the camp
- At least one covered pavilion
- Picnic tables under each pavilion
- Fire rings are functional, as long as there are no fire restrictions or bans
- There is no electricity in the campsite (for adults there are electrical outlets at the lodge)
- WiFi signal is not available in the campsite (for adults there is WiFi at the lodge and check-in shelter)
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 their first week-long summer camp. Activities provide the skills needed for a Scout to advance towards the 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:** Additional 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 and/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 which will be reflected on your registration and invoice.

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. As long as classes fit in the schedule, there
## Health & Safety

### First Aid

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.

- Eagle Requirement
- Recommended for Scouts First Class and above
- First Aid merit badge is an option for the [National Outdoor Badge for Camping](#)

### Emergency Preparedness

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.

**Note: Requirements 6c, 7, 8, and 9 will not be completed at camp.** If the requirement is completed prior to camp, with a Scoutmaster or parent’s note, it can be signed off by the counselor.

- Eagle Requirement
- Recommended for Scouts First Class and above
- Emergency Preparedness merit badge is an option for the [National Outdoor Badge for Adventure](#)

### Search & Rescue

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.

**Note: Requirement 5 cannot be completed at camp.** If the requirement is completed prior to camp, with a Scoutmaster or parent’s note, it can be signed off by the counselor.
Aquatics

These two classes will use the Friday morning session to make-up requirements needing additional review by Scouts in order to earn the merit badge or if inclement weather cancels an earlier day’s session. Free swims in the evening can also be used to go over requirements if the instructors are contacted ahead of time.

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
* First 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.

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

Climbing Tower

This class will use the Friday morning session to make-up requirements needing additional review by Scouts in order to earn the merit badge or if inclement weather cancels an earlier day’s session. Once the merit badge is completed Scouts will go to Crags, our real-rock climbing area! It is an exciting and rewarding experience! Only Scouts who have earned the merit badge are invited to go due to safety concerns. This excursion will be from 9am-2pm. Sack lunches will be provided when Scouts sign up with the climbing director on Thursday.

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

<table>
<thead>
<tr>
<th>Craft</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basketry</td>
<td>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.</td>
</tr>
<tr>
<td></td>
<td>◊ There is a $25 fee to cover the costs of kits and supplies</td>
</tr>
<tr>
<td></td>
<td>◊ Great for first timers</td>
</tr>
<tr>
<td>Leatherwork</td>
<td>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.</td>
</tr>
<tr>
<td></td>
<td>◊ There is a $20 fee to cover costs for kits and supplies</td>
</tr>
<tr>
<td></td>
<td>◊ Great for first timers</td>
</tr>
<tr>
<td>Woodcarving</td>
<td>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.</td>
</tr>
<tr>
<td></td>
<td>◊ There is a $10 fee for supplies</td>
</tr>
<tr>
<td>Art</td>
<td>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.</td>
</tr>
<tr>
<td></td>
<td><strong>Note: Requirement 6 will not be completed at camp.</strong> If the requirement is completed prior to camp, with a Scoutmaster or parent’s note, it can be signed off by the counselor.</td>
</tr>
<tr>
<td>Pulp &amp; Paper</td>
<td>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.</td>
</tr>
<tr>
<td>Indian Lore</td>
<td>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.</td>
</tr>
<tr>
<td></td>
<td>◊ There is a $15 fee for supplies</td>
</tr>
<tr>
<td></td>
<td>◊ Great for first timers</td>
</tr>
</tbody>
</table>
### 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.

- Scouts in Astronomy merit badge are required to attend the star party on Tuesday night. If the weather is cloudy, the party will be moved to Wednesday night and so on.

**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
- First Class or higher only
- Environmental Science is one of the required merit badges for the [World Conservation Award for Scouts](https://www.scouting.org/).  

**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.

**Note:** Requirement 9 will not be completed at camp. If the requirement is completed prior to camp, with a Scoutmaster or parent’s note, it can be signed off by the counselor.

**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.

**Note:** Requirement 9 requires the Scouts to meet a forester. If there is not a forester in camp the requirement cannot be met. If the requirement is completed prior to camp, with a Scoutmaster or parent’s note, it can be signed off by the counselor.

**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.

The Monday night Mica Mine Hike is strongly encouraged for Scouts to learn more about geology outside of the merit badge class!

**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

**Note:** Requirement 5a will not be completed at camp. If the requirement is completed prior to camp, with a Scoutmaster or parent’s note, it can be signed off by the counselor.
## Nature Continued

<table>
<thead>
<tr>
<th>Weather</th>
<th>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.</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Space Exploration</th>
<th>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.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>- There is a $20 fee for rocket kit &amp; supplies</td>
</tr>
<tr>
<td></td>
<td>- Model rocket launches are subject to fire bans</td>
</tr>
</tbody>
</table>
2020 Merit Badge Program

Outdoor Skills

Wilderness survival requires Scouts to attend the Thursday overnight Sacrifice Rock Hike in order to spend a night in a shelter they build.

**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.
- Requirement 4 **can not be completed at camp.** If the requirement is completed prior to camp, with a Scoutmaster or parent’s note, it can be signed off by the counselor.

**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.** If the requirement is completed prior to camp, with a Scoutmaster or parent’s note, it can be signed off by the counselor.

- 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.** If the requirement is completed prior to camp, with a Scoutmaster or parent’s note, it can be signed off by the counselor.

- 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.** If the requirement is completed prior to camp, with a Scoutmaster or parent’s note, it can be signed off by the counselor.

- 1st Class Recommended
- Camping merit badge is required for the [National Outdoor Badge for Camping](#)
### 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.

**NOTE:** requirement 7-option B– D cannot be completed at camp. If the requirement is completed prior to camp, with a Scoutmaster or parent’s note, it can be signed off by the counselor.

- Cycling merit badge is an option for the [National Outdoor Badge for Riding](#).

### Shooting Sports

- Waiver form in appendix REQUIRED for all shooting sports merit badges
- Morning classes start at 8:30am instead of 9:00am
- Afternoon classes start at 1:30pm instead of 2:00pm
- These three classes will use the Friday morning session to make-up requirements needing additional review by Scouts in order to earn the merit badge or if inclement weather cancels an earlier day’s session. At no additional cost, open shoots in the evening can also be used to qualify if the instructors are contacted ahead of time.

#### 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.
- Waiver form in appendix REQUIRED

#### 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
- Scouts must be 13 or older and large enough to hold a shotgun
- Waiver form in appendix REQUIRED
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.

Scoutmasters are responsible for signing each respective Scout Handbook. Requirements are fully listed in the appendix.

<table>
<thead>
<tr>
<th>Class Title</th>
<th>Description</th>
<th>Requirements/Awards</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  
  ⇒ Scout: 5  
  ⇒ 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 knowledgeable 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. |

*Hike on Friday morning*

| **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 how to rescue 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 obstacles. These 8 goals include:

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

Two Sessions Available:
Morning: 9am to Noon
Afternoon: 2:00pm-5:00pm

*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

2020 Gorham Scout Ranch Leaders Guide | Rev. 2/15/2020 | Page 26
Frank Rand 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.

NEW for 2020... the Frank Rand High Adventure program. This week-long program will provide five days of exciting experiences for your Scouts or Venturers. The variety of activities will provide a thrilling and memorable Scouting adventure.

Here is the highlights of the High Adventure program:
- Day hike at the Valle Caldera National Preserve
- Mountain biking in the Santa Fe National Forest
- Morning at the camp’s climbing tower, then afternoon climbing at Eagle Crag
- Whitewater rafting on the Rio Grande, overnight camping near Taos
- Hike to the top of Wheeler Peak, the highest summit in New Mexico (13,159')

Cost for this week-long adventure includes daily transportation, program & permit fees, rafting fees, use of bike, climbing gear, and meals. Scouts will need to bring their own gear, including backpack, day pack, boots, water, and raingear.

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. Camp staff will accompany the crew.

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

ATV Adventure

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 8:30am, 10:30am, and 1:30pm. Please note Friday will be used as the ATV trail ride day.

PROIR TO ARRIVING AT CAMP a free (no purchase needed) 2-hour ATV e-course certificate is required from all Scouts and adults wanting to participate. Search ASI ATV e-course and it will come up. Bring the certificate and the completion ID number to class on the first day.

Link: https://atvsafety.org/atv-ecourse/
Special Aquatics 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. Each morning you will build up your endurance and on Thursday you will swim the full mile. This takes place during the mornings at **6:00am**.

**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.

Special Adult Trainings

**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.

- Leader Specific (Scoutmaster, Assistant Scoutmaster, Committee)
- Intro to Outdoor Leader Skills
- Climb on Safely
- Safe Swim Defense/Safety Afloat
- Wilderness First Aid
- CPR/First Aid

Special Patches

Requirement sheets will be provided on Monday

**Honor Troop:** Work as a troop to earn the highest distinction at Gorham Scout Ranch.

**Scoutmaster Merit Badge:** Adults get to have fun too! Take a nap, build a camp gadget, work on a service project, and more!

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.
Daily Programs

Daily

**Trust us, you’ll never get bored here!**

**Polar Bear Swim — M-Th 6:30am**
Attend all 4 days to earn the polar bear patch! Meet at the pool at 6:30am.

**Mile Swim — M-F 6:00am**
Build up your endurance each day and complete the mile swim Friday to earn the patch! Meet at the pool at 6:00am. While you’re here stay for polar bear!

**SPL Meeting — M-F 1:00pm**
Have the SPL attend all 5 days for a chance to earn the honor troop patch. Meet at the parade field at 1:00pm right after lunch.

**Adult Leader Mtg — M-F 9:00am**
Have all the adult leaders attend all 5 days (M-F) for a chance to earn the Scoutmaster merit badge and stay up-to-date with all camp communications and program changes. Meet at the dining hall at 9:00am. Coffee and tea provided.

**Chapel**
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.

Sunday

**Welcome to Camp! Get settled in, we’ll take care of everything**

**Chapel Service — 7:15pm**
A Scout is Reverent. Come to our Chapel service and participate in an interfaith worship program. Meet at 7:15pm at the chapel.

**Opening Campfire — 7:45pm**
The camp staff invites you to the Council Ring for an evening show that will kick-off an exciting week for Scouts and leaders. Meet at 7:45pm at the parade field.

Monday

**Manic Mondays! Wear your craziest hat**

**Cowboy Action Shooting Training Meeting 12:45pm**
For Scouts that are age 14 and older, or 13 and completed the eighth grade. This new program at Gorham promises to provide the excitement of action shooting in a safe environment. Scouts will be able to use a .22 pistol, .22 rifle and 20 gauge shotgun to shoot at multiple action targets, like an Old West shooting gallery $10 fee.

This area will be open to older Scouts and adults during evening program time. **Waiver form in appendix REQUIRED.** The lunch safety briefing will be during lunch Monday. Get in line first and bring your food to the checkin shelter.

**Mica Mine Hike — 7:00pm**
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 breath-taking sunset. As with all hikes, bring water and a flashlight. Meet at the parade field. **This hike is encouraged for Scouts in the geology merit badge.**

**Open Swim — 7:00pm**
After a long first day of camp activities, come enjoy the cool waters of the Gorham
## Daily Programs

### Tuesday

<table>
<thead>
<tr>
<th>Event</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Order of the Arrow Tuesdays - wear your OA sash</strong></td>
<td>7:00pm</td>
</tr>
<tr>
<td>Climb up our 40 foot tower and enjoy the view with your new friends.</td>
<td></td>
</tr>
<tr>
<td><strong>Open Shoot</strong></td>
<td>7:00pm</td>
</tr>
<tr>
<td>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. <strong>Waiver form in appendix REQUIRED.</strong></td>
<td></td>
</tr>
<tr>
<td><strong>OA Fellowship</strong></td>
<td>7:00pm</td>
</tr>
<tr>
<td>The Yah-Tah-Hey-Si-Kess Lodge invites all Arrowmen to join them for fellowship and refreshments.</td>
<td></td>
</tr>
<tr>
<td><strong>Star Party</strong></td>
<td>9:00pm</td>
</tr>
<tr>
<td>Ever watch the stars through a telescope? Well come learn about the stars and constellations located in the skies above Gorham. Meet at the check-in shelter at 9pm. From there the group will walk to the ranger shop. If it’s too cloudy then the party will be on Wednesday night.</td>
<td></td>
</tr>
</tbody>
</table>

### Wednesday

<table>
<thead>
<tr>
<th>Event</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Wacky Wednesdays - Show us how wacky your Troop is!</strong></td>
<td>9:00am</td>
</tr>
<tr>
<td>Once you see the Scouts playing you’ll want to have a tournament of your own too! Meet at the gaga ball pit at 9:45am, directly after the adult leader meeting</td>
<td></td>
</tr>
<tr>
<td><strong>Troop Night</strong></td>
<td></td>
</tr>
<tr>
<td>Have you found a long lost brother or sister Troop at camp? Have you met another group that you have just hit it off with? After dinner at the Lodge, invite them to your campsite for fun and fellowship. This is the perfect opportunity for troops to work on rank advancement with your younger Scouts.</td>
<td></td>
</tr>
<tr>
<td><strong>Cowboy Action Shooting</strong></td>
<td>7:00pm</td>
</tr>
<tr>
<td><strong>For Scouts that are age 14 and older, or 13 and completed the eighth grade.</strong> This new program at Gorham promises to provide the excitement of action shooting in a safe environment. Scouts will be able to use a .22 pistol, .22 rifle and 20 gauge shotgun to shoot at multiple action targets, like an Old West shooting gallery $10 fee.</td>
<td></td>
</tr>
<tr>
<td>This area will be open to older Scouts and adults during evening program time. <strong>Waiver form in appendix REQUIRED. The lunch safety briefing will be during lunch Monday. After dinner head to the range.</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Movie Night</strong></td>
<td>8:00pm</td>
</tr>
<tr>
<td>Bring your blankets, pillows, layers, and a few dollars for snacks at the trading post. We set up our large outdoor screen so you can watch a movie under the stars!</td>
<td></td>
</tr>
</tbody>
</table>

### Thursday

<table>
<thead>
<tr>
<th>Event</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Thankful Thursdays - find ways to show your thanks around camp</strong></td>
<td>7:00pm</td>
</tr>
<tr>
<td>Hit the trail toward our truly primitive camping area; the 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. <strong>Scouts working on the wilderness survival and camping merit badges and Trail to First Class will spend the night and return Friday morning before breakfast. Adults are welcome to spend the night as well! Meet at the parade field at 7:00pm</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Open Swim</strong></td>
<td>7:00pm</td>
</tr>
<tr>
<td>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.</td>
<td></td>
</tr>
<tr>
<td><strong>Leader Apprec. Dinner!</strong></td>
<td>6:00pm</td>
</tr>
<tr>
<td>We are incredibly thankful for all of our leaders! After the evening flag ceremony we ask all the leaders to come eat down at the check-in shelter for a leader appreciation dinner!</td>
<td></td>
</tr>
</tbody>
</table>
**Friday**

**Hawaiian Shirt Friday**
Work on finishing up your merit badges! Lifesaving, swimming, rifle, shotgun, archery, etc.

Climbing Merit Badge — 9am-2pm
Climbing merit badge when completed will be taking their class to climb at Eagle Crag, which is our premier real-rock climbing destination. Only students who have completed the merit badge are invited for safety concerns. Adults are welcome to come help. Sack lunches will be provided. Scouts wanting to go must inform the climbing director during class on Thursday for lunch head-count.

TTFC 5 Mile Hike — 9am-12pm
This is open to anyone, but particularly for the Trail to First Class classes to earn the 5 mile map and compass hike requirement. Meeting location is TBD by the TTFC director.

ATV Trailride — Class times
For Scouts taking ATV Adventure, this is the day of the trail ride! You will go during your respective class time on Friday. This activity is limited to those in the program.

COPE Zipline — 9am-12pm
For all our COPE participants, it's the day you've waited for, the zipline! This activity is limited to those in the COPE program.

Banan-non-athalon — 2:00pm
Friday afternoon’s MAIN EVENT. The ultimate Troop activity. Instructions will be distributed to each unit's SPL.

Closing Campfire — 7:45pm
Come to the Council Ring and experience the magic of the campfire one more time. Each troop will perform skits and/or songs for the camp! Skits and songs must be pre-approved on Thursday at the SPL meeting. Meet at 7:45pm at the parade field.
List of Merit Badge and Program Fees

Merit Badge Fees:
- $15 Archery
- $25 Basketry
- $20 Climbing
- $15 Cooking
- $15 Indian Lore
- $20 Leatherwork
- $15 Rifle Shooting
- $40 Shotgun Shooting
- $20 Space Exploration
- $10 Woodcarving

Program Fees:
- $40 ATV Adventure
- $25 BSA Lifeguard
- $25 Project COPE
- $5 Archery open shoot
- $5 Rifle open shoot
- $5 Shotgun open shoot
- $10 Cowboy action open shoot
Appendix Index:

- Daily Schedule Page 34
- Merit Badge Program Schedule Page 35-36
- Special Needs Form Page 37
- Refund Request Form Page 38
- Firearm Safety Agreement Page 39
- Internet Use Policy Agreement Page 40
- Camp Map Page 41
- Travel Times Between Areas Page 42
- Trail to First Class Reqmts Completed Page 44-45
<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 - 7:30 am</td>
<td>Breakfast waiters are to report to the Lodge at 7:00 am</td>
<td>Flag Ceremony</td>
<td>7:15 am</td>
<td>Campsite Checkout</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7:30 am</td>
<td>Breakfast</td>
<td></td>
<td></td>
<td></td>
<td>Daily Adult Leader Meeting in the Lodge at 9:00 am</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9 am - 12 pm</td>
<td>Lunch</td>
<td></td>
<td>Lunch waiters</td>
<td>Leader Checkout and Packet Pickup + Continental Breakfast at the Lodge</td>
<td>Adult Leader/SPL Meeting at Noon</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:15 pm</td>
<td>Lunch</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1:00 - 1:30 pm</td>
<td>Troop Activities</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2:00 - 5:00 pm</td>
<td>Merit Badge Instruction</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5:45 pm</td>
<td>Flag Ceremony</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6 pm</td>
<td>Dinner</td>
<td></td>
<td>Dinner</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7:00 - 9:00 pm</td>
<td>Evening Programs</td>
<td></td>
<td>Evening Programs</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>9:00 - 10:00 pm</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>10:00 am</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>11:00 am</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:00 pm</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Gorham Scout Ranch 2020 Daily Schedule**
## 2020 Merit Badge Program Schedule

### Handicraft
<table>
<thead>
<tr>
<th></th>
<th>Morning</th>
<th>Afternoon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Indian Lore</td>
<td>9-10 am</td>
<td>2-3 pm</td>
</tr>
<tr>
<td>Art</td>
<td>10-11 am</td>
<td>3-4 pm</td>
</tr>
<tr>
<td>Leatherwork</td>
<td>11-12 pm</td>
<td>4-5 pm</td>
</tr>
<tr>
<td>Pulp &amp; Paper</td>
<td>9-10 am</td>
<td>2-3 pm</td>
</tr>
<tr>
<td>Woodcarving</td>
<td>10-11 am</td>
<td>3-4 pm</td>
</tr>
<tr>
<td>Basketry</td>
<td>11-12 pm</td>
<td>4-5 pm</td>
</tr>
</tbody>
</table>

### Nature
<table>
<thead>
<tr>
<th></th>
<th>Morning</th>
<th>Afternoon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astronomy</td>
<td>9-10:30 am</td>
<td>2:00-3:30 pm</td>
</tr>
<tr>
<td>Insect Study</td>
<td>10-11 am</td>
<td>3-4 pm</td>
</tr>
<tr>
<td>Environmental Science</td>
<td>10:30-12 pm</td>
<td>3:30-5:00 pm</td>
</tr>
<tr>
<td>Forestry</td>
<td>9-10 am</td>
<td>2-3 pm</td>
</tr>
<tr>
<td>Geology</td>
<td>10-11 am</td>
<td>3-4 pm</td>
</tr>
<tr>
<td>Space Exploration</td>
<td>11-12 pm</td>
<td>4-5 pm</td>
</tr>
<tr>
<td>Sustainability</td>
<td>11-12 pm</td>
<td>4-5 pm</td>
</tr>
<tr>
<td>Weather</td>
<td>9-10 am</td>
<td>2-3 pm</td>
</tr>
</tbody>
</table>

### Outdoor Skills @ Scoutcraft
<table>
<thead>
<tr>
<th></th>
<th>Morning</th>
<th>Afternoon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Camping</td>
<td>9-10am</td>
<td>2-3 pm</td>
</tr>
<tr>
<td>Cooking</td>
<td>9-11am</td>
<td>2-4pm</td>
</tr>
<tr>
<td>Orienteering</td>
<td>10-11am</td>
<td>3-4 pm</td>
</tr>
<tr>
<td>Pioneering</td>
<td>10-12pm</td>
<td>3:00-5:00 pm</td>
</tr>
<tr>
<td>Wilderness Survival</td>
<td>11-12pm</td>
<td>4-5 pm</td>
</tr>
<tr>
<td>Cycling (meet at Check-in Pavilion)</td>
<td>9-12pm</td>
<td>2-5 pm</td>
</tr>
<tr>
<td>Signs Signals &amp; Codes</td>
<td>11-12pm</td>
<td>4-5 pm</td>
</tr>
</tbody>
</table>

### First Aid @ Med Lodge
<table>
<thead>
<tr>
<th></th>
<th>Morning</th>
<th>Afternoon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Emergency Preparedness</td>
<td>9-10am</td>
<td>11-12pm</td>
</tr>
<tr>
<td>First Aid</td>
<td>9-10am</td>
<td>10-11am</td>
</tr>
<tr>
<td>Search &amp; Rescue</td>
<td>10-11am</td>
<td>11-12pm</td>
</tr>
</tbody>
</table>
### 2020 Merit Badge Program Schedule Continued

<table>
<thead>
<tr>
<th>Shooting Sports @ Ranges</th>
<th>Morning</th>
<th>Afternoon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archery</td>
<td>8:30-10:00am</td>
<td>10:30-12pm</td>
</tr>
<tr>
<td>Rifle</td>
<td>8:30-10:00am</td>
<td>10:30-12pm</td>
</tr>
<tr>
<td>Shotgun</td>
<td>8:30-10:00am</td>
<td>10:30-12pm</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Aquatics @ Pool</th>
<th>Morning</th>
<th>Afternoon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lifesaving</td>
<td>9-11 am</td>
<td>2-4pm</td>
</tr>
<tr>
<td>Swimming</td>
<td>9-10am 10-11am</td>
<td>2-3pm 3-4pm</td>
</tr>
<tr>
<td>Open Swim/Skills Practice</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>COPE</th>
<th>Morning</th>
<th>Afternoon</th>
</tr>
</thead>
<tbody>
<tr>
<td>COPE</td>
<td>9-12pm</td>
<td>2-5pm</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Climbing</th>
<th>Morning</th>
<th>Afternoon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Climbing</td>
<td>9-12pm</td>
<td>2:5pm</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>ATV Adventure</th>
<th>Morning</th>
<th>Afternoon</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATV Adventure</td>
<td>8:30-10:00am</td>
<td>10:30-12pm</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Trail to First Class</th>
<th>Morning</th>
<th>Afternoon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Paul Bunyan (Nature + Totin’ Chip)</td>
<td>9-10 am</td>
<td>2-3pm</td>
</tr>
<tr>
<td>Smokey Bear (Fire Safety)</td>
<td>10-11 am</td>
<td>3-4pm</td>
</tr>
<tr>
<td>Ropes &amp; Poles (Knots and Lashings)</td>
<td>11-12pm</td>
<td>4-5pm</td>
</tr>
<tr>
<td>Scouts in Action (First Aid)</td>
<td>9-10 am</td>
<td>2-3pm</td>
</tr>
<tr>
<td>Explorer (Navigation + Hiking)</td>
<td>10-11 am</td>
<td>3-4pm</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 in early May. Please submit the form no later than June 1. 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:

________________________________________________________________________________________

________________________________________________________________________________________

________________________________________________________________________________________

________________________________________________________________________________________

________________________________________________________________________________________

________________________________________________________________________________________

________________________________________________________________________________________

________________________________________________________________________________________

________________________________________________________________________________________

________________________________________________________________________________________

________________________________________________________________________________________

________________________________________________________________________________________

________________________________________________________________________________________

________________________________________________________________________________________

________________________________________________________________________________________

________________________________________________________________________________________
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 30: all fees paid, less the $250 deposit are transferrable.
- Between April 30 and May 31, all fees paid, less the $250 deposit, and the $50 per Scout deposit are transferable.
- After May 31, no refunds are made unless one of the following is met:
  - Family moves out of the Great Southwest Council
  - There is a death or serious illness in immediate family.
  - The individual becomes ill and is unable to attend camp.
- Refund requests received after camp, or for “no shows” will NOT be honored.

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 weeks prior to camp. Submit this form to the Scout Office. No refunds will be granted within two weeks of 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

<table>
<thead>
<tr>
<th>Scouts Name: ________________________________________________________________________</th>
<th>Unit #: __________________________</th>
</tr>
</thead>
<tbody>
<tr>
<td>Contact Phone Number: ________________</td>
<td>Contact email Address: ____________</td>
</tr>
<tr>
<td>Camp Session/Dates: _________________</td>
<td>Amount Paid: ____________________</td>
</tr>
</tbody>
</table>

#### 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: __________________
This form is required for all Scouts participating in the archery, rifle, and shotgun merit badges. This additionally includes those participating in evening open shoot program.

Gorham Scout Ranch (Great Southwest Council) is conducting a Scouting Firearms Safety and Marksmanship program. Scouts will be instructed how to handle, maintain, and shoot a firearms safely and be provided instruction to increase their marksmanship skills. Scouts will have classroom instruction and range instruction in which they will fire a firearm under the supervision of a trained Range Safety Officer and NRA certified instructor. Scouts will be required to wear eye protection and ear protection at all times while on the range. Scouts are expected to abide by all safety rules and the instructions of the Range Safety Officer(s) and instructor(s).

I, the undersigned, give my child, ________________________________, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation.

For safety, my child and I agree that he/she will do the following or he/she will be removed from the program. I understand that any additional cost associated with participation in this program will not be refunded if my child is removed due to behavioral problems.

1. Complete the FIRST Steps class taught at Gorham Scout Ranch.
2. Wear all safety gear at all times while on the range.
3. Follow all safety rules provided in the training class.
4. Follow the instructions of the Range Safety Officer(s) and instructor(s).
5. Do not handle any firearms until instructed to do so by the firearms instructor(s).
6. Follow the instructions of the Range Safety Officer(s) at all times.
7. For the Cowboy Action Shooting Program, the Scout is 14 years of age, or 13 and has completed the eighth grade, as of the start of the class and will be in full compliance with all local, state, and federal guidelines, including age restrictions and original equipment manufacturer standards.

Participant signature ______________________________________ Date: _________

Parent/guardian signature __________________________________________ Date: _________

Parent/guardian printed name ______________________________________ Date: _________

Home phone ___________________  Cell ___________________
Wireless Internet Use Policy

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.
<table>
<thead>
<tr>
<th></th>
<th>ATV</th>
<th>15:30 min</th>
<th>2:30 min</th>
<th>6:30 min</th>
<th>9:30 min</th>
<th>11:30 min</th>
<th>13:30 min</th>
<th>4:30 min</th>
<th>6:30 min</th>
<th>8:30 min</th>
<th>10:30 min</th>
<th>12:00 min</th>
<th>13:30 min</th>
<th>15:30 min</th>
<th>17:30 min</th>
<th>19:00 min</th>
<th>21:00 min</th>
<th>23:00 min</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trail to First Class</td>
<td>17:30 min</td>
<td>15:30 min</td>
<td>13:30 min</td>
<td>11:30 min</td>
<td>9:30 min</td>
<td>7:00 min</td>
<td>5:00 min</td>
<td>3:00 min</td>
<td>1:00 min</td>
<td>0:00 min</td>
<td>2:00 min</td>
<td>4:00 min</td>
<td>6:00 min</td>
<td>8:00 min</td>
<td>10:00 min</td>
<td>12:00 min</td>
<td>14:00 min</td>
<td>16:00 min</td>
</tr>
<tr>
<td>Swimming Pool</td>
<td>10:30 min</td>
<td>8:30 min</td>
<td>6:00 min</td>
<td>4:00 min</td>
<td>2:00 min</td>
<td>0:00 min</td>
<td>2:00 min</td>
<td>4:00 min</td>
<td>6:00 min</td>
<td>8:00 min</td>
<td>10:00 min</td>
<td>12:00 min</td>
<td>14:00 min</td>
<td>16:00 min</td>
<td>18:00 min</td>
<td>20:00 min</td>
<td>22:00 min</td>
<td></td>
</tr>
<tr>
<td>Dining Hall</td>
<td>15:30 min</td>
<td>13:30 min</td>
<td>11:30 min</td>
<td>9:30 min</td>
<td>7:00 min</td>
<td>5:00 min</td>
<td>3:00 min</td>
<td>1:00 min</td>
<td>0:00 min</td>
<td>2:00 min</td>
<td>4:00 min</td>
<td>6:00 min</td>
<td>8:00 min</td>
<td>10:00 min</td>
<td>12:00 min</td>
<td>14:00 min</td>
<td>16:00 min</td>
<td></td>
</tr>
<tr>
<td>Cope</td>
<td>20:00 min</td>
<td>18:00 min</td>
<td>16:00 min</td>
<td>14:00 min</td>
<td>12:00 min</td>
<td>10:00 min</td>
<td>8:00 min</td>
<td>6:00 min</td>
<td>4:00 min</td>
<td>2:00 min</td>
<td>0:00 min</td>
<td>2:00 min</td>
<td>4:00 min</td>
<td>6:00 min</td>
<td>8:00 min</td>
<td>10:00 min</td>
<td>12:00 min</td>
<td></td>
</tr>
<tr>
<td>Nature</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td></td>
</tr>
<tr>
<td>Scoutcraft</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td></td>
</tr>
<tr>
<td>F&amp;G</td>
<td>5:15 min</td>
<td>5:15 min</td>
<td>5:15 min</td>
<td>5:15 min</td>
<td>5:15 min</td>
<td>5:15 min</td>
<td>5:15 min</td>
<td>5:15 min</td>
<td>5:15 min</td>
<td>5:15 min</td>
<td>5:15 min</td>
<td>5:15 min</td>
<td>5:15 min</td>
<td>5:15 min</td>
<td>5:15 min</td>
<td>5:15 min</td>
<td>5:15 min</td>
<td></td>
</tr>
<tr>
<td>Shooting Ranges</td>
<td>8:30 min</td>
<td>8:30 min</td>
<td>8:30 min</td>
<td>8:30 min</td>
<td>8:30 min</td>
<td>8:30 min</td>
<td>8:30 min</td>
<td>8:30 min</td>
<td>8:30 min</td>
<td>8:30 min</td>
<td>8:30 min</td>
<td>8:30 min</td>
<td>8:30 min</td>
<td>8:30 min</td>
<td>8:30 min</td>
<td>8:30 min</td>
<td>8:30 min</td>
<td></td>
</tr>
<tr>
<td>Nature</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td>1:30 min</td>
<td></td>
</tr>
<tr>
<td>ATV</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td>4:30 min</td>
<td></td>
</tr>
<tr>
<td>Cope</td>
<td>20:00 min</td>
<td>18:00 min</td>
<td>16:00 min</td>
<td>14:00 min</td>
<td>12:00 min</td>
<td>10:00 min</td>
<td>8:00 min</td>
<td>6:00 min</td>
<td>4:00 min</td>
<td>2:00 min</td>
<td>0:00 min</td>
<td>2:00 min</td>
<td>4:00 min</td>
<td>6:00 min</td>
<td>8:00 min</td>
<td>10:00 min</td>
<td>12:00 min</td>
<td></td>
</tr>
</tbody>
</table>

**Travel Times between Merit Badge Areas**
Scoutmasters are responsible for signing each respective Scout Handbook.

Participants in the complete Trail to First Class program will complete the following rank requirements:

1c. Tell how you practiced the Outdoor Code on a campout or outing.

3a. Demonstrate a practical use of the square knot.

3b. Demonstrate a practical use of two half-hitches.

3c. Demonstrate a practical use of the taut-line hitch.

3d. Demonstrate proper care, sharpening, and use of the knife, saw, and ax. Describe when each should be used.

4a. Show first aid for the following: Simple cuts and scrapes; blisters on the hand and foot; minor burns or scalds; bites or stings of insects and ticks; venomous snakebite; nosebleed; frostbite and sunburn; and choking.

4b. Describe common poisonous or hazardous plants; identify any that grow in your local area or campsite location. Tell how to treat for exposure to them.

4c. Tell what you can do while on a campout or other outdoor activity to prevent or reduce the occurrence of injuries or exposure listed in Tenderfoot requirements 4a and 4b.

4d. Assemble a personal first-aid kit to carry with you on future campouts and hikes. Tell how each item in the kit would be used.

5a. Explain the importance of the buddy system as it relates to your personal safety on outings and in your neighborhood. Use the buddy system while on a troop or patrol outing.

5b. Describe what to do if you become lost on a hike or campout.

5c. Explain the rules of safe hiking, both on the highway and cross-country, during the day and at night.

7a. Demonstrate how to display, raise, lower, and fold the U.S. flag

8. Describe the steps in Scouting’s Teaching EDGE method. Use the Teaching EDGE method to teach another person how to tie the square knot.
Scoutmasters are responsible for signing each respective Scout Handbook.

Participants in the complete Trail to First Class program will complete the following rank requirements:

1b. Explain the principles of Leave No Trace and tell how you practiced them on a campout or outing. This outing must be different from the one used for Tenderfoot requirement 1c.

2a. Explain when it is appropriate to use a fire for cooking or other purposes and when it would not be appropriate to do so.

2b. Use the tools listed in Tenderfoot requirement 3d to prepare tinder, kindling, and fuel wood for a cooking fire.

2c. At an approved outdoor location and time, use the tinder, kindling, and fuel wood from Second Class requirement 2b to demonstrate how to build a fire. Unless prohibited by local fire restrictions, light the fire. After allowing the flames to burn safely for at least two minutes, safely extinguish the flames with minimal impact to the fire site.

2d. Explain when it is appropriate to use a lightweight stove and when it is appropriate to use a propane stove. Set up a lightweight stove or propane stove. Light the stove, unless prohibited by local fire restrictions. Describe the safety procedures for using these types of stoves.

2f. Demonstrate tying the sheet bend knot. Describe a situation in which you would use this knot.

2g. Demonstrate tying the bowline knot. Describe a situation in which you would use this knot.

3a. Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.

3b. Using a compass and map together, take a five-mile hike (or 10 miles by bike). The hike will take place Friday.

3c. Describe some hazards or injuries that you might encounter on your hike and what you can do to help prevent them.

3d. Demonstrate how to find directions during the day and at night without using a compass or an electronic device.

4. Identify or show evidence of at least 10 kinds of wild animals (such as birds, mammals, reptiles, fish, or mollusks) found in your local area or camping location. You may show evidence by tracks, signs, or photographs you have taken.

5a. Tell what precautions must be taken for a safe swim.

5b. Demonstrate your ability to pass the BSA beginner test: Jump feet-first into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to your starting place.

5c. Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects.

5d. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible. Explain why and how a rescue swimmer should avoid contact with the victim.

6a. Demonstrate first aid for the following: Object in the eye; bite of a warm-blooded animal; puncture wounds from a splinter, nail, and fishhook; serious burns (partial thickness, or second-degree); heat exhaustion; shock; heat-stroke, dehydration, hypothermia, and hyperventilation.

6b. Show what to do for “hurry” cases of stopped breathing, stroke, severe bleeding, and ingested poisoning.

6c. Tell what you can do while on a campout or hike to prevent or reduce the occurrence of the injuries listed in Second Class requirements 6a and 6b.

6d. Explain what to do in case of accidents that require emergency response in the home and backcountry. Explain what constitutes an emergency and what information you will need to provide to a responder.

6e. Tell how you should respond if you come upon the scene of a vehicular accident.
Scoutmasters are responsible for signing each respective Scout Handbook.

Participants in the complete Trail to First Class program will complete the following rank requirements:

3a. Discuss when you should and should not use lashings.

3b. Demonstrate tying the timber hitch and clove hitch.

3c. Demonstrate tying the square, shear, and diagonal lashings by joining two or more poles or staves together.

3d. Use lashings to make a useful camp gadget or structure.

4a. Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc.).

4b. Demonstrate how to use a handheld GPS unit, GPS app on a smartphone, or other electronic navigation system. Use GPS to find your current location, a destination of your choice, and the route you will take to get there. Follow that route to arrive at your destination.

5a. Identify or show evidence of at least 10 kinds of native plants found in your local area or campsite location. You may show evidence by identifying fallen leaves or fallen fruit that you find in the field, or as part of a collection you have made, or by photographs you have taken.

5b. Identify two ways to obtain a weather forecast for an upcoming activity. Explain why weather forecasts are important when planning for an event.

5c. Describe at least three natural indicators of impending hazardous weather, the potential dangerous events that might result from such weather conditions, and the appropriate actions to take.

5d. Describe extreme weather conditions you might encounter in the outdoors in your local geographic area. Discuss how you would determine ahead of time the potential risk of these types of weather dangers, alternative planning considerations to avoid such risks, and how you would prepare for and respond to those weather conditions.

6a. Successfully complete the BSA Swimmer Test.

6b. Tell what precautions must be taken for a safe trip afloat.

6c. Successfully complete the BSA swimmer test.

6d. Tell what precautions must be taken for a trip afloat.

6e. With a helper and a practice victim, show a line rescue both as tender and as rescuer. (The practice victim should be approximately 30 feet from shore in deep water.)

7a. Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.

7b. By yourself and with a partner, show how to: Transport a person from a smoke-filled room and transport for at least 25 yards a person with a sprained ankle.

7c. Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).

7d. Tell what utility services exist in your home or meeting place. Describe potential hazards associated with these utilities, and tell how to respond in emergency situations.

7e. Develop an emergency action plan for your home that includes what to do in case of fire, storm, power outage, and water outage.

7f. Explain how to obtain potable water in an emergency.