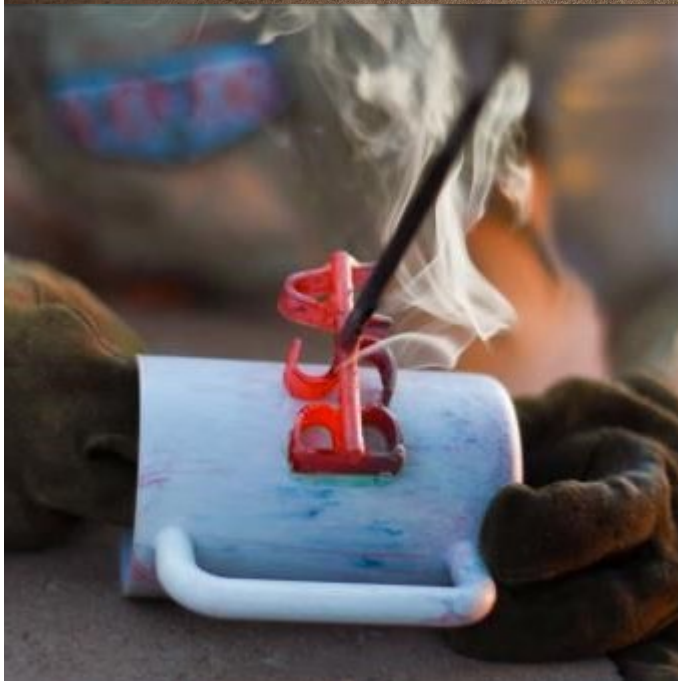


2025 Gorham Scout Ranch Summer Camp Leaders Guide

Great Southwest Council, BSA
gorhamscout ranch.org



Welcome to Gorham Scout Ranch!

Introduction

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 this in our beautiful great outdoors.

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 more! We hope this helps answer your questions.

This is version 2 of the 2025 Leader's Guide (10/9/2025). We anticipate new versions in late February and early April as the precise class schedules are developed. Check the [website](https://www.gorhamscouranchbsa.org/) for the latest version.
<https://www.gorhamscouranchbsa.org/>



GREAT SOUTHWEST COUNCIL
BOY SCOUTS OF AMERICA

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Guiding Principles

Guiding Principles

Mission Statement

The mission of the BSA is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Scout Law

Vision Statement

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



General Information

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
Boy Scouts of America
5841 Office Blvd NE
Albuquerque, NM 87109
505-345-8603

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: 505-502-0577 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 campsite they are staying in is very helpful when delivering a message. You can contact the Camp Ranger in an emergency at 505-819-3197.

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. FedEx/UPS packages will be delivered directly to camp.

Gorham Scout Ranch
Scout's Name
Troop #, Session #
344 Cerro Pinon Rd
PO Box 459
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.

If using Google Maps, select **Gorham Scout Ranch, BSA** pin to be routed correctly. Other pins may not route correctly.

From I-25 Northbound (before you reach Santa Fe)

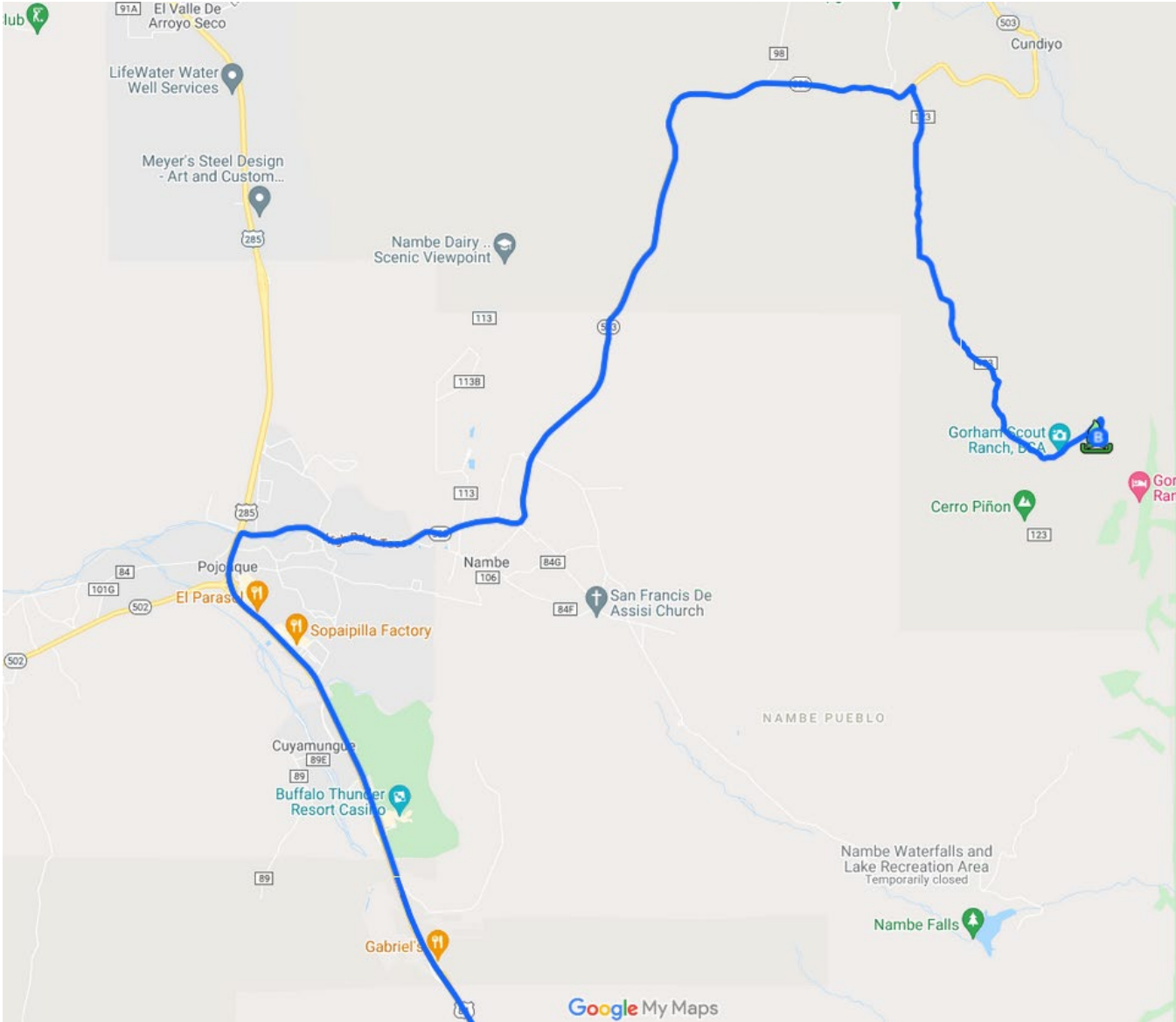
- Take exit 276 for NM-599 S (Santa Fe Relief Route) towards Madrid Use the left 2 lanes to turn left onto NM-599 for 13.1 miles
- Use the left lane to take the US-84 N/ US-285 exit towards Espanola Merge onto US-285 N/ US-84 W/ US Hwy 285 N for 14.3 miles
- Turn right on NM Hwy 503/ Nambe Rd towards Nambe for 9 miles
- Turn right on Co Rd 123/ Cerro Pinon Road for 4.5 miles
- At 4.5 miles, you will see a large wooden sign for Gorham Scout Ranch – take the left fork.

DO NOT DRIVE RIGHT that road goes to the cellphone tower and is a very dangerous road.

Camp is 1 mile from the fork!

General Information

Map to Camp (from Rt. 285 Tesuque NM)



General Information

Uniforms:

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

Registered Adults and Youth Protection Training

In compliance with National BSA standards, all adults in residence, including parents, are required to be registered members of Scouts, BSA. All adults in residence, including parents, 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](https://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 before the second adult can leave. Units sharing leadership must have each chartering organization’s approval of those other adults. Sorry, but vehicles are not permitted to be driven into camp.

Damage to Camp 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

Showers are segregated by gender and age (youth/adult). Shower times for males and females, youth and adults, will be posted at the Shower house. We ask that unit adults be present at the shower house during their unit’s scheduled times to provide supervision.

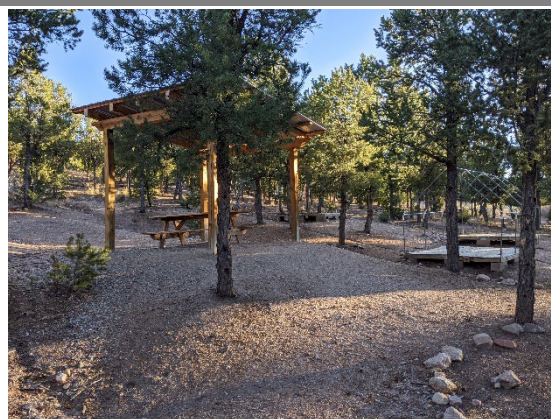


2025 Summer Camp Dates

Dates, Fees and Reservations

Session	Dates
I	June 15-21
II	June 22-June 28
Webelos/AOL Camp	June 29-July 2
III	July 6-22

* See WEBLOS/AOL Leader's Guide (avail. 2/1/25)



2025 Summer Camp Fees

	Great Southwest Council Troops		Out of Council Troops	
	On Time (By May 31)	Early Bird (Before March 1)	On Time (by May 31)	Early Bird (Before March 1)
Youth	\$520	\$480	\$570	\$530
Adult	\$390	\$350	\$440	\$400
WEBELOS/AOL Youth	\$345	\$320	\$375	\$350
WEBELOS/AOL Adult	\$255	\$230	\$285	\$260
Units Receive 1 free adult for every 8 scouts in attendance				

Units qualifying for "Early Bird" pricing that add registrations after March 1 will also receive the "Early Bird" pricing for the additional registrations.

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 4, 2025. Note, units receiving "Early Bird" pricing will also receive "Early Bird" pricing for any youth receiving a campership.



Reservations

Reservation Policy

Units are encouraged to submit a reservation form for 2025 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 2025 Season beginning October 2, 2024. Deposits can be forwarded from year to year for reservation purposes.

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

Payment Schedule

Camp fee payments occur in three steps:

- A **non-refundable** unit deposit of \$250 (credited to total fees due) is made to secure a reservation.
- Additional **non-refundable** payment of \$50 per youth and adult is made by February 15 (credited toward total fees due).
- The Balance:
 - To qualify for the Early Bird Discount, the entire balance is due by March 1. Additional registrations added after March 1 will also receive the Early Bird Discount.
 - If not taking advantage of the Early Bird Discount, the balance is due by May 31.
 - After May 31, an additional \$50 per person will be applied as a late fee.

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 Vice President, Outdoor Programs, Greg Kelly at gkelly15363@gmail.com or Mail to:

Great Southwest Council, BSA
Attn: Gorham Reservations
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 March 30: all fees paid, less the \$250 Troop deposit, which is transferable.
- Between March 30 and May 31, all fees paid, less the \$250 Troop deposit, and the \$50 per Scout deposit, which 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.
- No refunds will be made within two weeks of camp.
- Refund requests received after camp, for “no shows” will NOT be honored.

If a refund is granted, it will follow the above policy and include 50% of any prepaid program fees paid after non-refundable unit and individual deposits are deducted. Refund checks are mailed in 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.

Check-In Procedures

Check in and Check Out

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. 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/scoutsources/HealthandSafety/ahmr.aspx>.

Be prepared to arrive at camp Sunday between 1:00-4:00pm for check-in. The camp gate will be locked prior to 1:00 PM. Any earlier or later arrivals need to be communicated to the camp director prior to your arrival for safety and logistical reasons.

Bring sack lunches for Sunday, your first meal will be Sunday evening in the lodge.

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, by notifying the administration team about needed accommodations.

Items to Have Ready for Check-In:

UNIT

- A completed roster of all individuals attending camp including name and emergency contact numbers
- Receipts for all camp fees paid (for payment reconciliation)

All Scouts

- 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 recommended for all Scouts. **REQUIRED** for those participating in archery, rifle, and shotgun merit badges and evening open shoots. The waiver is in the appendix.
- Copies of any special needs forms that were submitted

Wristbands will be provided for all Scouts and leaders; Unit leaders will also receive a Gorham "Smart Card" with lanyard. **Wristbands must be always worn 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 provided by the program director and camp director.

Check-In Procedures

Schedule For the First Day (Sunday):			
Time	Description	Area	Attendees
1:00 - 4:00 PM *pack sack lunches! The first meal provided is dinner*	Check-in begins @ check-in shelter in parking lot (early arrivals wait in parking lot)		
	Roster verification Wristbands Campsite assignment Merit badge class schedule verification Outstanding balances	Check-In Shelter	Scoutmaster
	Medical record check (A, B, and C)	Check-In Shelter	Everyone
	Take gear to campsite and unload	Campsite	Everyone
By Appointment w/ Troop Guide	Dining Hall Tour Steward/ Dining Hall Instruction	Dining Hall	Everyone
By Appointment w/ Troop Guide	Swim tests/checks Buddy tag completion	Pool	Everyone
5:00 PM	Scoutmaster and SPL meeting	Check-In Shelter	Scoutmaster/SPL
5:45 PM	Camp assembly and flag ceremony	Parade Field	Everyone
6:00 PM	Dinner	Lodge	Everyone
7:45 PM	Pre-campfire	Parade Field	Everyone
8:00 PM	Opening campfire	Council Fire Ring	Everyone

Check-in Procedures

What is a troop guide?

Your troop guide is your camp staff best friend! When you arrive at 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!

Move in:

To assure the safety of the units at camp and to minimize the impact on the environment and roads, troop equipment that needs to be moved by vehicles will be hauled in by camp staff. We recommend scouts plan to carry as much of their gear as possible to ease the move in process. **Troop Trailers can be parked in designated areas at your campsite for the week. They need to remain in place through the entire week and tow vehicles will remain in the parking lot.**

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 non-swimmer 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.

Non-swimmer:

Anyone who has not completed either the beginner or swimmer tests will be classified as a non-swimmer.

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 (to allow time for specialty food to be ordered and delivered).

Check-Out Procedures

Check-out:

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 welcome shelter in the parking lot. During check-out continental breakfast for everyone is available beginning at 7:00 AM in front of the lodge. 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, commissioner, or camp ranger 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-1st 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 blue cards 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 6:00am. 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. We encourage you to make your final purchases at the trading post on Friday.



Special Needs

Common Requests for Special Needs

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. An electronic [version](#) can be found on the Gorham Website or you can use the paper version in the Appendix. Each Scout and leader require their own individual forms – do not put multiple attendees on a single form.**

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 beliefs (i.e., pork, 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.gorhamscouttranch.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:

To assure the safety of the units/groups at camp and to minimize the impact on the environment and roads, after check-in, private vehicles are NOT PERMITTED to be driven around in camp. The ONLY exception made is for participants 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 that must be 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.

Please do not drive into the campsites and never park or drive on vegetation, only park in pull outs next to road when at your campsite, **always park facing the road (back in) or facing the exit if parallel parked**

Vehicles are to be parked only in designated parking areas. Again, always park facing the road or exit. Please lock your vehicle. Keep valuables locked in your vehicle or see the camp director for other arrangements.

The speed limit in camp is 5 mph or no dust whichever is slower; drivers must exercise extreme caution at all times and stop whenever pedestrians are near the vehicle. Riding outside of a vehicles enclosed passenger compartment is never allowed. This means no one may ride in the bed of a pick-up truck, on hoods, trunks, fenders, tailgates on or in trailers etc. 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.

Continuous Positive Airway Pressure (CPAP) Instruments

For campers with CPAP instruments, 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:

One, avid campers may consider purchasing a battery-operated CPAP instrument. A good source for battery-powered CPAP instruments is www.cpap.com. If charging a battery-operated CPAP is required during daytime hours, please schedule charging times. Two, those who use an instrument 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 instruments.

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

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, and 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.



Health and Safety

Health and Safety

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.

Fifteen minutes prior to each meal, each Troop will send two “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 two table waiters 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. The table waiters can rotate each day/meal among the Scouts in the troop.

Field uniforms (often referred to as “Class A’s”) are only encouraged by camp to be worn for the evening flag ceremonies and dinners, unless 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 carry at least one-liter of water with them at camp.



Handwashing:

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 handwashing 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 are left behind will be available after camp. Please make a copy of all forms **BEFORE** coming to camp.

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.

*(Pocket Knife, First Aid Kit, Extra Clothing, Rain Gear, Water, Flashlight/headlamp, Trail food, Firestarter (matches), Sun Protection, Map/Compass)



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. Buddy systems are an important component of Gorham's Youth Protection Program, Each camper should have a 'buddy' and buddies should always travel together.

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 carry their car keys at all times to help expedite evacuating the camp in an emergency. Come prepared with your unit roster and ready to share your “Emergency Numbers”: people in your unit, number of vehicles at camp, number of seat belts.

Evacuation Rendezvous Point:

Pojoaque Supermarket
9 W Gutierrez, Santa Fe, NM 87506

Directions from Camp:

- Head south on the main camp road (south gate) 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

What to Bring

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 shirt.

VERY IMPORTANT

- Copy of your signed medical form Parts A, B, and C
- Flashlight with extra batteries
- Pocket knife
- Personal first aid kit
- Canteen or water bottle (at least 2 liters)
- Swimsuit (no speedos for boys and no two-piece swim suits for girls)
- Towel
- Pack or duffel bag
- Work gloves for projects
- Spending money (please avoid large bills)
- Sunglasses
- Wristwatch

CLOTHING

- Scout uniform (to be worn at evening flag ceremonies and dinners)
- Pajamas
- Sweater or jacket
- Rain gear
- Hat or visor
- Long pants (long pants are required for COPE, climbing, swimming, and lifesaving merit badges, and the ATV program)
- Shirts (long sleeved shirt is required for swimming and lifesaving merit badges, as well as ATVs)
- Hiking boots or tennis shoes (boots are required for ATVs)
- Sandals or flip-flops (only to be worn while in the shower or pool enclosure – not allowed in other camp areas)

RECOMMENDED UNIT EQUIPMENT

- American flag
- Troop or Pack flag
- Patrol flags
- First aid kit
- Lockable cash box
- Program books
- Program materials
- Rope and twine
- Dutch oven(s)
- Axes and saws
- Lanterns and fuel (propane only)
- Ceremony materials
- Awards for Scouts
- Insurance claim forms (for out-of-Council units)

BEDDING

- Sleeping bag
- Sleeping pad
- Pillow
- Folding cot

We have military-style canvas cots available for rent at the trading post. (subject to availability)

TOILETRIES

- Toothbrush and toothpaste
- Towel and washcloth
- Comb
- Soap
- Deodorant
- Sunscreen
- Insect repellent

OPTIONAL

- 10X12 Ground cloth or tarp to cover tent.
- Pencils and notepads
- Pre-addressed envelopes and stamps
- Camera
- Trading patches
- Totin' Chit (required to purchase knives in Trading Post)
- Fireman Chit
- Order of the Arrow sash

WHAT NOT TO BRING

- Shirts with non-Scouting or inappropriate words and/or messaging
- Personal archery equipment
- Weapons of any kind
- Non-participant siblings except at drop-off and pick-up
- Inappropriate knives
- Personal firearms
- Pets
- Tobacco, e-cigarettes, alcohol, illegal drugs
- Pornographic materials
- Fireworks
- Personal ammunition
- Radios, TVs, Video games, MP3 players, computers, computer tablets, cell phones

Your Campsite at Gorham Scout Ranch

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 10' x 12', with tie down cords, to cover the tent for additional protection from the rain.

Amenities in each campsite include:

- Vault toilets (two private stalls)
- Toilet paper
- Drinkable water
- Handwashing station
- Soap
- At least one covered pavilion
- Picnic tables under each pavilion
- Fire rings (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 check-in shelter).



Your Campsite at Gorham Scout Ranch

Wildlife Safety:

Scouts have an opportunity to observe many types of wildlife in camp including deer, bats, raccoons, squirrels, chipmunks, mice and other rodents, birds, skunks, turkey, snakes, coyotes, amphibians, reptiles, and bears.

It is wise to remember that these animals are the permanent residents of the camp and bordering wilderness. Therefore, treat all animals with respect and observe from a distance.

Come to camp with supplies to store all food in a secure place.

Do not follow, feed, tease, or handle wildlife.

If you discover a snake or an animal that is behaving strangely, please notify the camp staff immediately.



- **Please do not eat or store food and drinks in tents.**
- **All food and drinks must be stored in a secure location such as:**
 - Troop trailer
 - Bear proof storage container
 - Coolers that are strapped shut
 - 5-gallon buckets with screw-on lids
- **Do not cook in your campsite.**
- **Keep your campsite clean! All trash should be removed from your campsite or secured each time leadership plans to leave the site unattended.**
- **Before leaving camp for the day:**
 - Have your Scouts' police the site to pick up trash or dropped food.
 - Make sure all food and *smellables* are secured as noted above.
- **Before going to bed at night:**
 - Make sure all food, trash, and *smellables* (if necessary) are stored in a secure location, generally more than 100 feet from tenting areas.
 - If dirty, wipe down your picnic tables to reduce food smells.
 - Make sure your Scouts keep their sleeping bags free of food smells by changing their clothes before going to bed and washing hands and faces.

Please haul all bagged trash and recycling to designated locations behind the Dining Hall.



2025 Program Guide

Program 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 ATV, COPE, climbing 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.

When working with your scouts on their merit badge class schedules please pay particular attention to the travel times between merit badges (a chart of travel times is included in the appendix). For example, taking a Shooting Sports merit badge followed by a Nature area merit badge means approximately 18 minutes of travel time. Instead schedule a merit badge in between these such as at the pool. Or plan merit badges on one side of camp for the morning and on the other side for the afternoon.



2025 Merit Badge Program

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.

PLEASE NOTE the 2025 Merit Badge Program will be further updated in January 2025. Check back then for final plans.

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 potentially 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.



2025 Merit Badge Program

Merit Badge Program

Aquatics

Lifesaving



2 Hour per day Course—A Scout can really hone their swimming skills and learn to handle waterfront 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

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 Eagle Crag, 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 per day 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 \$25 fee for this Merit Badge.
- Must be 13 years by the start of your week at camp



2025 Merit Badge Program

Handicraft

Basketry



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

- There is a \$30 fee to cover the costs of kits and supplies
- Great for first timers

Leatherwork



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

- There is a \$25 fee to cover costs for kits and supplies
- Great for first timers

Woodcarving



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

- There is a \$15 fee for supplies

Art



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

- There is a \$20 fee for supplies
- **Requirement 6 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.

Photography



A picture is worth a thousand words. Share how you see the world through a lens. Document the ongoings of camp and learn how to capture the moment. Show off to your friends back home just how awesome camp in New Mexico is with photographic proof.

- Requires a digital camera, or camera equipped smartphone (nothing too expensive to lose/break, accidents can happen).
- The Cyber chip (req 1) must be completed prior to camp for completion.

Game Design



Embrace your inner gamer! Humans have been playing games for millennia learn about the process by playing making your own game. This isn't a video-game programming class, but the design process is the same. Make a game of cards, pieces, social deduction, strategy, physical dexterity, a rival for football, or the next gaga ball.

- There is a \$15 fee for supplies
- **Requirement 8 (Interview a game developer) cannot be completed at camp.** If it's completed prior to camp, with a Scoutmaster or parent's note, it can be signed off by the counselor.

2025 Merit Badge Program

Nature

Astronomy



1.5 Hour per day Course—For those who know they are part of something much bigger in our galaxy, Astronomy will let them explore the heavens. Campers will be 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 per day 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 [World Conservation Award for Scouts BSA](#).

Soil and Water Conservation



We all have a place in the great web of nature and should be concerned about what happens to the soil, water, and all things we call natural resources. We all have a duty to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly

Exploration



Discover the history and importance of various kinds of exploration by earning the Exploration Merit Badge. Scouts will study real-life explorers who made their mark either in the wild or in a scientific lab, then plan, prepare and go on an expedition that could be nearby or far away.

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!

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.

2025 Merit Badge Program

Nature Continued

Weather



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

Space Exploration



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

- There is a \$25 fee for rocket kit & supplies
- Model rocket launches are subject to fire bans



2025 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 per day 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.

- Eagle Required
- There is a \$20 fee for supplies.

Requirement 4 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.

Geocaching



Think of setting off on a treasure hunt and using a GPS device to find the location of the hidden prize or "cache". The word geocache is a combination of "geo" which means "earth" and "cache," which means "hiding place." Geocaching describes a hiding place on planet Earth --- a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.

- Second Class or Higher **RECOMMENDED**

Communication



This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

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 flashlight.

- **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.

2025 Merit Badge Program

Outdoor Skills Continued

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.

- **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](#).

2025 Merit Badge Program

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 per day 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.

- **Please consider scheduling an "Open Shoot" to allow for a better chance at qualifying.**
- There is a \$20 fee for supplies.
- Great for 1st timers

Rifle



1.5 Hour per day 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.

- **Please consider scheduling an "Open Shoot" to allow for a better chance at qualifying.**
- There is a \$20 fee for supplies.
- Waiver form in appendix REQUIRED

Shotgun



1.5 Hour per day Course 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!

- **Please consider scheduling an "Open Shoot" to allow for a better chance at qualifying.**
- There is a \$45 fee for supplies
- Scouts must be 13 or older and large enough to hold a shotgun
- Waiver form in appendix REQUIRED






Trail to First Class

Trail to First Class Program

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.

Program	Description	Requirement Completed	
	<p>Paul Bunyan</p>	<p>Paul Bunyan is deeply rooted in American Folklore passed around by early North American Loggers. In this program, 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.</p>	<ul style="list-style-type: none"> • Totin' Chip • Rank Requirements <ul style="list-style-type: none"> • Scout: 5 • Tenderfoot: 1C, 3D, 4B, • 2nd Class: 1B, 2B, 4 • 1st Class: 5A-D
	<p>Smokey Bear</p>	<p>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 learn how to safely build and extinguish campfires, identify appropriate places and situations to build campfires or use stoves and work toward earning their fire safety merit badge.</p>	<ul style="list-style-type: none"> • Fireman Chit • Fire Safety Merit Badge partial • Rank Requirements <ul style="list-style-type: none"> • 2nd Class: 2C+2D
	<p>Ropes & Poles</p>	<p>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.</p>	<p>Rank Requirements</p> <ul style="list-style-type: none"> • Scout: 4A+4B • Tenderfoot: 3A-C, 7A • 2nd Class: 2F+2G, 8B • 1st Class: 3A-D

Trail to First Class

Scouts In Action



9-10am

2-3pm

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 person's 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



10-11am

3-4pm

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 to hike and navigate the terrain. Scouts will learn skills such as using a map and compass, how to choose the appropriate attire on a hike, and completing a 5-mile hike.

Rank Requirements

- Tenderfoot: 5A-C
- 2nd Class: 3A-D
- 1st Class: 4A+B, 5B-D

Hike on Friday morning

Michael Phelps

11-Noon

Who doesn't like to go for a swim? Swimming and other water activities are very popular for us; however, it can also be very dangerous. From 2005-2014, there was an average of 10 deaths per day in drowning accidents in the United States. In this program, Scouts will learn skills to keep them safe while in the water as well as learn skills to help safe others who may be at risk of drowning.

Rank Requirements

- 2nd Class: 5A-D
- 1st Class: 6A-E

Project COPE

Challenging Outdoor Personal Experience

COPE Program



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 group's members as they become familiar with one another, themselves, and the group as a whole. As the week progresses, so will the challenges as participants make their way through our Low Ropes course and finally through our High Ropes Course. The scouts will complete their week by conquering the pinnacle of Project COPE: The Zipline.

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

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



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

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



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

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

Program requires a minimum of 4 participants. There is a \$30 fee to cover equipment and maintenance.

ATV Program

(14 years of age or older)

ATV Program



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 2025.

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. There is a \$40 fee for this program to cover supplies and maintenance.

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. **PLEASE NOTE: We will be cross-training our Camp Ranger as an ASI certified instructor to insure this program is offered in 2025**

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/>

\$40 per participant



Special Aquatics Programs

Special Programs and Trainings

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—Brrrrrr! 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.



Adult Training At Camp

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,



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.

Coming in 2025!!

High Adventure Opportunities



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. Although we cannot provide leadership for activities outside of camp there are a multitude of activities nearby for units that provide their own leadership.

The variety of activities will provide a thrilling and memorable Scouting adventure and will provide your scouts with lifelong memories.

Your program can be completely customizable based on the interests and abilities of your scouts. Here are some of but not all the possibilities:

- Backpacking the Pecos Wilderness, with a summit of Santa Fe Baldy
- Backpacking the Weminuche Wilderness in southern Colorado.
- Summitting multiple 14 K peaks out of the Chicago Basin; enter the San Juan Natl. Forest and return on the Durango & Silverton Narrow Gauge Railroad (extra \$100/person)
- 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 (extra \$85/person)
- Hike to the top of Wheeler Peak, the highest summit in New Mexico (13,159')



Daily Programs

Daily Program Listing

Daily

Trust us, you'll never get bored here!

Time	Days	Event	Notes
6:00 AM	M-F	Mile Swim	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!
6:30 AM	M-Th	Polar Bear Swim	Attend all 4 days to earn the polar bear patch! Meet at the pool.
8:30 AM	M-F	Adult Leader Mtg.	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.
1:00 PM	M-F	SPL Mtg.	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
TBD	TBD	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.
TBD	TBD	Service Projects	Our camp ranger will gladly guide Troops to help with maintaining the magnificence of our camp property through Conservation and service projects
TBD	TBD	Order of the Arrow	The Yah-Tah-Hey-Si-Kess Lodge of the Order of the Arrow is well-represented by 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 Tuesday night.

Sunday

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

Time	Days	Event	Notes
7:15 PM	Sun	Chapel Service	A Scout is Reverent. Come to our Chapel service and participate in an interfaith worship program. Meet at 7:15pm at the chapel.
7:45 PM	Sun	Opening Campfire	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

Daily Programs

Monday **Manic Mondays! Wear your craziest hat**

Time	Days	Event	Notes
12:45 PM	Mon	Cowboy Action Shooting Meeting	<p>A favorite at Gorham this program provides the excitement of action shooting in a safe environment. Scouts will be able to use a .22 gauge pistol or rifle or a 20 gauge shotgun to shoot at multiple action targets. Located at our "Old West Cowboy Action" shooting gallery. \$10 fee.</p> <p>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 dining flies on the parade ground next to the lodge.</p>
7:00 PM	Mon	Mica Mine Hike	<p>Did you know that Gorham Scout Ranch is surrounded by volcanoes!? Well, ancient volcanoes anyway. Hike 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 strongly encouraged for Scouts in the geology merit badge.</p>
7:00 PM	Mon	Open Swim	<p>After a long first day of camp activities, come enjoy the "cool" waters of the Gorham pool.</p>

Tuesday **Order of the Arrow Tuesdays - wear your OA sash**

Time	Days	Event	Notes
7:00 PM	Tues.	Open Climb	<p>Climb up our 40-foot tower and enjoy the view with your new friends.</p>
7:00 PM	Tues.	Open Shoot	<p>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 <u>Waiver form in appendix and attendance at Monday safety briefing REQUIRED.</u> After dinner head to the range.</p>
8:00 PM	Tues.	OA Fellowship	<p>The Yah-Tah-Hey-Si-Kess Lodge invites all Arrowmen to join them for fellowship and refreshments. The OA is youth-led where Adults have no voting power, exercise that power to vote for the movie that will be shown on Wednesday!</p>
9:00 PM	Tues.	Star Party	<p>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</p>

Daily Programs

Wednesday **Wacky Wednesdays - Show us how wacky your Troop is!**

Time	Days	Event	Notes
9:45 AM	Wed.	Adult gaga ball tournament.	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.
7:00 PM	Wed.	Troop Night	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.
7:00 PM	Wed.	Sacrifice Rock Hike	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. <u>Scouts working on the wilderness survival and camping merit badges and Trail to First Class will spend the night and return Thursday morning before breakfast. Adults are welcome to spend the night as well!</u> Meet at the parade field at 7:00pm
8:30 PM	Wed..	Movie Night	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!

Thursday **Thor's day – Bring Viking garb to show off your inner berserker**

Time	Days	Event	Notes
6:00 PM	Thurs.	Leader Appreciation Dinner	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!
7:00 PM	Thur.	Open Shoot	Not taking Shooting 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. <u>Waiver form in appendix REQUIRED</u>
7:00 PM	Thurs.	Open Swim	Once again come enjoy the "cool" waters of the Gorham pool.

Daily Programs

Daily

Hawaiian Shirt Friday

Time	Days	Event	Notes
9 AM – 12 PM	Fri.	Merit Badge Morning	Work on finishing up your merit badges! Lifesaving, swimming, rifle, shotgun, archery, etc.
9 AM – 12 PM	Fri.	Trail to 1st Class Hike	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 Trail to 1 st Class director.
9 AM – 12 PM	Fri.	COPE Zip Line	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.
9 AM – 2 PM	Fri.	Climbing MB	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 because of 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 headcount.
Class Times	Fri.	ATV Trail Ride	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.
4:30 PM	Fri.	Bananonathlon*	It's back by popular demand, one of our most popular activities is Friday afternoon's MAIN EVENT . The ultimate Troop activity. Instructions will be distributed to each unit's SPL.
5:15 PM	Fri.	Craft Show	Stop by the Handicraft Shelter before the evening flag ceremony to check out the week's efforts by our budding artisans as they compete for prizes in a juried show.
7:45 PM	Fri.	Closing Campfire	Come to the Council Ring and experience the magic of the campfire one moretime. <u>Each troop will perform skits and/or songs for the camp! Skits and songs must be pre-approved on Thursday at the SPL meeting.</u> Meet at 7:45pm at the parade field.

***Ba-nan-on-ath-lon** (*bə-nan-nän-ath('ə)-län*) Noun.

A relay race that consists of nine parts which combines the standard triathlon and scouting skills. Additionally, the relay baton is a banana that a chosen scoutmaster must eat at the finish line.

List of Merit Badge and Program Fees

Program and MB Fees

Merit Badge Fees:

\$20	Archery
\$20	Art
\$30	Basketry
\$25	Climbing
\$20	Cooking
\$20	Leatherwork
\$20	Game Design
\$20	Rifle Shooting
\$45	Shotgun Shooting
\$25	Space Exploration
\$15	Woodcarving

Program Fees:

\$40	ATV Adventure
\$30	Project COPE
\$ 5	Archery Open Shoot
\$ 8	Rifle Open Shoot
\$10	Shotgun Open Shoot
\$10	Cowboy Action Open Shoot



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GORHAM
SCOUT RANCH

Gorham Scout Ranch 2025 Daily Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:15 am		Flag Service – Breakfast Waiters to report to lodge at 7:15am					7:00-8:00am Campsite Checkout
7:30 am		Breakfast					Continental Breakfast
9 am - 12 pm		Merit Badge Instruction Daily Adult Leader Meeting in the Lodge at 9:00am					
12:15pm	Sunday Staff Meeting at Noon	Fire Drill at 12:00pm	No Midday Assembly -- Lunch waiters are to report to the dining hall at 12:15pm				
12:30 pm		Lunch					
1:00—1:30 pm	1:00 Troops Check-In Camp Tour, Health Checks, Swim Test Adult Leader/SPL Meeting @ 5:00	Siesta – SPL Meeting at 1:00pm on Parade Field					
1:30 – 4:30 pm		Merit Badge Instruction				4:30pm Camp-Wide Games & Troop Activities	
5:45 pm	Flag Ceremony - Dinner waiters are to report to the Lodge					10:00am Departure	
6 pm	Dinner						
7-9 pm	7:45 Pre- Campfire 8:00 Campfire	Evening Programs Schedule will be distributed at check-in			8:00 Closing Campfire 9:00 OA Fellowship		

2022 Merit Badge Program Schedule

<u>Handicraft</u>	<u>Morning</u>			<u>Afternoon</u>		
Game Design	9-10 am			1:30-2:30pm		
Art		10-11 am			2:30-3:30pm	
Leatherwork			11-12 pm			3:30-4:30pm
Photography	9-10 am			1:30-2:30pm		
Woodcarving		10-11am			2:30-3:30pm	
Basketry			11-12 pm			3:30-4:30pm

<u>Nature</u>	<u>Morning</u>			<u>Afternoon</u>		
Astronomy	9-10:30am			1:30-3:00pm		
Soil and Water Conservation		10-11am			2:30-3:30pm	
Environmental Science		10:30-12pm			3:00-4:30pm	
Forestry	9-10am			1:30-2:30pm		
Geology		10-11am			2:30-3:30pm	
Space Exploration			11-12 pm			3:30-4:30pm
Sustainability			11-12 pm			3:30-4:30pm
Weather	9-10am			1:30-2:30pm		

<u>Outdoor Skills @ Scoutcraft</u>	<u>Morning</u>			<u>Afternoon</u>		
Camping	9-10am			1:30-2:30pm		
Cooking	9-11am			1:30-3:30pm		
Geocaching		10-11am			2:30-3:30pm	
Orienteering		10-12pm			2:30-4:30pm	
Wilderness Survival			11-12pm			3:30-4:30pm
Cycling (meet at Check-in Pavilion)	9-12pm			1:30-4:30pm		
Signs Signals & Codes			11-12pm			3:30-4:30pm

<u>First Aid @ Med Lodge</u>	<u>Morning</u>			<u>Afternoon</u>		
Emergency Preparedness	9-10am		11-12pm	1:30-2:30pm		3:30-4:30pm
First Aid	9-10am	10-11am		1:30-2:30pm	2:30-3:30pm	
Search & Rescue		10-11am	11-12pm			3:30-4:30pm

2022 Merit Badge Program Schedule Continued

<u>Shooting Sports @ Ranges</u>	<u>Morning</u>		<u>Afternoon</u>	
Archery	8:30-10:00am	10:30-12pm	1:30-3:00pm	3:30-5pm
Rifle	8:30-10:00am	10:30-12pm	1:30-3:00pm	3:30-5pm
Shotgun	8:30-10:00am	10:30-12pm	1:30-3:00pm	3:30-5pm

<u>Aquatics @ Pool</u>	<u>Morning</u>			<u>Afternoon</u>	
Lifesaving	9-11 am			1:30-3:30pm	
Swimming	9-10am	10-11am		1:30-2:30	2:30-3:30
Open Swim/Skills Practice					3:30-5pm

<u>COPE</u>	<u>Morning</u>		<u>Afternoon*</u>	
COPE	9-12pm		1:30-4:30pm	

<u>Climbing</u>	<u>Morning*</u>		<u>Afternoon</u>	
Climbing	9-12pm		1:30-4:30pm	

<u>ATV Adventure</u>	<u>Morning</u>		<u>Afternoon</u>	
ATV Adventure	8:30-10:00am	10:30-12pm	1:30-3:00pm	

<u>Trail to First Class</u>	<u>Morning</u>			<u>Afternoon</u>		
Paul Bunyan (Nature + Totin' Chip)	9-10 am			1:30-2:30		
Smokey Bear (Fire Safety)		10-11 am			2:30-3:30	
Ropes & Poles (Knots and Lashings)			11-12pm			3:30-4:30pm
Scouts in Action (First Aid)	9-10 am			1:30-2:30		
Explorer (Navigation + Hiking)		10-11 am			2:30-3:30	
Michael Phelps (Aquatics (At Pool))			11-12 pm			





Special Needs Form

Gorham Scout Ranch

The Great Southwest Council
Boy Scouts of America

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 emailed to the camp director John Gordon (gorhamscoutranch@gmail.com), with a copy to the camp ranger (bob.nash@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:



Refund Request Form

Gorham Scout Ranch

The Great Southwest Council

Boy Scouts of America

Planning and purchasing for camp happen 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 which are transferrable.
- Between April 30 and May 31, all fees paid, less the \$250 deposit, and the \$50 per Scout deposit which are transferable.
- After May 31, no refunds are made unless the 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 follow the schedule above and include for **50% of Program fees paid**. Refund checks are mailed in 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.

Scouts Name: _____ Unit #: _____

Contact Phone Number: _____ Contact email Address: _____

Camp Session/Dates: _____ Amount Paid: _____

Reasons for Refund:	Date Submitted:

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: _____

Make Refund Check Payable To:

Unit # _____ (Unit Type/Number)

c/o _____ (Unit Leader)

_____ **(Address)**

_____ **(City, State, Zip)**

For Office Use Only

Date Received: _____

Approved by: _____ Date: _____ Refund Method: _____

Scouting Firearms Safety and Marksmanship Program Participation and Hold-Harmless Agreement

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 firearm 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 _____

Internet Use Policy

Internet has been added for the convenience of unit adults attending summer camp and camp management. 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.

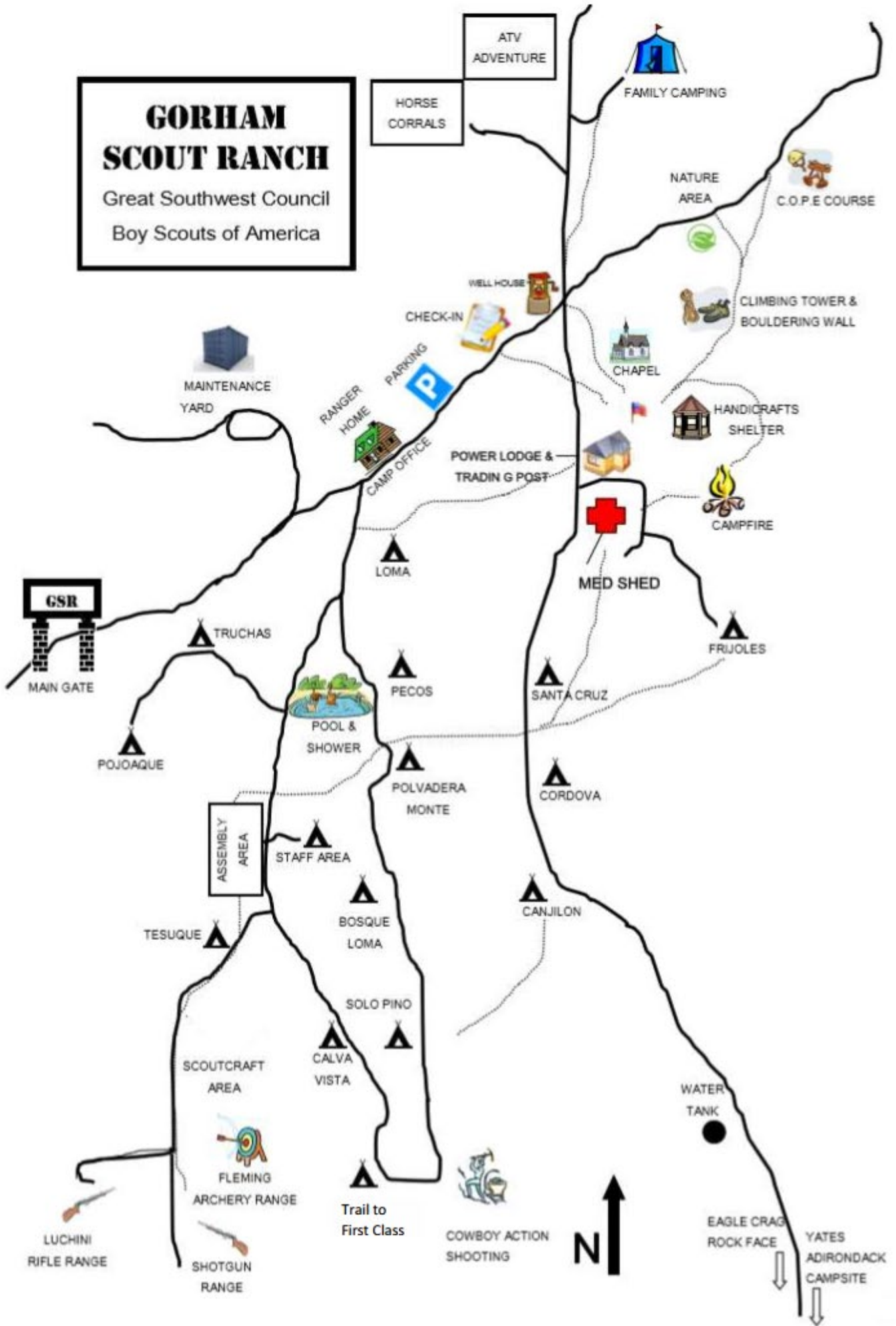
High-speed Internet is STILL NOT recommended for some sub-second time-sensitive types of Internet uses. The sub-second delay (latency) of our Internet access affects connection speeds. While this sub-second delay is mostly unnoticeable in general web browsing, it may have a significant impact on time-sensitive 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. Abuse of the above rules will result in shutting down the Internet use.

GORHAM SCOUT RANCH

Great Southwest Council
Boy Scouts of America



Travel Times between Merit Badge Areas

	COPE	Nature	Climbing	Dining Hall	Swimming Pool	TTFC	Scoutcraft	Shooting Ranges	ATV
COPE	0	1:30 min	4:45 min	6:00 min	<u>10:30 min</u>	<u>15:30 min</u>	<u>17:30 min</u>	<u>20:00 min</u>	4:30 min
Nature	1:30 min	0	2:45 min	3:30 min	8:30 min	<u>13:30 min</u>	<u>15:30 min</u>	<u>18:00 min</u>	2:30 min
Climbing	4:45 min	2:45 min	0	1:15 min	6:15 min	<u>10:45 min</u>	<u>12:45 min</u>	<u>15:15 min</u>	5:15 min
Dining Hall	6:00 min	3:30 min	1:15 min	0	5:00 min	9:30 min	<u>11:30 min</u>	<u>13:30 min</u>	6:30 min
Swimming Pool	<u>10:30 min</u>	8:30 min	6:15 min	5:00 min	0	4:30 min	6:30 min	8:30 min	5:30 min
Trail to First Class	<u>15:30 min</u>	<u>13:30 min</u>	<u>10:45 min</u>	9:30 min	4:30 min	0	1:30 min	4:30 min	8:30 min
Scoutcraft	<u>17:30 min</u>	<u>15:30 min</u>	<u>12:45 min</u>	<u>11:30 min</u>	6:30 min	1:30 min	0	2:30 min	<u>10:30 min</u>
Shooting Ranges	<u>20:00 min</u>	<u>18:00 min</u>	<u>15:15 min</u>	<u>13:30 min</u>	8:30min	4:30 min	2:30 min	0	<u>13:30 min</u>
ATV	4:30 min	2:30 min	5:15 min	6:30 min	5:30 min	8:30 min	<u>10:30 min</u>	<u>13:30 min</u>	0

Trail to First Class Tenderfoot Requirements Covered

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.



Trail to First Class

Second Class Requirements Covered

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.

Trail to First Class

First Class Requirements Covered

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 potentially 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.