

Camp Leader & Parent Guide







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Introduction

Preface

To Parents & Leaders:

We are excited to welcome you to the Spirit of Adventure Ranch this summer. Scout Camp is an incredible opportunity for our youth and a great way to help Scouts build character and develop values.

We want to help you have a successful summer and have worked to provide you with the resources you need to plan effectively. Please use this resource to help your unit be prepared for this summer. In particular, use it to help your Senior Patrol Leader grow as he learns to lead this summer.

Beginning your camp preparations now will help prepare each youth in your unit to have a tremendous adventure this summer as they soar to new heights.

Thank you for your contribution to the Scouting program. We look forward to seeing you this summer.

In This Guide

- Links to online resources, including social media sites.
- Schedule and merit badge offerings.
- Program highlights.
- Tips to help you prepare.
- Gear checklists.
- Leadership preparation guidelines.
- Council policies and guidelines.
- Medical information and regulations.
- Emergency procedures.

Throughout this guidebook there are hints and tips to help you prepare effectively for your week at camp.

Contact Information

WCC

Registration, policies, payment/
fees, etc.

839 Grand Avenue
Grand Junction, CO 81501

970-243-0346

SOAR

7177 Colorado River Rd.
Gypsum, CO 81637

970-524-7768

Eleanor Anderson, Camp Director
970-243-0346 ext. 2
eleanor.anderson@scouting.org

Camp Hashtag:

#BSASOAR

Use this hashtag
when sharing
photos, videos, &
more from camp
this summer!

Camp Staff

Interested in being a part
of camp staff? Find more
information and apply
now at:

bsasoar.com/camp-forms

For more information,
contact the Camp
Director.

Social Media

Stay informed on
updates about camp,
enjoy some humor, and
see what your Scouts are
up to at camp this
summer via social media.

Leaders: feel free to
share photos and videos
of your experience with
us via social media!



Instagram: [@wccscouts](https://www.instagram.com/wccscouts)
twitter.com/wccscouts
pinterest.com/wccscouts
facebook.com/wccscouts

Registration & Fees

Each unit is required to put down a \$250.00 deposit that is applied to the unit's total camp fees. Refunds will not be available for no-shows. To learn more about our refund policy, visit: bsasoar.com/camp-forms/. Please follow the payment schedule. Units that have not completed payment before arrival at camp will be asked to present a check at Check-In.

2016 Fee Schedule		
Pay By Date	Youth	Adult
SOAR Camp 1-Day Trip, Full-Service Dining, Merit Badges, & more!		
February 12, 2016	\$100.00	\$100.00
April 15, 2016	\$100.00	\$25.00
May 27, 2016	\$175.00	\$0.00*
Total	\$375.00	\$125.00
Adventure Camp 3-Day Offsite Adventure, Competition, & more!		
February 12, 2016	\$100.00	\$100.00**
April 15, 2016	\$100.00	\$100.00
May 27, 2016	\$250.00	\$250.00
Total	\$450.00	\$450.00
Pioneer Camp Troop Cooking, Merit Badges, & more!		
February 12, 2016	\$100.00	\$45.00
April 15, 2016	\$50.00	\$0.00
May 27, 2016	\$45.00	\$0.00*
Total	\$195.00	\$45.00

Merit Badge registration will be available online by the end of October! Log-in to your camping registration on our council website so each scout can pick his merit badges. The merit badge schedule for 2016 can be found at bsasoar.com/camp-forms/ or pages 26-27 of this guide.

*An additional \$55.00 required for each adult interested in participating in the one-day adventure.

**Adult fees for Adventure are based on adult participation. If adult is staying in camp for the week the fees align with the SOAR camp or \$125.00 for the week.

Camp Rules & Guidelines

The Western Colorado Council and the Boy Scouts of America have established the following policies to ensure a safe and enjoyable camping experience. Thank you for your help ensuring that these rules are strictly followed. If you have any questions about these policies please contact the Camp Director.

Adult Leadership

Boy Scouts of America policy requires two leaders in camp for each unit at all times (one must be at least 21). We strongly encourage at least one leader attend camp all week.

Buddy System

Please teach and expect your troop to use the buddy system at all times in camp.

Fire Prevention

No flames are permitted in tipis. It's highly recommended that each unit prepare a unit fire guard plan. Each unit should take seriously its responsibility to fire safety.

Animal Safety & Pets

Our camp is in bear/skunk/deer/etc. country. Safety training will be provided at camp. Please be prepared to **not** store food or 'smell-ables' in your tipis. Pets are not permitted in camp.

Dress

Official BSA Boy Scout/Venturing uniform is always appropriate and is required at campfires, flag ceremonies, and dinner. Activity uniform (t-shirt) is appropriate other times.

Campsite Security

Each troop and/or Scout is responsible for his/her own money and personal equipment. Personal items are the responsibility of the owner and are brought at the owner's own risk.



Camp Rules & Guidelines

First Aid

First Aid is available at the Administration Building and is administered by the camp Medical Officer. If issues arise during the middle of the night first aid supplies will be available in the Tipi village storm shelters. Please log any aid given/items used.

Health Forms/Physicals

The Boy Scouts of America and our camp require an Annual Health and Medical Record to be completed within the 12 months preceding camp. The form must be signed by a certified and licensed health care practitioner (MD, DO), nurse practitioner, or physician's assistant. Medical forms will be collected during check-in and will be returned at the end of camp. Parents and Doctors will also be required to sign a form authorizing leaders to disperse medications. Access medical forms and medication authorization form on www.bsasoar.com/camp-forms/

Fire Arms, Ammunition, & Weapons

Weapons and ammunition of all kinds are not permitted at camp. All shooting will be on camp shooting sports ranges under the direction of the camp Shooting Sports Director. Scouts who have a Totin' Chip may bring a pocket knife that has a blade no longer than 4 inches; no straight blade/sheath knives allowed.

Scout Oath & Law

Live the Scout Oath and Law. Help others do the same.

Youth Leadership

Please select a Senior Patrol Leader before camp and allow them to lead the pre-camp preparations. Senior Patrol Leaders are responsible for attending all SPL Meetings throughout the week.

Lost & Found

Lost and found is in the Dining Hall. Unclaimed items will be taken to the Western Colorado Council Scout Service Center and donated to charity after August 31.

Camp Rules & Guidelines

Visitors

Visitors are welcome any time but must check-in at the Administration Building or Trading Post upon arrival. Visitors are also welcome to eat with the unit. Please notify the Kitchen Manager/Cook at least two meals in advance. Extra meals cost \$7.00 each. Overnight visitors will be charged \$35/day.

Smoking

Smoking is not permitted on camp property except in assigned smoking areas (behind the Dining Hall or in your personal vehicle). Smoking is not permitted in the presence of Scouts.

Alcohol, Marijuana, & Illegal Drugs

Alcohol, Marijuana, and illegal drugs of any kind are not allowed in camp under any circumstances. Offenders will be removed from camp immediately and the local Police will be notified.

Damage to Camp

A Scout is courteous. Please be mindful of camp property and exercise the principles of Leave No Trace around camp. Damage to camp property will result in the individual(s) being fully liable for said property (i.e. a Tipi costs \$2,000).

Vehicles in Camp

Vehicles must park in the designated area at camp. On Friday, one vehicle per unit will be permitted up to the Tipi Villages to assist with packing up. Our trails are primarily for walking and are not meant for two-way traffic. More details about vehicles in camp will be shared at Scoutmaster Meetings at camp.

Privacy

In order to better enjoy your stay, please be respectful of each others' privacy. Use the Scout Law as a guide when interacting with others. Refrain from taking pictures in any private areas (i.e. tipis, restrooms, etc.). Quiet time at camp begins at 10:00 p.m. Please be respectful of those around you by observing this.

How To Prepare

Use this checklist to help prepare for a successful week at camp.

March (or Sooner)

- Secure adult and youth leadership (2 adults and a trained SPL.)
- Collect fees from families, if necessary.
- Give blank medical forms to each participant.
- Give blank special needs form to those who need one.

April

- Help the SPL direct a Patrol Leader's Council to prepare for camp.
- Visit Scouts not registered to attend and encourage them to attend.
- Contact camp or program directors with any questions (any time).
- Attend the camp leader's meeting on April 21 (Scout Office: 839 Grand Avenue, Grand Junction at 6:30 p.m.) or by video/phone conferencing.

May

- Hold parent's meetings for parents of youth attending camp.
- Confirm leadership for camp.
- Collect special needs forms and send to the Council office.
- Have all Scouts complete the pre-camp Swim Check.

One Month Prior To Camp

- Confirm leadership for camp.
- Review adult leader responsibilities with all leaders attending camp.
- Help SPL hold Patrol Leader Council to prepare youth for camp. Begin preparing cheers, yells, skits, and activities.
- Secure transportation to and from camp.
- Have Scouts review and complete (if possible) MB pre-requisites.
- Pay any remaining camp fees.

Three Weeks Before Camp

- Collect all youth/adult medical forms and verify forms are complete and all signatures are obtained.
- File a tour plan online at my.scouting.org if needed.
- Make sure all youth are registered members of the BSA.

Two Days Before Departure

- Check on transportation to and from camp.
- Re-check all medical forms for proper signatures.
- Gather paperwork (unit roster, receipts, etc.) to bring to camp.
- Hold inspection of personal packs and unit equipment.
- Collect any remaining medical forms.

Day Of Departure

- Review with youth camp rules and procedures.
- Make sure all troop gear is consolidated into one vehicle/trailer.

Packing For Camp

Use this packing list as a guideline for what to bring to camp. Please make sure to label everything.

Unit Equipment

- Troop/Patrol/USA Flags
- Swim Check Form (complete swim check prior to camp)
- Hand Sanitizer
- Troop First Aid Kit
- Lanterns (battery operated if in Tipis)
- Water Containers
- Troop Roster (present at check-in)

Personal Equipment

- Medical Form
- Notebook & Pen/Pencil
- Scout Uniform
- Swimming Suit
- Socks (at least one pair per day)
- Underwear
- Activity Clothes (shorts/pants, t-shirts)
- Coat/Jacket
- Rain Gear (Poncho)
- Camp Chair
- Flashlight/Extra Batteries
- Sleeping Gear (sleeping bag, pillow, cot/pad)
- Pocket Knife (sharpened and shorter than 4 inches)
- Pajamas
- Towel/Washcloth
- Deodorant
- Toothbrush/Toothpaste
- Shampoo/Soap
- Hiking Boots & Light Shoes
- Pack or Duffle Bag
- Water Bottle
- Insect Repellant & Sunscreen
- Required Medication
- Scout Handbook
- Spending Money
- Fishing Gear (optional)
- Sandals or Water Shoes (optional)
- Camera

Youth Protection



It is of great concern in our society today that our children are protected from harm and abuse. The Boy Scouts of America has established a number of safeguards and protections to help ensure that our youth are protected.

Every adult leader attending Scout Camp needs to complete Youth Protection training. This training can be completed online at my.scouting.org. It

is strongly recommended that each unit conduct youth protection training as well. The movie *A Time to Tell* can be used for this purpose.

Any abuse observed or suspected at Scout Camp should be immediately reported to the Camp Director who, with the Scout Executive, will work with local authorities to respond to the situation. Any leader or youth violating Youth Protection Guidelines will be asked to leave camp.

Barriers to Abuse:

- Two-deep leadership
- No one-on-one contact
- Respect of privacy
- Separate accommodations for adults and Scouts
- No secret organizations
- Appropriate attire
- Constructive discipline
- Hazing/bullying prohibited
- Junior leader training and supervision
- Inappropriate use of cameras prohibited

Three R's of YP:

Recognize situations that place you at risk of being molested, how child molesters operate, and that anyone can be a molester.

Resist unwanted and inappropriate attention. Resistance will stop most attempts at molestation.

Report attempted or actual molestation to a parent or other trusted adult. This prevents further abuse and helps protect other children. Let the Scout know he or she will not be blamed for what occurred.

More info about YP Guidelines can be found at scouting.org/training/youthprotection.aspx

Leadership in Camp

Adult Leadership

Each troop is led by at least two adult leaders. We strongly recommend that each unit provide at least one leader for camp that can stay the entire week. This continuity will ensure the Scouts have the support and leadership they need to be most successful. If a Scoutmaster is unable to stay the entire week the troop committee should elect a "camp Scoutmaster".

The role of a Scoutmaster is to serve as a mentor and coach to the youth leaders of the troop. To help the youth leadership prepare as much as possible, adequate planning and training should be conducted with all youth leaders. Our camp programs are set-up to allow you to help your youth to lead.

Patrol Method

Working to apply the patrol method will help your Scouts to be more successful and have opportunities for growth. The troop's Patrol Leader Council should meet frequently both before and during camp under the leadership of the Senior Patrol Leader and the mentoring of the Scoutmaster.

To The SPL

As the leader of your troop we look forward to working with you this summer. Here are some things you need to know:

- You will meet several times during the week with the Program Director and/or Commissioners as part of the Camp SPL Council. Here you will receive leadership training, schedule updates, and program information.
- We recommend using a duty roster to help you delegate the tasks at camp to your troop. Feel free to create your own with the jobs you feel fit best with the week. Troops will also be responsible for a camp-wide duty roster that will be assigned to them at camp.
- Remember your focus as a leader is on each boy in your troop. Every Scout needs a friend and a leader.
- Read over the information in this book so you know what to expect, attend your meetings, and be prepared to pass on all necessary info to your troop.

Visit bsahandbook.org for more information about leadership in your troop.

General Information

Trading Post

The camp's trading post is stocked with souvenirs, clothing, basic camping needs, snacks/drinks, etc. Many Scouts find that \$25-\$50 will get them through the week. We accept cash as well as credit/debit cards. Minimum charges may apply.

Campfires

Monday night's campfire will be conducted by the staff to welcome and entertain your troop. A camp-wide closing campfire program will also be held on Friday night; Troops should prepare their skits and songs in advance and make sure they meet the standards in the Scout Oath and Law. Skits should not contain death, water, toilet humor, or make fun of any group/individual. We encourage families to attend the Friday evening campfire program. There will be troop assigned fire pits that can be used throughout the week for troop time or as the troop desires as far as fire ban laws allow.

Mid-Week Check Out

If any youth or leader needs to check out some time during the week, please formally check out at the Admin. Building. Youth that leave early

will need permission from a guardian and the okay from their unit leader.

Meetings

Please make SPL and Scoutmaster meetings a priority. Check the schedule carefully as some meeting times vary by day. SPL's will also need to meet with their Commissioner once each day. While this requires personal sacrifice, it will lead to quality leadership training and instruction.

Leader Opportunities

Adult Leader Training: At camp we will offer Outdoor Leader Skills training. WiFi is also available for those needing to complete youth protection and other trainings.

Cast Iron Chef: Using four special ingredients provided by camp (you provide the rest) prepare the best meal you can on Thursday and show everyone your cooking skills.

Scoutmaster University: On Wednesday be prepared to share your Scouting skills with fellow Scoutmasters. Bring materials you need to teach and give the Program Director a heads up so we can plan on you.

Program Information

SPL Training Program

SPL's will work with their Commissioner and the Program Director to set/achieve goals for leadership. Attendance is required at several other events (see handout given Monday morning). Those who participate in the program throughout the week will receive recognition Friday night.

Block Program

Our merit badges will all be taught on a block schedule. Most merit badges are offered multiple times so that adventures do not interfere. See page 22 for information on prerequisites and other info.

Makua

Makua (mə koo ə) is a program to help build your troop through team building games with your Troop Guide/Commissioner.

Trail to First Class

Trail to First Class is for First Year Campers, or those who are not yet First Class Scouts. This program will provide scouts a personal staff mentor and a patrol to help them work through their rank advancement requirements.

Honor Trail

On Tuesday your troop will be assigned a time for the Honor Trail. We encourage each SPL to conduct a troop reflection after the trail.

Knot Program

The Knot Program was designed to provide experienced Scouts with new and challenging experiences. Each area has a set of requirements to complete to earn that area's knot. Leaders and scouts can participate.

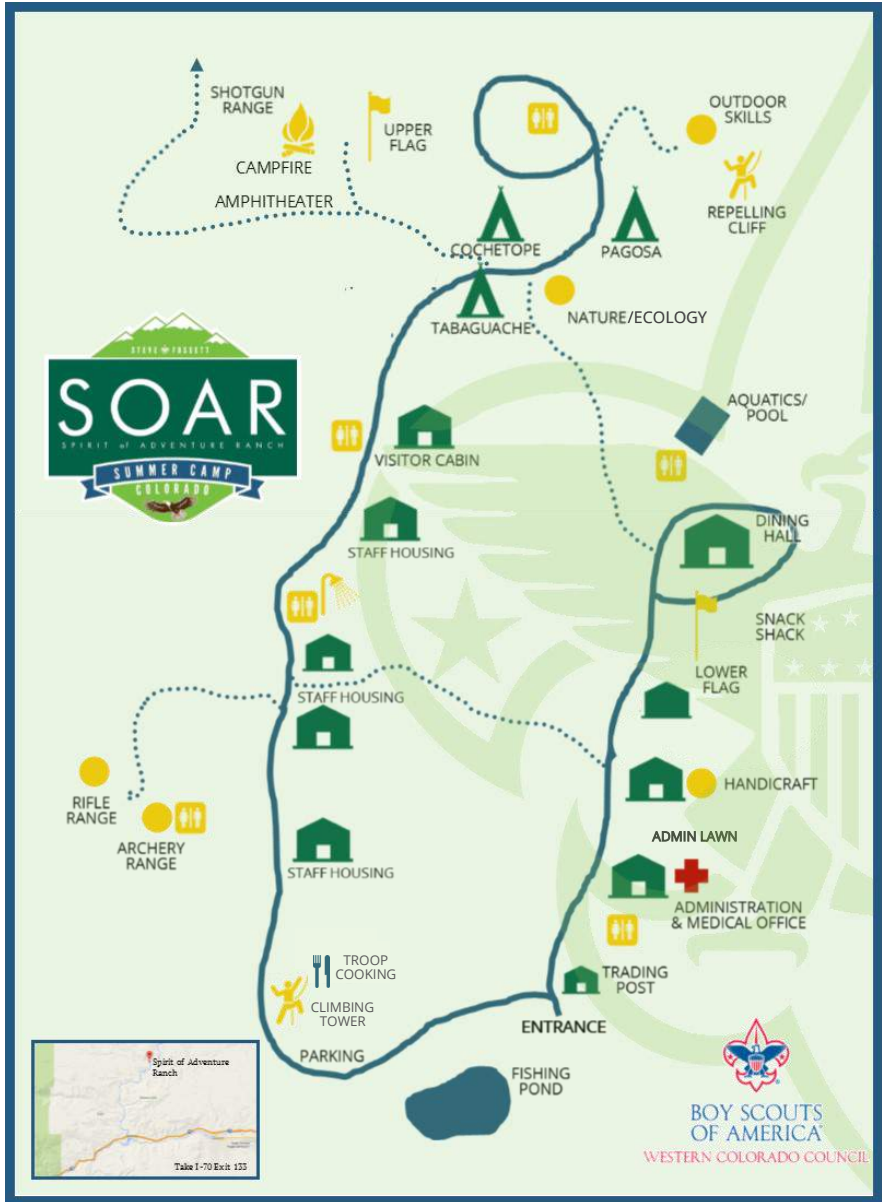
A Scout is Reverent

This program, based on a program at Philmont, provides troops an opportunity to draw closer to God during their time at camp. Each troop that wants to participate should elect a chaplain's aide who will guide the troop in daily devotionals.

Honor Troop Program

The Honor Troop Program was developed to help each troop grow during their week at camp. The program works with each troop's Journey to Excellence goals. Each Scoutmaster and SPL will set goals with their Commissioner on Monday. Every troop that meets each of their goals will be recognized on Friday.

SOAR Map



Order of the Arrow

The Order of the Arrow is Scouting's National Honor Society and recognizes those scouts who exemplify the Scout Oath and Law.

While at camp you can conduct an OA election. Here's who will be eligible to be elected:

Youth: Those youth in your unit who are registered Boy Scouts Varsity Scouts, First Class or higher rank, have completed 15 nights of Scout camping during the two-years prior to the election (including exactly one long-term camp), and have Scoutmaster approval. Those elected with a majority of the youth vote become OA candidates.

Adults: For every unit that elects at least one youth, adults may be nominated who will support the OA, serve as an asset and example, and who have met the camping requirements above. The number of adults cannot be greater than 1/3 the number of youth candidates. In addition, the unit leader may be nominated if he or she has been the leader for the previous 12 months. All adult nominations must be approved by a lodge nominating committee before being called out.

The camp will hold an OA call-out ceremony to recognize those who have been elected as OA candidates. A memorable Native America ceremony will honor those selected by their troops. All Scouts who are already OA members are invited to participate. Bring your OA sash and speak to the Commissioner when you arrive. Parents are welcome to attend. After being called-out, candidates can attend an OA Ordeal to become members of the Order of the Arrow.

Out of Council Units: Our camp may not call out those who are from out of council unless we receive a letter identifying those to be called out that is signed by the home lodge's lodge chief and lodge adviser. We must also receive a copy of the unit election form. Please secure these items before camp to allow your boys to be recognized during the week.





Food Service

At SOAR we have a full-service dining hall with food served (for the most part) cafeteria-style.

Daily Meal Times

Breakfast: 8:00-8:45*

Lunch: 12:30-1:30

Dinner: 5:00-6:00

Visitor Meals

Visitors are welcome to dine with the Scouts and Staff. The Kitchen staff must be notified of visitors at least two meals ahead of time. Visitors must check-in at the administration building and receive a wristband; meals are \$7.00 each.

Troop Cooking

Resident Camp is designed for those who would like to bring their own food and cooking equipment. The camp will provide some storage space, however, it is recommended that you bring your own bear proof containers. All food at camp must be stored in the kitchen area. Extra planning should be done to accommodate food preparation and clean-up using our designated areas for those who are troop cooking.

Dietary Needs

Let us know in advance if you have any special dietary needs or food service requests and we'll do our best to accommodate them. Please fill out the Special Needs form and include any information on allergies so that our kitchen staff can do their best to meet your needs. If you have specific concerns please feel free to contact the Camp Director.

*Saturday breakfast is continental and will be available from 7:00-8:15.

SOAR Grace

For food, for raiment, for life, for opportunities
For majestic mountains and clear mountain streams
We thank thee, O Lord, amen.



Health & Safety

The health and safety of all participants and visitors at SOAR is top priority. To ensure the best quality care for all Scouts, leaders, and visitors all illnesses and injuries must be brought to the attention of the Health Officer as soon as detected. Each area in camp will have a fully stocked basic first aid kit and staff members that are trained in First Aid and/or CPR & AED.

Medication

If medication needs to be refrigerated there is a refrigerator specifically for that purpose in the Medic's office. Under Colorado State Law medications for youth, including herbal supplements (vitamins) and over-the-counter medications (Advil, Tylenol, Claritin, etc.) must be securely stored and dispensed by an authorized individual (i.e. Leader, parent, etc.). No adult leader or parent will be allowed to dispense any medication, vitamins, or herbal remedies to any camper per the Colorado Department of Human Services unless the Medical Dispensary form is signed and submitted. The only medications that will be allowed to remain with the camper are rescue inhalers, epi-pens, or ana-kits for allergic reactions.

All medications must be in original containers, marked with the Scout's name and troop number on the package. Daily pill containers are not permitted under Colorado State Law. Dosages and schedules to be followed in camp must be the same as on the package, and any changes must be stated in writing from the prescribing doctor. A letter from a licensed medical practitioner must accompany the vitamins or herbal remedies with the name of the camper, the type of vitamins or herbal remedies, dosage, and the times of dispensing.


Medical Forms

Medical forms can be found online at bsasoar.com/camp-forms/. Medical forms will be kept confidential and stored in the Medic's office throughout the week at SOAR. Once the week has ended, medical forms will be returned to the unit leaders. Anyone who visits the camp for longer than 24 hours will need a complete medical form. Parents and Leaders, please make sure that each Scout has a filled out Medication Dispensary form that is signed by the parent/guardian and doctor.

SOAR Schedule

	Monday	Tuesday	Wednesday
7:30		Flag Ceremony	Flag Ceremony
8:00	Gates Open Check-In <i>(until 10:30)</i> Orientation Set-up Camp <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;">SPL & SM Meeting</div>	Breakfast	Breakfast
8:30		Program Time <i>(Merit Badges)</i>	Program Time <i>(Merit Badges)</i> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;">SM Meeting</div>
9:00			
9:30			
10:00			
10:30			
11:00			
11:30			
12:00			
12:30		Lunch	Lunch
1:00			
1:30	Program Time <i>(Merit Badges)</i>	Program Time <i>(Merit Badges)</i> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;">SM Makua</div>	Program Time <i>(Merit Badges)</i> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;">SM University</div>
2:00			
2:30			
3:00			
3:30			
4:00			
4:30			
5:00		Dinner	Dinner
5:30			
6:00	Troop Time*	SPL Meeting	SPL Meeting
6:30		Troop Time* Program Time	Troop Time* Program Time
7:00			
7:30			
8:00	Camp Flag		
8:30	Opening Campfire	Honor Trail	Camp-Wide Activity <i>(by SPL's)</i>
9:00			SPL Campout
9:30			
10:00	Quiet Time	Quiet Time	Quiet Time
10:30	Taps	Taps	Taps

SOAR Schedule

	Thursday	Friday	Saturday	
7:30	Flag Ceremony	Flag Ceremony	(6:30) Check-Out Begins	
8:00				
8:30	Breakfast	Breakfast	(9:30) Check-Out Closes	
9:00				
9:30	Program Time (Merit Badges)	Program Time (Merit Badges)	Trading Post Hours Monday-Friday 9:00am-12:00pm 2:30pm-4:30pm Tuesday-Thursday 7:30pm-8:15pm Snack Shack Hours Monday-Friday 1:30pm-2:15pm Tuesday-Thursday 6:00pm-7:15pm <i>We accept cash as well as Credit & Debit cards.</i>  Square	
10:00				
10:30				SM Meeting
11:00				Financial Check-Out
11:30				
12:00				
12:30				Lunch
1:00				
1:30				
2:00	Program Time (Merit Badges)	Camp-Wide Games		
2:30			SM Splash	
3:00			SOAR Challenge	
3:30			SM Cast Iron Chef	
4:00				
4:30				
5:00	Dinner	Dinner		
5:30				
6:00	SPL Meeting	Packets Ready Campfire Prep		
6:30	Troop Time* Scheduled MB Make-Up	Closing Flag		
7:00				
7:30		Closing Campfire		
8:00				
8:30				
9:00	OA Call-Out	Reflection		
9:30				
10:00	Quiet Time	Quiet Time		
10:30	Taps	Taps		

*Includes troop shoot (archery and rifle)—no troop shoot on Thursday), Makua, free swim, bubble soccer, and other activities planned by the SPL.

**This schedule is subject to change. Please see the *SOAR Daily News* for a current daily schedule.

Merit Badges Offered

Below is the list of merit badges that will be offered at SOAR 2016. Please pay attention to the prerequisites/notes. Almost all merit badges offered can be completed fully at camp.

Merit Badge	★	✓	Prerequisites/Notes
Archery	★		Practice before camp recommended
Astronomy	★		Observation @ camp; 6b can be done outside camp
Basketry			
Camping		✓	9a & 9b outside of camp
Canoeing	★		Swimmer classification; swim check before camp
Climbing			
Cooking		✓	5(all), 6(all), 7(all) outside of camp
Emergency Prep		✓	First Aid MB; 2c & 6c before camp
Environmental Science	★	✓	
First Aid		✓	Know Tenderfoot to First Class First Aid Req.
Fishing			
Forestry	★		
Geocaching	★		Recommend bringing a GPS (camp has a few)
Geology	★		
Kayaking			Swimmer classification; swim check before camp
Leatherwork			
Mammal Study	★		
Pioneering			
Rifle Shooting	★		Practice before camp recommended
Shotgun Shooting	★		Practice before camp recommended
Signs, Signals, & Codes			
Swimming		✓	Second Class 8a-8c, First Class 9a-9c before camp
Wilderness Survival			
Wood Carving			Recommend bringing a sharp knife

✓ Eagle Required

★ STEM and Nova Merit Badges

One Day Trips

Overview

At SOAR, you can choose between three different One Day Trips each week. Trips include River Rafting, Caving, and Town to Town Biking. You must choose your One Day Trip by June 1 (no refunds will be issued after this date unless minimums have not been met). Changes to Trip registration cannot be made at camp. Minimum and Maximum participants are listed. Trips depart and return to camp at varying times. All trips include time for instruction, safety, and so on as well as the experience itself. One Day Trips are included in the cost of SOAR camp for Scouts.

	Week 2	Week 3	Week 5
Tuesday	River Rafting <i>Min: 6</i> <i>Max: n/a</i>	River Rafting <i>Min: 6</i> <i>Max: n/a</i>	River Rafting <i>Min: 6</i> <i>Max: n/a</i>
Wednesday	Caving <i>Min: 6</i> <i>Max: 26</i> Town to Town Biking <i>Min: 6</i> <i>Max: 17</i>	Caving <i>Min: 6</i> <i>Max: 26</i> Town to Town Biking <i>Min: 6</i> <i>Max: 17</i>	Caving <i>Min: 6</i> <i>Max: 26</i> Town to Town Biking <i>Min: 6</i> <i>Max: 17</i>

A Brief Description of Each Adventure

Below is a description of each day trip. For additional details pertaining to the day trip itself (except Town to Town Biking), please see Adventure Info Sheets (available in 2016) on bsasoar.com or contact Glenwood Adventure Company at 970-945-7529.

Caving: Spend the day discovering. It is likely that while you are having fun you will get a bit muddy too! Caving participants will be split into two groups and encouraged to participate in team building games while they wait. Recommended: rain jacket and headlamp.

River Rafting: Enjoy this great introduction to rafting with a sense of adventure that requires no previous rafting experience. However, we do ask that all Scouts and leaders who participate in this Adventure turn in a valid Swim Check form.

Town to Town Biking: Take a paved trail ride through the scenic Glenwood Canyon. Before departing, a quick debrief and bike check and fitting will be done. Those taking this 1-day adventure will also have the opportunity to enjoy a challenge course and/or zipline (see Adventure Info Sheet for more information).

Three Day Adventures

Overview

Three Day Adventures are included in the cost of Adventure Camp. You must choose your Three Day Adventure by June 1 (no refunds will be issued after this date). Changes to Adventure registration cannot be made at camp. Minimum and Maximum participants are listed. If there are not enough registrations by June 1 the Three Day Adventure will be cancelled. A Packing list will be shared via Adventure Info Sheet on the SOAR website. For additional questions on conditions or specific details about the Three Day Adventure, please contact Glenwood Adventure Company at 970-945-7529 .

	Week 2	Week 3	Week 5
Tuesday- Thursday	Wilderness <i>Min: 6</i> <i>Max: 13*</i>	Wilderness <i>Min: 6</i> <i>Max: 13*</i>	Wilderness <i>Min: 6</i> <i>Max: 13*</i>
	River Rafting <i>Min: 12</i> <i>Max: 25</i>	River Rafting <i>Min: 12</i> <i>Max: 25</i>	River Rafting <i>Min: 12</i> <i>Max: 25</i>

Program Highlights

Wilderness

Backpacking on Colorado's flattop mountains. This adventure includes the opportunity to earn Orienteering and Geocaching merit badges with a competitive element.

Those interested in merit badge completion will participate in pre-requisites on Monday afternoon prior to leaving on the Adventure.

River Rafting

Spend three days rafting down a beautiful river in Colorado. While on this Adventure participants will have the opportunity to learn skills and potentially earn the Whitewater Merit Badge.

Those interested in merit badge completion will participate in Kayaking merit badge (if not completed already) on Monday afternoon prior to leaving on the Adventure.

Three Day Adventures

Available Activities for Monday or Friday

Individuals participating in the Three Day Adventure (or Adventure Camp) have a variety of opportunities to enjoy when they are at base camp (Monday and Friday).

Merit Badges: If you are interested in earning a merit badge or two, sign-up via Merit Badge registration for a Merit Badge offered Friday morning. Friday Merit Badges: Mammal Study, Geology, Basketry, First Aid, Camping.

If you are not interested in taking a Merit Badge, you are welcome to participate in a variety of other offerings including Archery shooting (Monday afternoon only), Frisbee golf, Gaga ball, Makua, Climbing (Friday), and the Knot Program.

Otherwise, we wholly recommend you participate in the rest of our camp-wide events on Monday and Friday (i.e. Campfire and Camp-wide Games).

*If your group is larger than 13, the Wilderness Adventure can run two groups or 26 individuals.

Meal Plan

While on the Three Day Adventure you will be provided with each of the meals. Meals will be fairly lightweight and built for convenience on the adventure. Please fill out a Special Needs and Dietary Request form prior to attending camp if you have any allergies or additional needs. When at base camp (SOAR), all meals will be in our full-service dining hall.



Merit Badge Schedule

Monday	Tuesday		Wednesday	
1:45-4:45	9:00-12:15	1:45-4:45	9:00-12:15	1:45-4:45
Aquatics				
	Canoeing		Kayaking	
Climbing				
	Climbing		Climbing	
Nature/Ecology				
Astronomy	Mammal Study	Astronomy	Mammal Study	Fishing
Fishing	Environmental Science		Geology	
Handicraft				
Basketry	Wood Carving		Leatherwork	Wood Carving
Outdoor Skills				
Camping	Emergency Preparedness		First Aid	Camping
First Aid	Signs, Signals, & Codes		Cooking	
	Geocaching		Geocaching	
	Pioneering		Signs, Signals, & Codes	
Shooting Sports				
Shotgun Shooting			Rifle Shooting	
	Archery			
Trail to First Class				
Rank Advancement				
Merit Badges: First Aid, Forestry, Pioneering				

Merit Badge Schedule

Thursday		Friday
9:00-12:15	1:45-4:45	9:00-12:15
Aquatics		
Swimming		
Climbing		
Climbing		
Nature/Ecology		
Forestry	Forestry	Mammal Study
Environmental Science		Geology
Handicraft		
Leatherwork		Basketry
Outdoor Skills		
Cooking		First Aid
Emergency Preparedness		Camping
Pioneering		
Wilderness Survival	Wilderness Survival	
Shooting Sports		
Rifle Shooting		
Archery		
Trail to First Class		
Rank Advancement		
Merit Badges: First Aid, Pioneering, Camping		

Merit Badge Make-Up

Merit Badge Make-Up will be available Thursday evening from 6:30-9:00 except for Aquatics, Climbing, and Shooting Sports. Merit Badge Make-Up will be available for Rifle Shooting and Archery on Friday from 9:00-12:00.

Other Merit Badges may be available for Make-Up Friday morning pending staff availability.

Honor Troop Form

Item	Category & Suggestions	Goal	Complete
1	Advancement: Number of MB & Ranks attained throughout the week.		
2	Scout Spirit: Participation, living Scout Oath & Law, spirit stick.		
3	Leadership Development: PLC, training, attendance at SPL/SM meetings.		
4	Patrol Method: Duty roster, troop functions in patrols.		
5	Campsite Cleanliness: Exemplifies standards in Outdoor Code.		
6	Fitness: Participation in fitness activities.		
7	Uniform: Troop wears proper uniform to all camp-wide events.		
8	First-Year Campers: Participation in Trail to First Class.		
9	Involvement in Additional Programs: Choose from a variety of options.		
10	Create Your Own: Create a goal with help from your Commissioner.		



Appendix A

Emergency Procedures

Camp Procedures

In case of fire or other major camp-wide emergency, the Camp Director will sound the alarm/siren from the administration building. All campers will assemble at the admin lawn for roll call and for further information. All staff will assemble on the admin porch, for instruction from the Program Director or designee.

Accidents

We have a qualified medical officer in camp that will handle all first aid needs.

Aquatics

If the aquatics area has an emergency the Aquatics Director will close the area and notify the Camp Director immediately. Necessary actions will be taken as directed by BSA policy. Aquatics staff will assist as needed and will keep the Camp and Program Director informed of developments.

Earthquake

After motion has ceased all campers will report to the admin lawn. All staff will report to the admin building. The Commissioners, assisted by troop leadership, will obtain a head count and relay any injury information to the medical officer.

Animals

Prevent issues with animals by keeping all food in the Dining Hall and "smell-ables" contained as directed (see Monday SPL/SM Meeting). Do not approach the animal. Report the animal sighting to the Camp Director, Program Director, or other staff member who will report to the Camp Director.

Fire Guard

Every Scout should feel a responsibility for fire prevention in camp. Each unit is to organize a fire guard in their troop.



Appendix A

Emergency Procedures Continued

Lightning

If lightning is seen close to camp, the aquatics area(s) and shooting areas will be closed according to BSA policy. If a threat to the safety of the camp is perceived, the Camp Director will direct movement of troops to safe shelter areas (Dining Hall, Handicraft, etc.).

Missing Person

All missing persons will be reported to the Camp Director immediately. Staff will immediately take the following actions at the direction of the Camp Director:

- An organized hasty search will check the areas where the person was last seen.
- People last in contact with the person will be interviewed.
- If a full search is needed, areas will be closed and a staff-organized search will proceed.
- Outside authorities will be contacted.

Severe Storms & Floods

If a flood/severe storm warning or watch should occur, the Camp Director will notify the Commissioners and troop guides who will move their troops as quickly as possible to designated safe shelter areas (Dining Hall, Handicraft, etc.).

Hiking

On all hiking activities be sure to dress appropriately and take enough water. Most hiking incidents involve dehydration or temperature-related injuries like heat exhaustion, heatstroke, and hypothermia. Be sure to take sunscreen as sunburn at high elevation can be extremely painful. If the Camp Director deems the heat/cold too extreme, activities may be suspended.

Appendix B

Refund Policy

Below are the following steps to receive full or partial payment after making camp reservations:

- Please submit requests prior to May 15th if circumstances permit. Refund requests should be made as soon as possible and will not be considered after the camp season is closed (7/31).
- SOAR Requests are to be made in writing or electronic communication to: eleanor.anderson@scouting.org, using the refund request form.
- Approved requests will be refunded as soon as possible.
- All refunds will be visited on a case by case basis.
- All refunds will be made to units, not individuals.
- Refunds are not given for 'no-shows'.

State of Colorado Regulations

The Steve Fossett Spirit of Adventure Ranch is certified under the Colorado Department of Human Services Division of Childcare. As part of that certification, the following information is provided:

If licensing complaints arise, you can contact the Colorado Department of Human Services, Division of Child Care:

Address: 1575 Sherman Street, Denver, Colorado 80203-1714
Phone: 303-866-5958

BSA: All persons involved in Scouting shall report to local authorities any good faith suspicion or belief that any child is or has been physically or sexually abused, physically or emotionally neglected, exposed to any form of violence or threat, exposed to any form of sexual exploitation including the possession, manufacture, or distribution of child pornography, online solicitation, enticement, or showing of obscene material. No person may abdicate this reporting responsibility to any other person. Notify your Scout Executive of this report or of any of BSA's Youth Protection Policies (Scout Executive: 425-205-5151) See page 12 of this guide for more info on YP/reporting at camp.

State of Colorado: In cases of suspected child abuse or neglect please call 1-844-264-5437.

This is in accordance with Colorado Department of Human Services, Division of Child Care General Rules For Child Care Facilities 7.701.55.

A photograph of a forest with sunlight filtering through the trees, creating a starburst effect. The word "Notes" is overlaid in white text.

Notes

