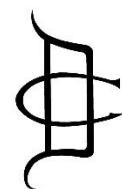


Camp Cris Dobbins

McNeil Scout Ranch at Peaceful Valley



2025 Program Guide - Scouts BSA



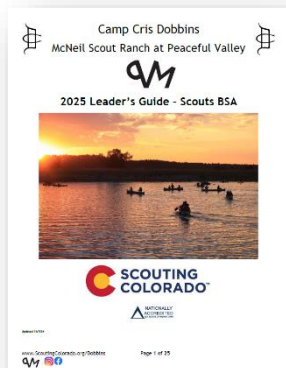
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Have you checked out the Leader's Guide? The Leader's Guide contains camp policies and logistics while the Program Guide only contains program information.





2025 Program Guide



Welcome from the Camp Director

Dear Unit Leaders,

Welcome to the 2025 Program Guide, we hope that this Guide helps your Unit plan for the upcoming summer, understand our offerings, and get you excited for the summer! Our Program Directors, introduced next in the guide, have been working hard on an experience that we hope to be the highlight of your summer!

Our Six Guiding Principles (Safety, Mission, Guest Service, Excellence, Ownership, and Integrity) have been at the front of our minds when creating this program for your Unit. We wanted to ensure a safe experience that promoted challenging learning opportunities for your Unit, and of course, while having fun. We believe that our Program will help your unit bond closer and leave yearning for more.

There's a lot to look forward to this summer, and I'm more than excited to have your Unit be a part of it. I hope this Program Guide helps give you the information you need to get your unit excited for camp.

See you at camp!



Jack Loats, Camp Director

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Additional Camp Contacts



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Health Team
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All Health and Medical Form Questions

Food Service Team
MSRFoodService@Scouting.org





2025 Program Guide



Welcome from the Program Directors

Greetings and a warm welcome to McNeil Scout Ranch (MSR) at Peaceful Valley! I'm Amy Bechtel, and I'm delighted to introduce myself as the 2025 Program Director for Camp Cris Dobbins.

A little about me: I am a rising senior at the University of Notre Dame, majoring in History. To date, I have enjoyed my time at Notre Dame meeting many new friends from around the world, attending home football games (Go Irish!), and serving children in local South Bend schools. Growing up, Scouting was an integral part of my life from the moment I attended my first Cub Scout summer camp as a sibling in 2010 to when I officially joined Scouts BSA Troop 628G just in time for summer camp in 2019. Immediately captivated by the program, I quickly advanced through the ranks and reached Eagle on October 25, 2021—two weeks before my 18th birthday. I also participated in Girl Scouts from Kindergarten through my Senior year in High School, and I earned my Gold Award by promoting Seatbelt Awareness among teen drivers. I 3D printed a keychain charm, a tangible reminder to buckle up, and I distributed them to local high school students. At MSR, I have served as a Tiger Den Guide, Climbing Counselor and Assistant Program Director for the past five summers learning valuable leadership skills. It brings me great joy to welcome all Scouts, adult leaders, and families joining us this season to MSR. I eagerly anticipate the adventures and many memories we'll create during our time together at camp.

This summer, our journey begins at the **Camp Cris Dobbins Detectives Agency (the C.C.D Detectives)** where we will help **defend MSR from the Vicious Organization of the Insidious Detectives (V.O.I.D)** who are secretly trying to seize control of the Agency. Our mission, should we choose to accept it, is to stop the V.O.I.D from hijacking the C.C.D Detectives, infiltrating MSR, and stealing the Top-Secret gadget, which if nabbed would give them unlimited power.

Throughout the week, we will participate in secret missions from multiple sectors as we uncover the evil spies working for V.O.I.D and search for the prized gadget. Navigating the challenges ahead, we will use the Scout Oath and Law to guide and help us defeat the V.O.I.D. Each day, we will uncover different clues, each giving us the knowledge to carry out our mission to defend the C.C.D Detectives and to secure the Top-Secret gadget, keeping it out of the hands of the V.O.I.D.

Yet, in our pursuit of the gadget, we must remain vigilant. Members of V.O.I.D are lurking around every corner and are posing as members of the C.C.D Detectives, so we must be careful who we trust.

As we embark on this mission, let us stand united and not be swayed by the evil tactics of V.O.I.D. Let us stand our ground and courageously demonstrate the Scout Oath and Law to confront the spies working for V.O.I.D. Will we successfully carry out our mission to defend the C.C.D Detective Agency and find the gadget before V.O.I.D does, or will it be a mission impossible?

Amy Bechtel, Program Director

Kaitlyn Mearing & Meg Enright, Assistant Program Directors



Amy Bechtel
Program Director



**Kaitlyn Mearing &
Meg Enright**
Assistant Program Directors



Email for All Program Directors: MSRDobbinsProgram@Scouting.org





2025 Program Guide



Camp Schedule - SUBJECT TO CHANGE - Final schedule will be given at camp.



Camp Cris Dobbins Schedule 2025



Sunday

1:00pm – Troop Check in Begins
5:45pm – Opening Flags @ McKenzie's Range
6:00pm – Dinner
6:45pm – Scoutmaster Meeting with Management
7:30pm – Opening Campfire (Meet @ Ft. Garland)
10:00pm – Lights Out

Monday-Tuesday / Thursday-Friday

6:00am – Mile Swim Practice @ Pool (M, Tu, W, Th)
Polar Plunge @ Lake (M, Tu)
5k Run (Thursday Only – Sign up at HQ by Wed. Night)
Mile Swim @ Pool (Friday)
Sunrise Hike (Friday @ Sam Meet @ McKenzie's Range)

7:00am – Morning Flags @ McKenzie's Range
7:15am – Breakfast
8:40am – 9:30am Session 1
9:00am – Commissioner's Coffee (Adults) @ Gilwell
9:50am – 10:40am – Session 2
11:00am – 11:50am – Session 3
12:00pm – Lunch
12:45pm – SPL Meeting Under the Deck
1:30pm – 2:20pm – Session 4
2:40pm – 3:30pm – Session 5
3:45pm – 5:30pm – Open Time/ Specialty Areas Open
4:00pm – Friday Only – Family Night Begins
5:45pm – Evening Flags @ McKenzie's Range
6:00pm – Dinner
7:30pm – 9:15pm Evening Activities
10:00pm – Lights Out

Wednesday

6:00am – Mile Swim Practice @ Pool
7:00am – Morning Flags @ McKenzie's Range
7:15am – White Water Rafting Leaves (if attending, breakfast at HQ)
7:15am – Breakfast
9:00am – 11:30am Merit Badge Makeup
9:30am – Commissioner's Coffee (Adults) @ Gilwell
12:00pm – Lunch (Sack Lunch anywhere except Dining Hall)
1:30pm – Open Time – Ranges and Pool Open
2:00pm – Colter's Run Begins (Starts @ Lake)
5:00pm – Areas Close
5:45pm – Evening Flags @ McKenzie's Range
6:00pm – Dinner
7:30pm – Evening Activities
10:00pm – Lights Out

Saturday

6:30am – Wake Up / Check Out Begins / Campsite Hosts in Campsite
7:00am-9:00am – Continental Breakfast Available @ Dining Hall
9:30am – Camp Closed

Evening Activities:

Sunday: Opening Campfire
Monday: Campsite Host Time
Tuesday: Lodge Specials & Outpost
Wednesday: Troop Time
Thursday: Lake Party
Friday: Closing Campfire / Family Night

Open Time Activities 3:45-5:30pm

Open Shoot – Rifle, Shotgun and Archery – For Rifle and Shotgun, purchase tickets at the Trading Post
Open Swim – At the pool – First come, first served. If there is high demand, staff will rotate groups.
Open Boating – At the lake – First come, first served. If there is high demand, staff will rotate groups.

Medication Administration Times:

Morning Meds: 6:45am-8:30am
Lunch Meds: 11:30am-1:00pm
Dinner Meds: 5:30pm-7:30pm
Bedtime Meds: 8:30pm-9:30pm
Meds are dispensed only at these times. Meds will not be dispensed at any other time unless the medication calls for another time.

Health Lodge Hours:

Daily 8:00am-9:30pm – "Clinic Needs"
(Think beyond basic first aid)
9:30pm-8:00am – Emergencies Only
(Think what you would call 911 for or go to the ER for)

When in doubt, please stop by the med lodge. The Health Staff are always happy to help. (Except after 10pm, please only emergencies!)

Camp Schedule - SUBJECT TO CHANGE - Final schedule will be given at camp.





2025 Program Guide



Merit Badge Schedule

Merit Badge	Days Offered	Period 1	Period 2	Period 3	Period 4	Period 5	Fee
Handicraft							
Archaeology	Th, F	20	20	20			
Art	Th, F			20		20	\$5
Basketry/Leatherwork	M, Tu, Th, F	20	20		20	20	\$35
Model Design & Building	M, Tu	20	20	20			
Pulp & Paper	M, Tu			20		20	\$5
Sculpture/Pottery	M, Tu, Th, F	20			20		\$20
Woodcarving	M, Tu, Th, F		20	20	20	20	\$20
STEM							
Astronomy	M, Tu	20	20	20			
Space Exploration	Th, F	20	20	20			\$15
Chemistry	M, Tu			20	20	20	\$10
Cooking	M, Tu, Th, F	20			20		\$20
Electronics/Electricity	M, Tu, Th, F	20		20			
Metalworking	M, Tu, Th, F	12	12		12	12	\$10
Nuclear Science	Th, F			20	20	20	
Scoutcraft							
Camping	M, Tu, Th, F			20		20	
Emergency Preparedness/ Search and Rescue	M, Tu, Th, F	20		20	20	20	
First Aid	M, Tu, Th, F		20	20	20	20	
Geocaching	M, Tu, Th, F	20	20				
Pioneering	M, Tu, Th, F				20		\$5
Wilderness Survival	M, Tu, Th, F	20	20	20	20		
Nature							
Animal Science	Th, F	20	20	20			
Environmental Science	M, Tu, Th, F	20	20		20	20	
Forestry / Nature	M, Tu, Th, F		20	20	20	20	
Geology/Mining in Society	M, Tu, Th, F	20	20	20			
Mammal Study	M, Tu	20	20	20			
Oceanography	M, Tu, Th, F				20	20	





2025 Program Guide



Merit Badge	Days Offered	Period 1	Period 2	Period 3	Period 4	Period 5	Fee
Hollywood							
Animation	Th, F				20	20	
Communication	M, Tu, Th, F	20	20	20		20	
Game Design	M, Tu				20	20	
Movie Making	M, Tu, Th, F	12		12	12		
Photography	M, Tu, Th, F		12	12	12	12	
Radio/Signs, Signals and Codes	M, Tu, Th, F	20		20			
Theater	M, Tu, Th, F		20			20	
Leadership	M, Tu, Th, F			25			
Range & Target Activities							
Archery	M, Tu, Th, F		16		16		\$10
Next Level Range Adventure	M, Tu, Th, F		12				\$100
Rifle	M, Tu, Th, F		32		32		\$25
Shotgun	M, Tu, Th, F		12		12		\$30
Adventure							
ATV RiderCourse*	M, Tu	6			6		\$50
ATV RiderCourse*	Th, F	6			6		\$50
ATV Experienced Rider*	M, Tu	6			6		\$50
ATV Experienced Rider*	Th, F	6			6		\$50
Climbing**	M, Tu, Th, F		12		12		
Cycling	M, Tu, Th, F		15				
Mountain Biking	M, Tu, Th, F				10		
Horsemanship	M, Tu, Th, F		20 - \$60		10- \$50	10 - \$65	See Class Capacity Box
			<i>Beginner Riders Dual Period</i>		<i>Beginner Riders</i>	<i>Experienced Riders</i>	
Aquatics - Lake							
Canoeing	M, Tu	10			10		
Canoeing	Th, F	10			10		
Rowing	M, Tu	10					
Kayaking	M, Tu	10			10		
Kayaking	Th, F	10			10		
Small Boat Sailing	M, Tu, Th, F	10			10		
Aquatics - Pool							
Swimming	M, Tu	15			15		
Swimming	Th, F	15			15		
Lifesaving	M, Tu, Th, F	15			15		
EagleBound							
EagleBound (All Ranks)	M, Tu, Th, F	20			20		

*Must be 14 Years Old for ATV Programs

**Must be 13 Years Old for Climbing Programs





2025 Program Guide



How To Use This Schedule:

- There are 5 class periods each day: Monday Tuesday, Thursday, Friday.
- Some classes are “single period” classes, some are combined over multiple periods.
- Classes are offered for either four (4) days or two (2) days.
- The numbers in the box under the class period indicates the maximum number of students for that class. Registration is first come, first served.

When Selecting Merit Badges:

- For each period, select a class that is either four (4) days long, or select two (2) classes to take that period, one on Monday and Tuesday and one on Thursday and Friday.
- For classes that are only two days long, on the other two days, it is not necessary to select a merit badge in the same program area.
 - *Example: One could select Game Design at Hollywood Monday and Tuesday, and Animal Science at Nature Thursday and Friday.*
- We recommend all Scouts sign up for a class each period. “Off-periods” are discouraged.
- When getting selections from Scouts, we recommend collecting first, second and third choices for each period in case they are full when registering.

Scout Name: _____

	1 st Choice	2 nd Choice	3 rd Choice
Period 1			
Period 2			
Period 3			
Period 4			
Period 5			
If choosing a 2-day class, make sure to list options for M/Tu and Th/Fr in that same period.			





2025 Program Guide



How To Register for Merit Badges

Here is a step-by-step guide on how to register for merit badges.

Merit Badge Registration will open by week on the following dates:

Week 1: April 12 @ 8am | Week 2: April 12 @ 8am | Week 3: April 19 @ 8am

Week 4: April 19 @ 8am | Week 5: April 26 @ 8am

Registration Opens at 8:00am MDT.

In your Black Pug registration, find each youth participant and select “Update Information”.

Find the Schedule Area under the participant and click on “Select Classes”.

Choose from the catalog of available options.

When a class is chosen for a period, other options will be removed from the class options list.

[View this video on how to select classes.](#)

Parents can register their Scouts for classes. View these two videos on how to complete this.

[Parent Portal: Unit Leader’s Guide](#)

[Parent Portal: Parent Guide](#)





2025 Program Guide



Merit Badge and Activity Fees

Some programs require extra fees to assist in operating the merit badge or activity. This chart lists the fees and what the fee goes towards covering.

Merit Badge/ Activity	Fee	What does this cover?
Horses		***Extra Horse activities are dependent upon the availability of the animals and dinner rides and overnights may not be available all weeks***
Horsemanship Merit Badge	\$Various	Assists in paying for summer horse rental and associated fees and expenses.
Trail Ride	\$60	Assists in paying for summer horse rental and associated fees and expenses.
Dinner Ride - <i>if available</i>	\$60	Assists in paying for summer horse rental and associated fees and expenses and one trail meal.
Overnighter - <i>if available</i>	\$60	Assists in paying for summer horse rental and associated fees and expenses and one trail meal.
ATV's		
ATV RiderCourse	\$50	Materials needed to operate program and be issued the ATV RiderCourse certificate.
ATV Experienced Rider	\$50	Materials (such as fuel) needed to operate an extended program and trail rides.
Aquatics		
Whitewater Trip: Optional	\$85	Cost of outfitter including guide gratuity.
Scoutcraft		
Pioneering	\$5	Offsets significant cost of materials for class.
Range and Target Activities		
Next Level Range Adventure	\$100	Ammo, targets and firearm maintenance for special program
Archery Merit Badge	\$10	Arrow pen kit required to complete merit badge
Rifle Merit Badge	\$25	Offsets significant cost of ammo, targets and firearm maintenance
Shotgun Merit Badge	\$30	Offsets significant cost of ammo, targets and firearm maintenance
Cowboy Action Program	\$10	Ammo and targets for additional activity
Rifle Open Range / Add 'l 10 Rounds	\$1	Ammo for open shooting and additional rounds beyond the merit badge. (All ammo for MB covered in class fee)
Shotgun Open Range / Add 'l 5 Rounds	\$5	Ammo for open shooting and additional rounds beyond the merit badge. (All ammo for MB covered in class fee)
Handicraft		
Art Merit Badge	\$5	Additional materials needed to operate program
Basketry and Leatherworking Merit Badges	\$35	Basketry and Leatherworking kits needed to complete merit badge and additional materials for program
Woodcarving Merit Badge	\$20	Woodcarving kits needed to complete merit badge and additional materials for program
Sculpture/Pottery Merit Badge	\$15	Additional materials needed to operate program
Pulp and Paper Merit Badge	\$5	Offsets significant cost of materials for class.
STEM		
Astronomy and Space Exploration Merit Badge	\$15	Rockets needed to complete merit badge
Chemistry	\$10	Offset materials to operate the program
Cooking	\$20	Offset materials to operate the program
Metalworking	\$10	Offset materials to operate the program

All fees for merit badges are charged in Blackpug and added to camp fees. Optional programs must be paid for in advance. If a class is added at camp that has an additional fee, the fee can be paid at camp in the Trading Post or Headquarters.





2025 Program Guide



Ride HORSES

Experience an awesome time riding horses
at McNeil Scout Ranch this summer!

OPTIONS

Horsemanship Merit Badge for Beginners

Horsemanship Merit Badge for Experienced

Rides for Anyone!

HORSEMANSHIP MERIT BADGE BEGINNER RIDERS

- Double period in the morning

OR

- One period in the afternoon

EXPERIENCED RIDERS

- One period in the afternoon

RIDES FOR EVERYONE TRAIL RIDES

DINNER RIDES

OVERNIGHTER

You do not need to be taking
the merit badge to ride!

*If available. Extra programs may not be
available all weeks.



2025 Program Guide



Adventure Lodge at Bent's Fort

The Adventure Lodge is home base for some of the most thrilling experiences on the ranch. Scouts looking to add a little more action to their summer camp experience should check out the merit badges offered from Adventure! Test your wits on any of our natural climbing areas, take a bike ride through camp on our 26 miles of beautiful, professionally designed and maintained mountain biking trails, or seek out the ultimate adventure riding horses or ATVs!



Climbing Merit Badge

Scouts will learn how to properly use and care for climbing equipment, as well as climb and rappel in multiple locations at McNeil Scout Ranch. Scouts must be at least 13 years of age. **Requirements completed:** All (weather allowing).

Cycling Merit Badge - Eagle Required



Scouts will learn how to safely ride and maintain bikes, all while viewing camp from less-frequently traveled roads as they pedal around. Scouts must be at least 5 ft. 2 inches tall. Bikes are provided by the camp. Scouts are welcome to bring their own bike if they wish. Helmets are required at all times when riding, and will be provided by the instructors if needed. **Requirements completed:** All except for requirements 7B(d) & 7B(e) (which can be completed during free time and Wednesdays, weather allowing).



Mountain Biking

This is an open time to ride mountain bikes. For experienced riders only. No merit badge will be earned.



Horsemanship Merit Badge

Scouts will learn information about horses such as how to care for them including basic medical and diseases, grooming and feeding. Scouts will ride horses in a controlled environment and learn how to control the animal. **The morning course will be a double-period for beginner riders. The first afternoon session is for beginners. The second afternoon session is for experienced riders. Requirements completed:** All, weather allowing



ATVs

Scouts will complete the ATV Safety Institute's All-Terrain Vehicle RiderCourse. Scouts that take this course will learn the skills and techniques necessary to have a safe experience while have a blast riding ATVs. **Must be 14 years of age or older. Must bring long sleeves and pants to wear during class. Upon completion, Scouts will receive an ATV Safety Institute ATV RiderCourse certificate. \$50 class fee. Waiver must be signed and brought to class. Online pre-course must be completed prior to camp. Bring pre-course certificate to class. No exceptions. For experienced riders, who have completed the ATV RiderCourse consider taking our experienced course in the afternoon. This course will take Scouts on trail rides throughout the ranch. \$50 class fee. Must be 14 and have completed the RiderCourse.**





2025 Program Guide



Attention Older Scouts!

DO SOMETHING AWESOME AT CAMP

ATV's are for older Scouts while at summer camp! Learn how to ride and operate All-Terrain Vehicles Safely!



ATV RIDERCOURSE

For Scouts who have no experience and want to learn how to operate an ATV and earn the RiderCourse certificate. Must be 14 years old. \$50 class fee. Must bring long sleeves and pants to camp for the class.

ATV EXPERIENCED RIDER

For Scouts who already completed the RiderCourse. Ride the trails all over the beautiful McNeil Scout Ranch. Must be 14 years old. \$50 class fee. Must bring long sleeves and pants to camp for the class.





2025 Program Guide



Aquatics at the Gates Aquatic Center and Silver Lake

The aquatics program at Camp Cris Dobbins is always a Scout favorite, with many merit badge options to choose from. At the Gates Aquatic Center, Scouts can spend their time working toward the rank of Eagle. Scouts who prefer boating can head down to Silver Lake and take Canoeing, Kayaking, or Small Boat Sailing.



Swimming Merit Badge - Eagle Required

Scouts will master several swimming techniques and gain confidence in the water, as well as learning water rescue techniques. Scouts enrolled in this class should be Swimmers and should also bring long pants and a long sleeve shirt that can get wet. **Requirements Completed:** All (weather allowing).



Lifesaving Merit Badge - Eagle Required

This is an advanced merit badge for strong swimmers, teaching the principles of water rescue. Scouts must be a Swimmer, have completed the Swimming Merit Badge, and should bring long pants and a long sleeve shirt that can get wet. **Requirements Completed:** All except 2a which is the swimming merit badge must be completed prior to taking this class. It is recommended that Scouts be at least First Class rank before taking this course.



Canoeing Merit Badge

Scouts will spend their time learning to safely use and care for a canoe, as well as spend time out on the water learning various strokes. One class period in the week will be designated as "Swamp Day," where Scouts must swamp and recover their canoes. Scouts enrolled in this class must be Swimmers and should be prepared to enter the water with a swimsuit and towel each day. **Requirements Completed:** All (weather allowing).



Kayaking Merit Badge

Scouts will spend their time learning to safely use and care for a kayak, as well as spend time out on the water learning various kayaking techniques. Scouts enrolled in this class must be Swimmers and should be prepared to enter the water with a swimsuit and towel each day. **Requirements Completed:** All (weather allowing).



Rowing Merit Badge

Scouts will spend their time learning to safely use and care for a row boat, as well as spend time out on the water learning various rowing techniques. Scouts enrolled in this class must be Swimmers and should be prepared to enter the water with a swimsuit and towel each day. **Requirements Completed:** All (weather allowing).





2025 Program Guide



Small Boat Sailing Merit Badge



Scouts will spend their time learning to safely use and care for a small sailboat, as well as spend time out on the water learning various sailing techniques. One class period in the week will be designated as “Swamp Day,” where Scouts must swamp and recover their boats. Scouts enrolled in this class should be Blue Swimmers and should be prepared to enter the water with a swimsuit and towel each day. **Requirements Completed:** All (weather allowing).

White Water Rafting

McNeil Scout Ranch has partnered with one of Colorado’s premier rafting companies, River Runners, to provide units or individuals attending Cris Dobbins the opportunity to raft down the Arkansas River as part of their summer camp experience!

This unique and thrilling activity is open to all Scouts and adult leaders, you just have to be a Swimmer (per the SA Swim test). Better yet, it takes place on your open day at camp (Wednesday), meaning Scouts won’t have to miss any of their merit badge classes to participate!

The trip will be a half day on the Arkansas River in the Bighorn Sheep Canyon. Participants will take on seven miles of Class II and III rapids. The cost per person is \$85 (retail price starts at \$109) for this trip and there is no age limit. Participants must be a swimmer.

This trip includes a wet suit, spray jacket, rubber foot booties, helmets, guides, and lunch. (Sack lunch provided by the camp). **Waivers must be completed by parents or guardians prior to camp.** The trip departs from camp at 7:15 a.m. and will return at approximately 4:30 p.m. later that day.

Participation in this program is available to all youth and adults. **All participants must provide their own transportation to and from the rafting site.** No transportation will be provided by the camp. Transportation must follow the Guide to Safe Scouting guidelines. Solo participants that cannot provide their own transportation will not be allowed. Open spots are filled on a first come, first served basis. **All participants need to complete an online waiver beforehand, which will be posted on the Cris Dobbins website at www.ScoutingColorado.org/Dobbins.**

Participants missing the waiver will not be allowed to go with the group. There are no refunds, please complete the waiver before you arrive at camp.





2025 Program Guide



Other Awesome Aquatic Adventures!

Polar Penguin

At the lake, before breakfast on Monday and Tuesday, you will have the opportunity to hop in for a quick dip! Each Camp Scoutmaster should keep a list of participants, and at the end of the week, should turn it in. Rosters are available at HQ to help track participation. All participants who completed at least one morning dip will earn a special patch!



Open Boating and Swimming

Every day during open time between 5th period and evening flags, Scouts can go to either the pool or lake to participate in open swimming or boating time. **Scouts who wish to participate must have Swimmer classification to use a boat, unless they are with an adult who is trained as a lifeguard.** In addition, Scouts must be in the Small Boat Sailing Merit Badge to take out one of the sailboats during the open boating time. **Open swim is limited to their abilities. Please refer to Safe Swim Defense and Safety Afloat Guidelines for more information.**

Mile Swim

Scouts will be given an opportunity to earn the Scouting America Mile Swim Patch in our pool. Participants in the Mile Swim must participate in 3 of the 4 practice swims, which take place in the morning before breakfast. The mile swim takes place before breakfast on Friday.



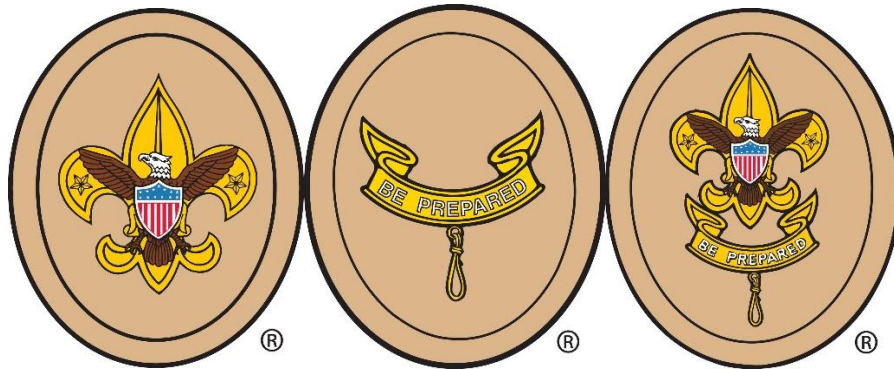


2025 Program Guide



EagleBound at the TeePee

EagleBound is our first-year camper program. These classes are for new Scouts and give them the chance to work on their Tenderfoot, 2nd Class, and 1st Class requirements.



Scouts participating in the EagleBound program must participate in all class lessons and activities regardless of if they have the requirement signed off already or not. At the end of the course, Scoutmasters will be provided with a list of completed requirements that they can then sign off for the Scouts. Scoutmasters are encouraged to have a discussion about what was covered in the course to ensure they understand what they completed.

Requirements Completed: (These are subject to change and are provided as an example of what might be taught)

Tenderfoot: 1c, 2c, 3a-d, 4a-d, 5a-d, 7a, 8, 9

Second Class: 1b, 2a, 2d, 2f-g, 3a-d, 4, 5a, 6a-e, 8b, 9a-b, 10

First Class: 1b, 3a-d, 4b, 5a-d, 6c, 7a-c, 7e-f, 9b, 11

All EagleBound Scouts working towards Tenderfoot are also encouraged to attend our overnighter, so be sure to check the overnighter section for more details.





2025 Program Guide



Handicraft at Fort Lupton

Handicraft is the lodge for Scouts who enjoy working with their hands, expressing their creativity, and being generally handy. We offer a variety of different merit badges that will challenge Scouts to tap into their artistic side like Woodworking, Basketry, Art, and Leatherwork. **Some handicraft merit badges require an additional fee to cover the cost of kits in the class or additional materials.** During Specials Night, a Totin' Chip class will be taught at the Handicraft Lodge. All Scouts are invited to attend and having a Totin' Chip is required for the Woodcarving Merit Badge.



Archaeology Merit Badge

Scouts get to become detectives who study how people lived in the past to reveal the what, when, how and why of these peoples daily lives and cultures. **Requirements Completed: All.**



Art Merit Badge

Scouts will learn about elements of art and get a chance to paint and draw. **Requirements Completed: All except requirement 6.**



Basketry Merit Badge (Taught with Leatherwork)

Scouts will learn about the various types of baskets and will learn how to weave various types. Kits will be included in the class fee and provided at the class. **Requirements Completed: All.**



Model Design & Building Scouts get a hands-on approach to what it takes to create architectural, mechanical, and industrial products. They will create miniature structures and even theater props with the materials around them while at camp. This is a great way for Scouts to think creatively and functionally while understanding what goes into the construction process. **Requirements Completed: All.**



Leatherwork Merit Badge (Taught with Basketry)

Scouts will make leather crafts such as knife pouches and moccasins, while learning how to craft and care for leather. The treatment of leather will be taught by caring for the saddles down at the horse corral. **Requirements Completed: All.**



Pulp and Paper Merit Badge

Scouts will learn about the history of paper. Scouts will learn how paper is made and about the pulp and paper industry. Paper is used in many items in our everyday lives. **Requirements Completed: All.**





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Sculpture Merit Badge (Taught with Pottery)

Scouts will learn about sculptures and what they are made out of. Scouts will have the opportunity to make their own sculpture. **Requirements Completed:** All.



Pottery Merit Badge (Taught with Sculpture)

Scouts will learn about pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the requirements will include hands-on production of work from start to finish. **Completed:** All.



Woodcarving Merit Badge

Scouts will practice their carving skills on their projects, as well as learning about proper knife care and sharpening. Scouts are required to earn their Totin' Chips before camp. **Requirements Completed:** All.





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Hollywood at Fort Collins

Hollywood is a unique summer camp experience for Scouts interested in the art of movie making, photography, and radio. It allows for Scouts to embrace and develop technological skills within the outdoors. Hollywood offers classes that are not normally found at a summer camp. Scouts will use digital cameras, computers with Photoshop, and a green screen to complete merit badges.



Animation Merit Badge

In Animation merit badge you'll learn how to create animations, the ways in which animation is used and the fun and exciting career opportunities in animation. **Requirements Completed:** All.



Communications Merit Badge - Eagle Required

In this class, Scouts will learn how to be more effective communicators across a variety of different media. They will develop public speaking skills as well as teaching skills. **Requirements Completed:** All except 5 and 8.



Game Design Merit Badge

Game design creates goals, rules, and challenges as Scouts apply knowledge in mechanics and artistic value to create a game. Scouts will then apply that knowledge to developing their own game. **Requirements Completed:** All except 8.



Movie Making Merit Badge

Scouts will learn about a way to tell stories visually through the art and science of motion picture photography. **Requirements Completed:** All.



Photography Merit Badge

Scouts will learn the differences between a film and digital camera. They will use digital cameras to satisfy the merit badge requirements, while capturing the beauty of McNeil Scout Ranch. Pictures will be featured in the end-of-week slideshow. **Requirements Completed:** All.



Theater Merit Badge

Scouts will learn to appreciate live performances as members of the audience as well as go behind the footlights to see the view from the other side. Much more goes on in theater than ever meets the eye. **Requirements Completed:** All.



Radio Merit Badge (Taught with Signs, Signals and Codes)

Scouts will learn about the various types of radios and broadcasting. Scouts will learn the differences between broadcast radio and 2-way communications. Scouts will visit the on-site HAM radio station used by the Council's KB0-BSA HAM radio group. **Requirements Completed:** All.





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Signs, Signals and Codes (Taught with Radio)

The Signs, Signals and Codes merit badge covers a number of the nonverbal ways we communicate: emergency signaling, Morse code, American Sign Language, braille, trail signs, sports officiating hand signals, traffic signs, secret codes and more.

Requirements Completed: All.



Leadership

New this year, a course specifically designed for Senior Patrol Leaders. In this class, Scouts will learn leadership skills and traits to take back to their units and other activities. This class is taught by various camp leaders. This group of Scouts will plan the closing campfire on Friday night. This class is open to any Scout wanting to participate, but is geared to older Scouts in leadership positions, or aspiring to be in leadership positions.





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Nature at Fort Garland

The Nature Lodge is our ecology and environmental based area at camp. For those Scouts interested in the fauna, we offer many nature merit badges. For those more interested in the ecology and landscape of camp and other ecosystems, we also have Forestry and Environmental Science Merit Badges.



Animal Science Merit Badge

Scouts will learn why various animals are important to people for many reasons such as supplying us with food, clothing and recreational purposes. **Requirements Completed: All.**



Environmental Science Merit Badge - Eagle Required

This is a Eagle required merit badge. In this class, Scouts will have hands on experience studying ecology, pollution prevention, endangered species, environmental impact and conservation in this badge. This badge can be completed within the week, but does require work outside of class and in class writing. **Requirements Completed: All.**



Forestry Merit Badge (Taught with Nature)

Scouts will explore the complexity of a forest and identify species of trees and plants right here at McNeil Scout Ranch! **Requirements Completed: All.**



Geology Merit Badge / Mining in Society Merit Badge

Using the rock formations of McNeil Scout Ranch, Scouts will learn about geology including surface rocks, energy resources, mineral resources and earth history. **Requirements Completed: All.**



Mammal Study Merit Badge

Scouts will study mammals native to urban and woodland areas. Scouts will learn about how the animal kingdom is classified and where mammals fit in the food chain. **Requirements Completed: All.**



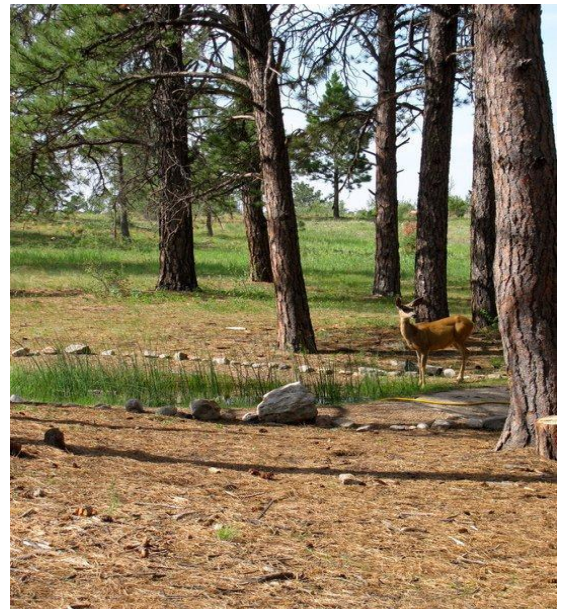
Nature Merit Badge (Taught with Forestry)

Scouts will learn about various aspects of Nature including plants, animals, soil, and rocks. **Requirements Completed: All.**



Oceanography Merit Badge

Scouts will study the ocean including its topography, biology, chemical makeup, and oceanography careers. **Requirements completed: All.**





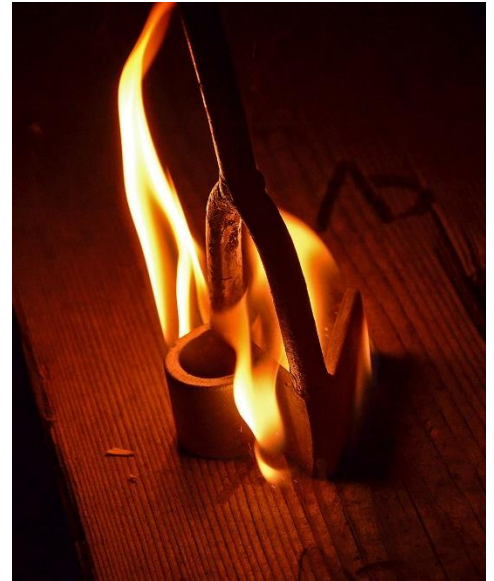
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Scoutcraft at Fort Vasquez

Scoutcraft is the essential Scout skills lodge at Camp Cris Dobbins. Scoutcraft offers the most Eagle required badges at camp, including First Aid, Emergency Preparedness, and Camping. Scouts looking for a “back-to-basics” adventure will need the skills taught in our Orienteering, Pioneering, and Wilderness Survival classes.

Scouts who are interested in going on the overnighter with Camping or Wilderness Survival will need to make sure they have the proper equipment. Overnighter Scouts need a sleeping bag, tarp (**Camping participants only; Wilderness Survival participants will build their own shelter**), water bottle, flashlight, and warm clothes. Wilderness Survival Scouts need their Wilderness Survival Kits. (No mess kit required).



Camping Merit Badge - Eagle Required

Throughout the week, Scouts will enhance their knowledge of one of Scouting’s oldest pastimes. Scouts will have the opportunity to join staff and other Scouts on an overnighter. At the overnighter, these Scouts will venture into the wilderness, play games, and sleep under the stars. **Requirements Completed:** All except requirements 8c, 8d & 9.



Emergency Preparedness Merit Badge -Eagle Required / Search and Rescue Merit Badge

In this Eagle required merit badge, Scouts will learn how to prepare for, respond to, and recover from emergency situations, as well as how to prevent such situations from occurring. A mock emergency will be posed to Scouts during the week and they will be expected to respond. **Requirements Completed:** All except requirements 3a-c & 8b for Emergency Preparedness. **Prerequisites:** First Aid merit badge.



First Aid Merit Badge - Eagle Required

Scouts will spend the week learning the fundamentals of first aid and how to treat basic ailments in this Eagle required merit badge. The Scoutcraft staff will offer a CPR demonstration as shown in the schedule in order to fulfill requirement 3b. **Requirements Completed:** All (if Scout attends CPR demo and present a first-aid kit).



Geocaching Merit Badge

The word geocache is a combination of “geo,” which means “earth,” and “cache,” which means “a hiding place.” Geocaching describes a hiding place on planet Earth—a hiding place you can find using a GPS unit. Scouts will learn how to find these hiding places using a GPS. **Requirements Completed:** All.





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Pioneering Merit Badge

Scouts will learn to splice, lash, and tie various knots to assist them in building functional camp gadgets. They will learn the fundamentals that lead any group to building a successful pioneering structure. **Requirements Completed:** All.



Wilderness Survival Merit Badge

Scouts will learn the proper steps toward survival in various situations and environments. They will complete their one night in the wild in a natural shelter, with their classmates, at an overnight trip one night during the week. For this, Scouts should bring warm clothes and a proper survival kit. **Requirements Completed:** All except requirement 6 which is dependent on fire ban restrictions in Elbert County. Scouts must also complete their shelter at the overnighter.





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**Are you tired of the merit badge
focused camp experience?
Looking for something new at
summer camp?**

**Sign up now for the
Next Level Range Adventure!!!**

This program is for Scouts ages 14 and older who are looking for a range sports oriented summer camp experience. Four full days of all the range sports offered through Scouting America, including pistol! Games and skills improvement are the focus of this program instead of merit badge completion.

Pistol: Marksmanship, NRA First Steps Pistol program

Archery: Sporting Arrows, Field Archery

Rifle: Games, Bolt Action, Muzzleloading

Shotgun: Trap, Skeet, Muzzleloading, Pump Action,

Tomahawks, Throwing Knives, Cowboy Action and Three Gun Air Soft





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Range and Target Activities at the Travis Family Range Complex

One of the centerpieces of the programs we offer at camp is our world class ranges that the Scouts use to learn the ins and outs of operating firearms and bows. Whether you prefer the bang or the twang, the Camp Cris Dobbins Range Activities program is the place for you.



Archery Merit Badge

USA Archery certified instructors teach Scouts to safely use and handle a bow and arrow. **Requirements Completed:** All, conditional with qualification.



Rifle Merit Badge

Under NRA trained instructors, Scouts will learn about proper use, safe handling, and care of rifles. **Requirements Completed;** All, conditional with qualification.



Shotgun Merit Badge

Under NRA trained instructors, Scouts will learn how to safely clean and operate a shotgun. **Requirements Completed:** All, conditional with qualification.



Next Level Range Adventure Program

Older Scouts that have completed many merit badges are encouraged to sign up for this week-long range and target activities-oriented program. **Scouts in this program will NOT complete any merit badges in any area during the week.** All Scouting America approved range and target activities will be offered including pistol! Games and skills improvement are the focus of this program instead of merit badge completion. Disciplines include pistol, archery (long range, sporting arrows and field archery), rifle (including games, bolt action, muzzleloading), shotgun (including trap, skeet, muzzleloading, pump action), tomahawks, cowboy action and three-gun air soft. **Requirements:** Must be 14 years or older, Cowboy Action waiver must be signed and there is a \$100 additional fee.

Open Range - Scouts or adults that wish to participate in Open Range will have the opportunity during the time after 5th period and before dinner as well as on Wednesday. Rifle and Shotgun are an additional fee, purchase your tickets at the Trading Post and bring your receipt to the ranges.

Cowboy Action - Scouts that wish to participate in Cowboy Action will have the opportunity to do so on the Wednesday free day in the afternoon. Scouts must be 14 years of age or older and a waiver must be signed and brought to camp.

These merit badges are heavily dependent on the weather! Some requirements might not be finished due to the weather!





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S.T.E.M. at Ft. Laramie

At the STEM lodge, Scouts can explore various aspects of Science, Technology, Engineering and Math (STEM). There's something for every Scout here! And for those "mad scientists" in your troop, we hope to see them all at the STEM Lodge! And for those Scouts with their eyes on the stars, we offer the Astronomy Merit Badge which includes an overnighter.



Astronomy Merit Badge

Scouts will learn about and observe Colorado's night sky. In addition to their daytime class sessions, the Scouts will have the opportunity to attend an overnighter on Tuesday for star viewing. After viewing, they will join staff and other Scouts for an evening away from camp complete with dinner and sleeping under the stars. **Requirements Completed:** All.



Chemistry Merit Badge

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen—but can be proven to exist—and you become a chemist. **Requirements Completed:** All.



Cooking Merit Badge (Eagle Required)

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. **Requirements Completed:** All except 4d-f and 6d-e.



Electronics Merit Badge (Taught with Electricity)

In this merit badge, Scouts will be learning about circuits, currents and wiring as well as how to build circuits and simple electromagnets. This merit badge is for those "mad scientists" in your troop. **Requirements Completed:** All.



Electricity Merit Badge (Taught with Electronics)

Learn why electricity plays a significant role in the economy and how energy consumption impacts our daily lives with the Electricity Merit badge. Scouts will demonstrate how to respond to electrical emergencies, explain how a fuse blows or a circuit breaker trips, and complete an electrical home safety inspection. **Requirements Completed:** All except 2.



Metalwork Merit Badge

Scouts will learn about various metalwork tools and types of metals. Scouts will practice creating various metal pieces. **Requirements Completed:** All.





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Nuclear Science Merit Badge

Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today. **Requirements Completed:** All.



Space Exploration Merit Badge

Not only will Scouts learn about various aspects of space exploration, but they will also design their own model rocket. **Requirements Completed:** All.





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Additional Program Adventures

Overnighter

Spending a night under the stars is one of the many unique experiences that Scouting has to offer. At Camp Cris Dobbins, we are proud to offer this opportunity to Scouts in the Astronomy, Wilderness Survival, Camping and Tenderfoot EagleBound classes. This is a chance for the Scouts to go out to our beautiful and secluded Gates property and experience the wilderness for an evening! The staff and Scouts will play games, build shelters, and prepare for the night. It is a once in a lifetime experience for many Scouts, and a great opportunity for them to immerse themselves in the outdoors. Scouts not in Astronomy, Wilderness Survival, Camping, and EagleBound classes can also participate; all you have to do is sign up at the Dobbins Office.

Scouts who are interested in going on any of the overnights need to make sure they have the proper equipment to do so. Overnighter Scouts need a warm sleeping bag, tarp, water bottle, flashlight, rain gear, lots and lots of warm clothes, and a positive attitude!

Flag Ceremonies

The camp will assemble twice daily for morning and evening flag ceremonies. Scouts will raise and lower the flag every day after Sunday. Beginning on Sunday night, troops can sign up at the Dobbins Office to be a part of one of the many flag ceremonies. Be sure to sign up quickly, as there are many troops who wish to participate and only so many ceremonies in the week. Scouts should wear field uniforms when performing any flag ceremony.

Dobbins 5K Run

A Scout is physically fit, and if you wake up early and participate in the Camp Dobbins 5K Run on Thursday morning at 6:00 a.m., you can earn the opportunity to receive the Camp Dobbins 5K Run patch.

Open Ranges

Scouts and adults may participate in open ranges during the free time between 5th period and evening flags. For Rifle and Shotgun, tickets must be purchased at the Trading Post. Rifle is \$1 for 10 rounds, Shotgun is \$5 for 5 rounds. Bring your ticket to the ranges.

Cowboy Action

Scouts will have the opportunity to shoot rifle, pistol and shotgun under the supervision of our trained staff. Cowboy Action will take place on Wednesday afternoon. Sign up at headquarters and purchase your ticket at the Trading Post. The cost is \$10. Scouts must be at least 14 years of age or older and a signed waiver must be signed by parents/guardians and brought to camp.

Horse Trail Rides

Scouts and adults may participate in horse trail rides. You do not need to be in the Horsemanship merit badge to participate. Sign up at Headquarters and purchase your ticket for \$60 at the Trading Post. Bring your ticket to the trail ride. Trail rides are dependent upon animal availability.





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Evening Activities

Sunday Night: After dinner on Sunday night, we will host the opening campfire at Rendezvous Campfire Circle to welcome everyone to camp and provide brief introductions of the staff.

Monday Night: Campsite Host Night! Campsite hosts will help guide the unit in an activity they want to do which can include games/cards, duct tape and cardboard boat building, volleyball, gaga ball, sunset hike, teambuilding and much more!

Tuesday Night: Lodge Specials! Areas will be open for many activities including tie-dye and branding at the Trading Post.

Hollywood: Music Merit Badge

Nature: Landscape Architecture Merit Badge

EagleBound, Scoutcraft: Overnighter

Handicraft: Totin' Chip class & Fingerprinting Merit Badge

STEM: Chess Merit Badge

Adventure: Adventurous fun!

Trading Post: Tie-dye - Purchase a white t-shirt and tie-dye it at the store.

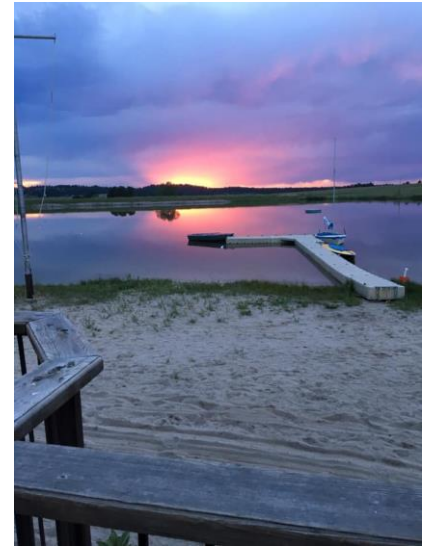
Gilwell Hall: Historical Firearms Museum

Pool: Rank Requirements

Wednesday Night: Troop Time! Units are to manage an activity on their own. Some activities include Chapel, Order of the Arrow meeting, hikes, and Campsite free time. During this time, our staff-run areas will be closed for the evening.

Thursday Night: Lake Party! Join us at the Lake after dinner to enjoy a fun lake party with boating, volleyball, games, competitions, and fun!

Friday Night: The last night of camp is a time for families to come down and enjoy this beautiful camp we call home. Families are welcome to join us for dinner in the William R. Kephart Dining Hall starting at 4 pm. **(Please see the Leader's Guide for specific details and costs for Family Night.)** After dinner, there is another wonderful Camp Cris Dobbins flag ceremony and Campfire to close out the week! There will be a chance for Scouts to perform skits/songs for their families. Sign up is available at Headquarters. Troops have until Wednesday night to sign up to perform a skit **[must be approved by the Commissioner]**.





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Morning Activities

Monday:

- Mile Swim Practice - 6am @ Pool - Wanting to participate in the mile swim? Come practice before the swim later in the week!
- Polar Plunge - 6am @ Lake - Come take a dip into the lake to earn a special patch!

Tuesday:

- Mile Swim Practice - 6am @ Pool - Wanting to participate in the mile swim? Come practice before the swim later in the week!
- Polar Plunge - 6am @ Lake - Come take a dip into the lake to earn a special patch!

Wednesday:

- Mile Swim Practice - 6am @ Pool - Wanting to participate in the mile swim? Come practice before the swim later in the week!

Thursday:

- Mile Swim Practice - 6am @ Pool - Wanting to participate in the mile swim? Come practice before the swim later in the week!
- 5k Run/Walk - 6am @ Trading Post - Participate in the 5k Run/Walk to earn a special patch!

Friday:

- Mile Swim - 6am @ Pool - Wanting to participate in the mile swim? Come practice before the swim later in the week!
- Sunrise Hike - 5am @ McKenzie's Range - Come join the camp staff for a hike to a special spot to watch the sunrise!





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Adult Leader Activities

Each year, adults are able to participate in various activities and trainings. After all, adults are taking “vacation” from work, aren’t they?

Scoutmaster Challenge

Scoutmasters can compete in the week-long Scoutmaster Challenge that requires them to participate in various activities or challenges around the camp. Upon completion, Scoutmasters will receive a Scoutmaster Challenge patch!

Commissioner Coffee - Monday-Friday

Meet daily with the Commissioner(s) and Camp Management Team to discuss the activities for the day and upcoming. Provide feedback directly to the management team during this time as well. Also, we cannot forget the freshly brewed coffee!

Scoutmaster Dinner with the Scout Executive - Tuesday Night

On Tuesday night for dinner, the main Scoutmaster for the unit (at summer camp) and one (1) additional leader are invited to a nice steak dinner with Scout Executive/CEO Chuck Brasfield while the rest of camp is at dinner in the dining hall. Chuck will provide updates on the future plans for the Council and camp and the CEO would like to receive feedback on your week so far at camp.

Wilderness First Aid Training/Certification - Thursday/Friday All Day

We have partnered with Front Range CPR to offer the best courses in backpacking and wilderness medicine. The program is focused on prevention, assessment and treatment of common injuries that occur while out there exploring remote areas with our expert instructors who know all about what you can expect when something goes wrong! The Course requires 16 hours for training and costs \$150 per person attending plus \$10 for CPR if needed. **Payment must be in cash or check form & must be paid to the instructors on the day of the training. Sign up in HQ at camp.**

CPR/AED Training - Thursday Morning Only

The CPR & AED Training is provided by Front Range CPR for any adults wanting to get their basic Adult CPR & AED certification from Red Cross. The Course is 1-hour & costs \$25 per person attending. **Payment must be in cash or check form and must be paid to the instructors on the day of the training. Sign up in HQ at camp.**

Cold Water Immersion Training - Monday

The Cold-Water Immersion Training is held by the Auxiliary Coast Guard for Adult Leaders who want to learn more about surviving in cold/wet temperatures. This is a great additional training for any adults who plan on doing any water related activities in Colorado. **Sign up in HQ at camp.**

Introduction to Outdoor Leadership Skills (IOLS) Training - Tuesday [Sign up at Camp]

Introduction to Outdoor Leadership Skills (IOLS) is a program to educate adults on how to conduct an outdoor outing with their unit. This is a required course for every registered Scoutmaster. You will learn everything from how to select a proper campsite to teaching new skills to the youth. **Sign up in HQ at camp.**

Other fun adult activities will be offered at camp. Get the full schedule at check in.





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Helpful Documents and Links

[Leader's Guide](#) - Camp Rules and Policies

[CampDoc](#) - Medical Forms

[Unit Swim Classification Check](#) - If completing before camp

[Unit Check In Roster and Seatbelt Inventory](#)

[ATV Waiver](#) - Scouts signed up must bring signed waiver

[ATV e-Learning Course](#) - MUST be completed prior to camp for Scouts taking ATV's - Bring course certificate to camp

[Cowboy Action Waiver](#) - Required for Scouts in Next Level Range Adventure and those that want to participate on Friday. Must bring signed waiver to camp.

[Kapering Schedule](#)

[Campsite Shower Schedule](#)

[Camp Cris Dobbins Map](#)

[Emergency Procedures](#)

[Parent's Page](#)

[Packing list](#)

[Family Night Meal Ticket Purchase](#)

