

Summer Camp Leader's Meeting

McNeil Scout Ranch at Peaceful Valley

Camp Cris Dobbins

March 18, 2026





Tonight's Meeting

We will be going through the content regarding the Program Guide.

If you have questions, please type them into the chat. We will respond either in person in the meeting, or via chat.

This meeting is being recorded. It will help with the quality if everyone uses the "mute" option in Zoom. Thanks!

At the end, we will take any additional questions you have.



Meet The Team

- Jack Loats, Ranch Director
- Amanda Potter, Program Director
- Hunter Heth & Kyler Groutas, Assistant Program Directors
- John Braselton, Camping Specialist
- Krista Katsirebas, Program Team Administrative Specialist



Safety Moment – Acute Mountain Sickness

Are you getting ready for your Philmont Trek and a summit of Baldy Mountain? Perhaps you live close to sea level and plan to hike the John Muir Trail in the Sierra Nevada range, Kings Peak in the Uinta range, or some 14ers in Colorado. These trips might result in symptoms or effects of acute mountain sickness (AMS), high-altitude pulmonary edema (HAPE), or high-altitude cerebral edema (HACE), which if untreated could result in death. As altitude is gained, air grows “thinner,” and less oxygen is inhaled with each breath.

Preparation: Discuss your planned climb with your health care provider while undergoing a pre-participation exam (Part C of the Annual Health and Medical Record). Improve your fitness with regular hikes while carrying a load in anticipation of your climb.

Staged ascent: If possible, your first camp should be no higher than 8,000 feet. Increase no more than 1,000 to 1,500 feet per day. When starting out higher than 9,000 feet, spend two nights acclimating to that altitude before proceeding higher. Proceed higher during the day, but return to a lower elevation to sleep (climb high, sleep low).

Appropriate exercise level: Until acclimated, exercise moderately, avoid intensity, and be alert to shortness of breath and fatigue.

Hydration: To offset increased fluid losses at high altitudes, stay well-hydrated.

Evacuation: Stop ascending until AMS symptoms resolve. If you suspect the onset of HACE or HAPE, evacuate rapidly to a lower altitude (descending at least 1,000 to 1,500 feet) and get evaluated by a physician as soon as possible.



Upcoming Important Dates

- April 1, 2026 – 80% of registration due
- April 22, 2026 – Final Leader's Meeting
- April Various Dates Merit Badge Registration Opens (more info coming)
- May 1, 2026 – Final payment due
- 11 Days before your camp session – 11 Day Meeting via Zoom



Text Messages

We have learned that text messages are not being sent out as intended with Remind. This is due to them changing their settings and how their platform works.

We are working on a solution and will have that announced at the April meeting.



CampDoc (Health Forms)

- CampDoc is now open! As a reminder, we **DO NOT** accept paper forms. All forms must be electronic through CampDoc.
- You have to “send the information to CampDoc” from BlackPug. More coming on the next slide.
- CampDoc puts the effort on parents and guardians to complete the forms.
- Waivers have been added to CampDoc for a paperless experience.



Black Pug + CampDoc

- Black Pug & Camp Doc talk to each other. 😊
- You must go to each registered person, hit then
- You will need to enter some information into the pop-up window, then hit save and done.
- BlackPug and Camp Doc sync quickly (0-4 hours) but sometimes can take around 24 hours. Please be patient.
- The participant you linked to CampDoc will automatically be invited to CampDoc to start filling out forms.



CampDoc Leader Access

- Leader Access:
 - This way can be requested via the form on the website.
 - This is a manual process, by a part-time employee. Please be patient to get added to your unit's profiles.
 - Please Note: This will now email you reminders for **each** profile that is linked. Please prepare for this to occur. We suggest making an "email rule" to put these messages in a separate folder.
 - Once access is provided, you can view and edit each person's med form as well as print it out if you need it. (The camp takes these electronically, we do not need paper copies).



CampDoc Immunization Forms

- Youth are **REQUIRED** to have their immunizations on the state form. No doctor office print-outs, or “see attached” will be accepted.
- The record can be **TRANSCRIBED** to the form by the parent/guardian.
- **NO Provider signature is required.**

COLORADO CERTIFICATE OF IMMUNIZATION

odphe.colorado.gov/immunization



This form is to be completed by a health care provider (physician [MD, DO], advanced practice nurse [APN] or delegated physician's assistant [PA]) or school health authority. School-required immunizations follow the Advisory Committee on Immunization Practices (ACIP) schedule. If the student provides an immunization record in any other format apart from this Certificate or an Approved Alternate Certificate (details found at odphe.colorado.gov/immunization/forms), the school health authority must transcribe the record onto this form. Note: Final doses of DTaP, IPV, MMR and Varicella are required prior to kindergarten entry. Tdap is required at sixth grade entry.

Student Name: _____ Date of birth: _____

Parent/guardian:(if student is under 18 years of age and not emancipated) _____

Required Vaccines	Immunization date(s) MM/DD/YY	Titer Date* MM/DD/YY
HepB Hepatitis B		
DTaP Diphtheria, Tetanus, Pertussis (pediatric)†		
Tdap Tetanus, Diphtheria, Pertussis†		
Td Tetanus, Diphtheria		
Hib Haemophilus influenzae type b		
IPV/OPV Polio		
PCV Pneumococcal Conjugate		
MMR Measles, Mumps, Rubella ‡		
Measles		
Mumps		
Rubella		
Varicella Chickenpox		
Varicella - date of disease		Varicella - positive screen date

*The shaded area under "Titer Date" indicates that a titer is not acceptable proof of immunity for this vaccine.

In several instances, laboratory confirmation of positive titers are an acceptable alternative to written documentation of vaccination. A positive laboratory titer report must be provided to the school to document immunity. More information on titers can be found within the Colorado Board of Health rule 5 CCR 1009-2.

† For DTaP and Tdap, both the diphtheria and tetanus titers must be positive. A titer is never acceptable to demonstrate immunity to pertussis.

‡ Laboratory confirmation of positive titers are an acceptable alternative to the MMR vaccine only when titers for all three components (measles, mumps, and rubella) are positive.

Recommended Vaccines	Immunization date(s) MM/DD/YY
HPV Human Papillomavirus	
RV Rotavirus	
MCV4 Meningococcal	
MenB Meningococcal	
HepA Hepatitis A	
Flu Influenza	
COVID-19	

Health care provider printed name/signature: _____ Date: _____



Pop Quiz #1


True or False

We will accept doctor office print outs of immunization records.




Black Pug (Registration)


- The Dobbins webpage has useful Black Pug videos to help navigate class selection and other information.


 [Black Pug \(Registration\)](#)


 [CampDoc \(Medical Forms\)](#)

 [Map of Camp Cris Dobbins](#)

 [Camp Documents](#)

 [Accommodations](#)

 [Food Service](#)

 [Black Pug Tutorials](#)



Black Pug (Registration)

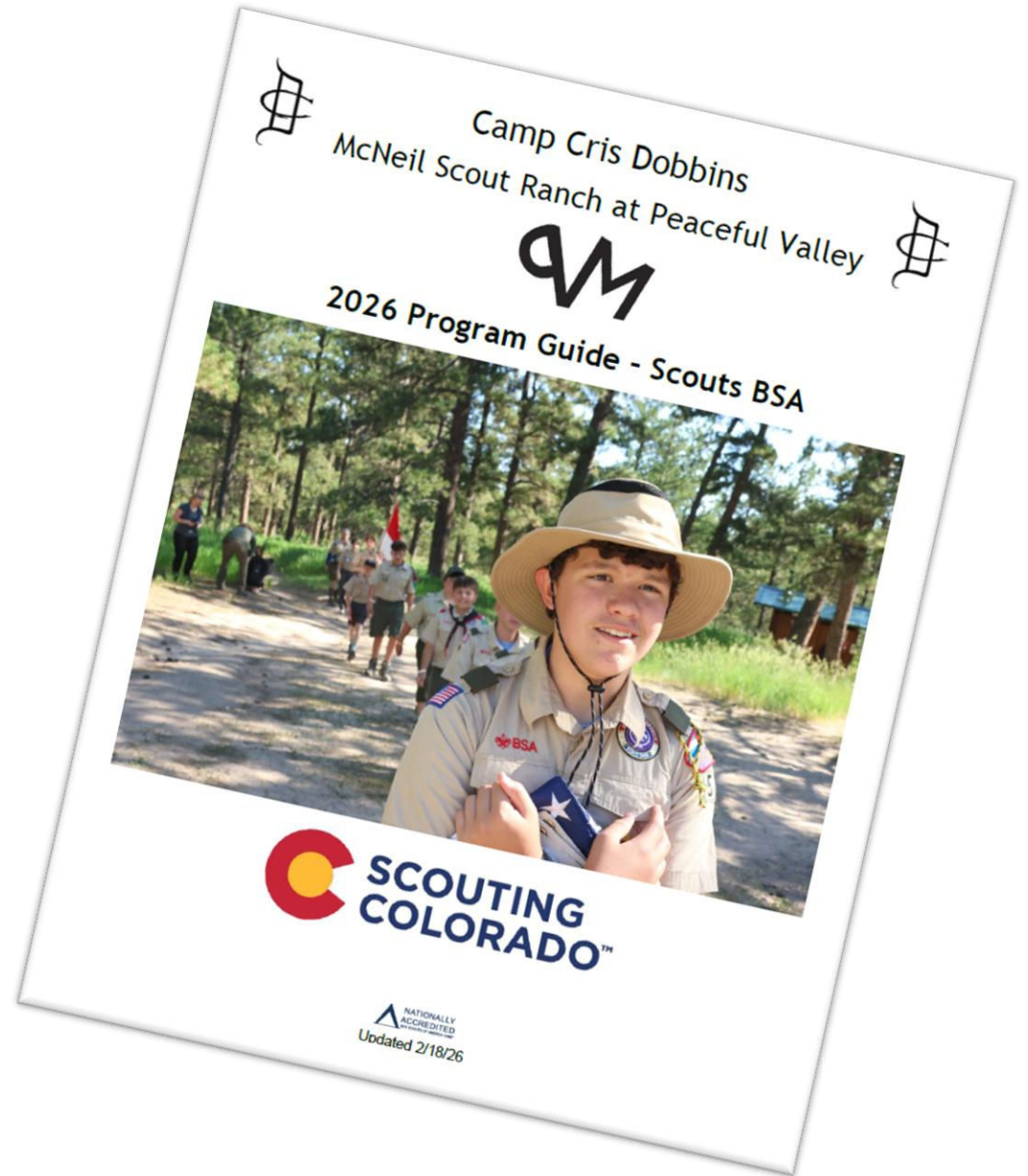
- **You MUST have all participants entered and paid to current payment schedule to be able to register for merit badge classes.**



Program Guide

- ScoutingColorado.org/Dobbins

****Was Updated Today****
Camp Cris Dobbins 2026 Program Guide





Page 4 – Meet the Team!

In 2026, Scouting’s spark is fading, and only a small group at Camp Cris Dobbins still believes in it. Three campers—Hunter, Kyler, and Amanda—enjoy the outdoors but doubt the “Scouting Spirit.” It’s up to the camp staff and Scouts to show them that the spirit of Scouting is still alive. Is your troop ready to prove it? 🔥





Page 5 - Schedule

The tentative schedule is included – **final copies will be provided at camp.**



Camp Cris Dobbins Schedule 2026



Sunday

1:00pm – Troop Check in Begins
5:00pm – Scoutmaster and SPL Meeting with Management
5:45pm – Opening Flags @ McKenzie's Range
6:00pm – Dinner
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)
Sk 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
8:15am – 9:00am Session 1
9:00am – Commissioner's Coffee (Adults) @ Gilwell
9:15am – 10:00am – Session 2
10:15am – 11:00am – Session 3
11:15am – 12:00pm – Session 4
12:30pm – Lunch
2:00pm – 3:45pm – Activity Session 1
4:00pm – 5:45pm – Activity Session 2
6:15pm – Flags
6:30pm – Dinner
8:00-9:30pm – Evening Activity
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 & Chapel Service
Thursday: Lake Party
Friday: Closing Campfire / Family Night

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 9:30pm, please only emergencies!)



Pages 6-7 – Merit Badge Schedule

THIS IS AN EXAMPLE – NOT ACTUAL SCHEDULE

Merit Badge Offerings and Schedule

Area/Class Days Periods Fee

Merit Badge Schedule

Merit Badge	Days Offered	Period 1	Period 2	Period 3	Period 4	Fee
Handicraft						
Archaeology	Th, F	20	20	20		
Art	Th, F			20	20	\$5
Basketry/Leatherwork	M, Tu, Th, F	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
STEM						
Astronomy	M, Tu	20	20	20		
Space Exploration	Th, F	20	20	20		\$15
Chemistry	M, Tu			20	20	\$10
Cooking	M, Tu, Th, F	20			20	\$20
Electronics/Electricity	M, Tu, Th, F	20		20		
Networking	M, Tu, Th, F	12	12		12	\$10
Nuclear Science	Th, F			20	20	

All-week class

Mon/Tues Only

Thurs/Fri Only

Class Not Offered This Period

Class Capacity

Dual Period





Page 8 – Guide for Scouts Selecting Classes

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 Kayaking at the Lake Monday and Tuesday, and Nuclear Science at STEM Thursday and Friday.*
- We recommend all Scouts sign up for a class for 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			

If choosing a 2-day class, make sure to list options for M/Tu and Th/Fr in that same period.



Page 9 – How To Register for Merit Badge Classes

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

Weeks 1, 2, 3 - April 11, 2026 @ 8am | Weeks 4, 5, 6 - April 18, 2026 @ 8am

Registration Opens at 8:00am MDT.

- Next, we will watch a video on how this works. **You will not be able to see the class schedule and offerings until it opens on the above dates.**



July 25 - July 31 - Scouts BSA Resident Camp 2021

642180817: SBESA Service Area 1 Troop 32 H

Participants Payment Reports

Registration Contact

Abernathy, Bob
Booked Sep 23, 2020 2:45 PM

Additional Cost: \$45.00
Amount Paid: \$-45.00
Paid in Full

Preview Information

Update Information

Additional Actions

Booked Sep 23, 2020 at 02:55 PM

Early discount ends 04-23-2021 11:59 PM

Payment Needed: Participants must be paid in full by the date above to receive the early discount pricing.

Regular Price	\$4,500.00
Additional Fees	\$0.00
Free Leader Policy	\$-400.00
Total Credit	\$-40.00
Balance Due	\$4,100.00
Pending Early Discount*	\$-250.00
Balance*	\$3,850.00

*Requires payment in full by Apr 23 11:59 PM

10 Scout Dining Hall

Elisecki, George
Booked Sep 23, 2020 2:45 PM

Regular Price: \$200.00
EARLY DISCOUNT: \$-25.00
Balance Due: \$200.00

Lincoln, Dale
Booked Sep 23, 2020 2:45 PM

Regular Price: \$200.00
EARLY DISCOUNT: \$-25.00
Balance Due: \$200.00

Update Information

Update Information

Lincoln, James
Booked Sep 23, 2020 2:45 PM

Regular Price: \$200.00

Member, Paul
Booked Sep 23, 2020 2:45 PM

Regular Price: \$200.00

Managing Class Schedules





Black Pug – Parent Portal

- The registration owner has the ability to activate the Parent Portal to do various things in Black Pug, including class registration.
- **The Parent Portal is a unit-level decision and support. The Council will not activate this option.**
- Next, we will watch a video on how this works.
- These videos are also listed under the Black Pug tutorials on the Dobbins webpage.



June 20 - June 26 - 9 Scouts BSA Resident Camp 2021

4401675450

Participants Check Out Reports

Registration Contact

Thereseberry, Deag
Checkout Required

Update Information

Preview Information

Additional Actions

Check Out Required

Registration closes in 363 days. You have 20 participants that require Check Out. These spots and classes are not held until check out is completed.

Regular Price	\$7,250.00
Free Leader Ratio (pending)	\$ 400.00
Balance Due	\$6,850.00
Pending Early Deposit*	\$ 375.00
Balance*	\$6,475.00

*Requires payment in full by Apr 30 11:59 PM

18 Scout Dining Hall

Scout Dining Hall
Checkout Required

Regular Price: \$100.00
Early Deposit: \$ 25.00
Balance Due: \$125.00

Update Information

Scout Dining Hall
Checkout Required

Regular Price: \$100.00
Early Deposit: \$ 25.00
Balance Due: \$125.00

Update Information

Scout Dining Hall
Checkout Required

Regular Price: \$100.00
Early Deposit: \$ 25.00
Balance Due: \$125.00

Update Information

Scout Dining Hall

Regular Price: \$100.00
Early Deposit: \$ 25.00
Balance Due: \$125.00

Parent Portal
Unit Leader's Guide

Missing Information

Update Information

Update Information

Update Information

**BOY SCOUTS OF AMERICA***Life Now & Forever*

Scouts BSA Resident Camp 2021: June 20 - June 26 (2021)
 Attendee (Scout Patrol Cooking)
 Attendee ID: **8802548** | Password: **1e922a**

Harold Abernathy has created an event registration for your unit, and this card contains your Parent Portal access keys for one attendee. The Parent Portal allows you to update your attendee information and make payments. Access the portal by going to:

www.scoutingevent.com?OrgKey=BSA440

Click the "Parent Portal" link in the upper right and then enter the Attendee ID and Password as shown on this card.

**BOY SCOUTS OF AMERICA***Life Now & Forever*

Scouts BSA Resident Camp 2021: June 20 - June 26 (2021)
 Attendee (Scout Patrol Cooking)
 Attendee ID: **8802541** | Password: **8638F1**

Harold Abernathy has created an event registration for your unit, and this card contains your Parent Portal access keys for one attendee. The Parent Portal allows you to update your attendee information and make payments. Access the portal by going to:

www.scoutingevent.com?OrgKey=BSA440

Click the "Parent Portal" link in the upper right and then enter the Attendee ID and Password as shown on this card.

**BOY SCOUTS OF AMERICA***Life Now & Forever*

Scouts BSA Resident Camp 2021: June 20 - June 26 (2021)
 Attendee (Scout Patrol Cooking)
 Attendee ID: **8802542** | Password: **5fa834**

Harold Abernathy has created an event registration for your unit, and this card contains your Parent Portal access keys for one attendee. The Parent Portal allows you to update your attendee information and make payments. Access the portal by going to:

www.scoutingevent.com?OrgKey=BSA440

Click the "Parent Portal" link in the upper right and then enter the Attendee ID and Password as shown on this card.

**BOY SCOUTS OF AMERICA***Life Now & Forever*

Scouts BSA Resident Camp 2021: June 20 - June 26 (2021)
 Attendee (Scout Patrol Cooking)
 Attendee ID: **8802543** | Password: **208aaf**

Harold Abernathy has created an event registration for your unit, and this card contains your Parent Portal access keys for one attendee. The Parent Portal allows you to update your attendee information and make payments. Access the portal by going to:

www.scoutingevent.com?OrgKey=BSA440

Click the "Parent Portal" link in the upper right and then enter the Attendee ID and Password as shown on this card.

Parent Portal

Guide for Parents



Page 10 - Fees

- Lists the various classes and programs that have additional fees, including an explanation for the additional fee.
- These fees must be paid after selecting classes.

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	\$60	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.
Nature		
Environmental Science	\$15	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 / 10 Rounds	\$1	Ammo for open shooting and additional rounds beyond the merit badge. (All ammo for MB covered in class fee, this is for open range shooting)
Shotgun Open Range / 5 Rounds	\$5	Ammo for open shooting and additional rounds beyond the merit badge. (All ammo for MB covered in class fee, this is for open range shooting)
Handicraft		
Art Merit Badge	\$5	Additional materials needed to operate program
Basketry Merit Badge	\$20	Basketry kits needed to complete merit badge and additional materials for program
Leatherworking Merit Badge	\$10	Basketry 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
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



Page 11-12 – New Activity Schedule

- Each unit will be assigned a color group.
- The color group has an assigned schedule which allows for opportunities as specialty areas such as the zip line, pool, lake, ranges etc.

Activity Time Schedule

Group	Monday 2:00	Monday 4:00	Tuesday 2:00	Tuesday 4:00	Thursday 2:00	Thursday 4:00	Friday 2:00	Friday 4:00
Red	Archery	Shotgun/Rifle	Zip/Climbing	Lake	Pool	Grab Bag	Open	Service Project
Orange	Shotgun/Rifle	Zip/Climbing	Lake	Pool	Grab Bag	Open	Service Project	Archery
Yellow	Zip/Climbing	Lake	Pool	Grab Bag	Open	Service Project	Archery	Shotgun/Rifle
Green	Lake	Pool	Grab Bag	Open	Service Project	Archery	Shotgun/Rifle	Zip/Climbing
Blue	Pool	Grab Bag	Open	Service Project	Archery	Shotgun/Rifle	Zip/Climbing	Lake
Purple	Grab Bag	Open	Service Project	Archery	Shotgun/Rifle	Zip/Climbing	Lake	Pool
Silver	Open	Service Project	Archery	Shotgun/Rifle	Zip/Climbing	Lake	Pool	Grab Bag
Gold	Service Project	Archery	Shotgun/Rifle	Zip/Climbing	Lake	Pool	Grab Bag	Open



Page 11-12 – New Activity Schedule

- “Grab Bag” Opportunities are still being determined and will be finalized soon. However, here is a sneak peek.
- **THIS IS SUBJECT TO CHANGE.**
- Your SPL will be responsible for working with the Scouts to pick what activity the unit wants to do and turning the form in on time.
- **Based upon availability**, you may be able to pick one of these activities in lieu of a specialty area, **but you will not have another opportunity to do that specialty area.**
 - i.e. Instead of ranges, you could do a grab bag activity, BUT you will not be able to do the ranges again.



Page 11-12 – New Activity Schedule

<p>Hollywood (Ft. Collins) Merit Badges <ul style="list-style-type: none"> •Signs, signals, and codes •Chess •Animation •Music Programs <ul style="list-style-type: none"> •Improv games/skits •Movie theater •Board games/DnD •Sherlock Holmes mystery </p>	<p>Nature (Ft. Garland) Merit Badges <ul style="list-style-type: none"> •Bird Study •Landscape architecture •Mammal Study •Sustainability Programs <ul style="list-style-type: none"> •Bird house building •Nature hike •Gold panning/big dig •Nature library </p>
<p>Scoutcraft (Ft. Vasquez) Merit Badges <ul style="list-style-type: none"> •Camping •Geocaching •Orienteering Programs <ul style="list-style-type: none"> •First Aid/CPR (20 person max per session) •Scout vs. Wild •Geocaching/Orienteering course (self-paced, no badge) </p>	<p>STEM (Ft. Laramie) Merit Badges <ul style="list-style-type: none"> •Automotive Maintenance •Inventing •Fire Safety Programs <ul style="list-style-type: none"> •Iron Chef •Forge (metal working) •Branding </p>

<p>Eaglebound Merit Badges <ul style="list-style-type: none"> •Scouting Heritage •Bonus Rank Advancements Programs <ul style="list-style-type: none"> •Knots and Lashings •Scavenger Hunt •Field games •Leave No Trace </p>	<p>Handicraft (Ft. ?) Merit Badges <ul style="list-style-type: none"> •Fingerprinting •Leatherworking and Basketry •Pottery •Art Programs <ul style="list-style-type: none"> •Chainmail •Tye Dye •Woggles and Monkey Fist •Bob Ross Painting Session </p>
<p>Adventure (Bent's Fort) Programs <ul style="list-style-type: none"> •Mountain biking •Bike Maintenance •Free rides •Iron Scouter </p>	<p>Other Programs <ul style="list-style-type: none"> •Paddleboard award •Scouting Spirit Camp Inspection •Cardboard Boat •Golfing </p>

THIS IS SUBJECT TO CHANGE.



Page 13-28 – Program Descriptions

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 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.



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.



Cyber Security Merit Badge

Defend the digital world - how to stay safe online, protect your data, and understand the technology that keeps today's connected world secure! Perfect for Scouts who love tech, problem-solving, and outsmarting cyber threats. **Requirements Completed:** All.



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 develop their own game. **Requirements Completed:** All except 8.



Ride HORSES

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

OPTIONS

Horsemanship Merit Badge

Rides for Anyone!



HORSEMANSHIP MERIT BADGE

Double period 1 & 2 or 3 & 4

Discover the thrill of riding and caring for horses with the Horsemanship Merit Badge! Learn essential skills in safety, grooming, and riding techniques while building confidence and a lifelong connection with these amazing animals.

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.



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.



Page 17 – Whitewater Rafting

- Experience the thrill of whitewater rafting on the Arkansas River! Tackle 7 miles of Class II and III rapids in the stunning Bighorn Sheep Canyon!
- \$85/per person. Youth or Adults. No age restriction, just be a Swimmer from the swim test.
- Must provide your own transportation to and from.
- Register on the Dobbins webpage – there is a separate waiver form.
- Spots fill quickly, register now!
- **Video**





Pop Quiz #2

- **Who has been whitewater rafting before? Did you enjoy it?**
- **Would you recommend it?**



Page 29 - 31

- Evening Activities
- Morning Activities
- Adult Leader Activities



Family Night



- On Friday night, families are encouraged to come to camp for dinner and campfire.
- Tickets are \$10 each and can be purchased online ahead of time.
- **No overnight stays.**
- **No animals.**



Know anyone looking for a summer job?





Contact Us! Questions?

www.ScoutingColorado.org/Dobbins

General McNeilScoutRanch@Scouting.org

Health Team MSRHealth@Scouting.org

Camp Director Jack.Loats@Scouting.org

Program Team MSRDobbinsProgram@Scouting.org

Camping Specialist John.Braselton@Scouting.org

Registration Krista.Katsirebas@Scouting.org