Camp Cris Dobbins

McNeil Scout Ranch at Peaceful Valley

2027 Program Guide – Scouts BSA Summer Camp



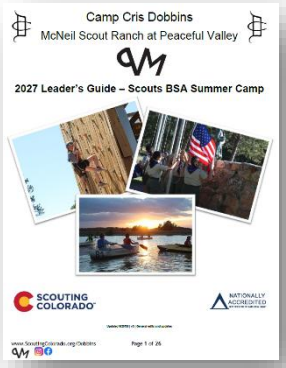
SCOUTING COLORADO™

NATIONALLY ACCREDITED BOY SCOUTS OF AMERICA CAMP

Updated 9/24/26 | v3 | General updates and approval

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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.

Welcome from the Camp Director

Dear Unit Leaders,

Welcome to the 2027 Program Guide! We hope this guide helps your unit prepare for an exciting week at McNeil Scout Ranch and gives you a preview of the adventures awaiting your Scouts.

As we planned this summer's program, our seven Guiding Principles, **Safety, Mission, Guest Service, Excellence, Ownership, Innovation, and Integrity**, remained at the forefront of every decision. Our goal is to provide a safe, challenging, and fun experience that helps Scouts grow, build lasting memories, and strengthen their connection to Scouting.

Our Program Directors and staff have worked hard to create opportunities that appeal to Scouts of all ages and experience levels. We are confident your unit will find plenty of reasons to be excited about camp.

Thank you for choosing McNeil Scout Ranch as part of your summer adventure. We look forward to welcoming your unit and helping make this week a highlight of your Scouting year.

See you at camp!

Yours in Scouting,

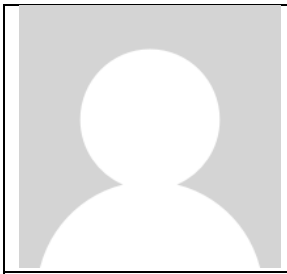
Jack Loats, Camp Director

Additional Camp Contacts

General Camp	McNeilScoutRanch@Scouting.org 303-648-3023 *(June & July Only)*
Health Team	MSRHealth@Scouting.org 720-960-8011 *(June & July Only)*
Food Service Team	MSRFoodService@Scouting.org
Program Team	MSRDobbinsProgram@Scouting.org
Registrations	McNeilScoutRanch@Scouting.org

Welcome from the Program Directors

Welcome from the Program Directors coming soon!

 Program Director	Assistant Program Directors
Email for All Program Directors: MSRDobbinsProgram@Scouting.org	

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

Camp Cris Dobbins Schedule 2027

Sunday

12:30pm – Troop Check in Begins
5:00pm – Scoutmaster and SPL Meeting with Management
6:00pm – Opening Flags @ McKenzie's Range
6:30pm – 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)*
5k Run *(Thursday Only – Sign up at HQ by Wed. Night)*
Mile Swim @ Pool *(Friday)*
Sunrise Hike *(Friday @ 5am 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
12:30pm – Lunch *(Sack Lunch anywhere except Dining Hall)*
2:00pm – Open Time – Ranges and Pool Open
2:00pm – Colter's Run Begins (Starts @ Lake)
5:00pm – Areas Close
6:15pm – Evening Flags @ McKenzie's Range
6:30pm – 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

Trading Post Hours

Subject to Change
Sunday:
2:00pm – 5:30pm
Monday-Friday:
7:45am – 11:45am
1:00pm – 6:00pm
7:00pm – 9:30pm
*Closed Thursday Night
*Friday – Open During Dinner 1pm-8pm
Saturday:
7:00am-9:00am

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!)

DRAFT

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

Merit Badge Schedule

FINALIZED MERIT BADGE SCHEDULE WILL BE PUBLISHED IN MARCH.

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

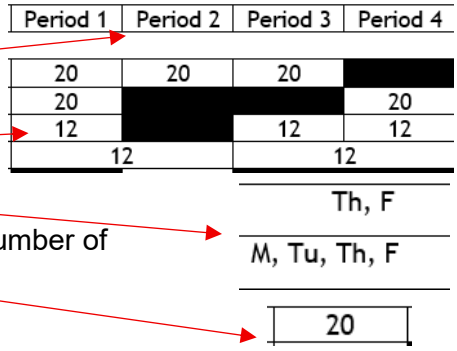
2027 Program Guide

FINALIZED MERIT BADGE SCHEDULE WILL BE PUBLISHED IN MARCH.

Merit Badge	Days Offered	Period 1	Period 2	Period 3	Period 4	Fee
Hollywood						
Communication	M, Tu, Th, F	20	20	20		
Cyber Security	Th, F	12		12		
Game Design	M, Tu, Th, F	20			20	
Movie Making	M, Tu, Th, F	12		12	12	
Photography	M, Tu	12		12		
Theater	M, Tu, Th, F		20			
Radio	M, Tu, Th, F		20		20	
Range and 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 **Must be at least 14 years Old* **Must take online e-course prior to camp.*	M, Tu	6		6		$50
ATV RiderCourse **Must be at least 14 years Old* **Must take online e-course prior to camp.*	Th, F	6		6		$50
ATV Experienced Rider **Must be at least 14 years Old* **Must have ATV RiderCourse Certificate*	M, Tu	6		6		$50
ATV Experienced Rider **Must be at least 14 years Old* **Must have ATV RiderCourse Certificate*	Th, F	6		6		$50
Climbing **Suggested to be at least 13 years Old*	M, Tu, Th, F	12		12		
Cycling	M, Tu, Th, F	15				
Horsemanship	M, Tu, Th, F	15		15		$60
EagleBound						
EagleBound (All Ranks)	M, Tu, Th, F	20		20		
Other						
SPL Leadership	M, Tu, Th, F				25	

How To Use This Schedule:

- There are 4 class periods each day: Monday, Tuesday, Thursday, and 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 indicate 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 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: _____

	1st Choice	2nd Choice	3rd 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.			

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:

Weeks 1, 2, 3 – April 10, 2027 @ 8am | Weeks 4, 5, 6 – April 17, 2027 @ 8am

Registration Opens at 8:00am Mountain Time.

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

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 meal rides 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 – *if available*	$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

All fees for merit badges are charged in Blackpug and added to camp fees. Classes with fees must be paid for in advance. If a schedule has been changed adding a class, the fee must be paid through BlackPug to obtain merit badge records for the unit. Classes dropped that had a fee will be refunded or credited.

Afternoon Activity Schedule

This summer, each Scout will have the opportunity to participate in activities you think about when you say, “I’m going to summer camp!” For example, Scouts were only able to swim in the pool if they took swimming or lifesaving. Now, all Scouts will have the opportunity to play in the pool!

All merit badge sessions have been condensed to the morning. Scouts will have the opportunity to sign up for 4 merit badge sessions.

In the afternoon, Scouts will participate in activities around camp. Using a “color group” system, you will be assigned to a color group and then there are two sessions in the afternoon in which you will be able to complete activities. All activities are optional, as in your unit is not required to participate, BUT you cannot go to other areas outside of your assigned time.

Activities include Archery, Rifle*, Shotgun*, Swimming at Pool, Grab Bag, Lake, Open, Service Project, Zip Line and Climbing. **Some offerings require an additional fee.*

Below is an example of the schedule and offerings. **THIS SCHEDULE IS AN EXAMPLE AND SUBJECT TO CHANGE. Activities are weather dependent, and we will do our best to accommodate or reschedule activities that were canceled for weather but cannot guarantee it.**

Most merit badges in the “Grab Bag” options will receive a partial completion.

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

Rotation Explanations

Archery – Spend time at the archery range and learn the timeless skill of archery or participate in tomahawks or sporting arrows. (The group must do the same activity(ies), all activities will not be open at the same time.)

Rifle or Shotgun Range – Spend time at the rifle or shotgun range and spend some time shooting safely. ***Extra fee**, $10, to shoot. Purchase tickets at the Trading Post or HQ.*

Swimming at the Pool – Take a refreshing dip in the pool. Challenge each other to basketball, the rock wall or go down the slide! Don't want to swim? Enjoy some yard games on the turf! **Swim test required to go in the pool.*

Grab Bag – Visit select lodges to earn merit badges, awards, or fun activities.

Lake – Boat and paddle in the serene waters of Silver Lake, just enjoy the sun, or play on the beach. **Swim test required to go in the lake.*

Open – An open period for your imagination. You may not visit any program areas, as they are reserved for other troops. Visit the Trading Post, go on a horse ride *(extra fee and reservation required)*, or have campsite activity time.

Service Project - Complete a service project around camp! The camp maintains a list of service projects available to do. During your time, you will be assigned a service project in which the camp has materials and staff to help facilitate. Let us know if there is a specific project you would like to do around camp! Let the Commissioner know in advance if your group would like to do something specific. This could be a project in your campsite or around camp!

Zip/Climb – Spend time using the zip line and the climbing tower!

Grab Bag Selections:

Hollywood (Ft. Collins) **Merit Badges** • Signs, signals, and codes (20 max) • Chess (14 max) • Animation (15 max) • Music (15 max) **Programs** • Improv games/skits • Movie theater • DnD (Dungeons & Dragons, 10 max) • Sherlock Holmes mystery (8 max)	**Nature (Ft. Garland)** **Merit Badges** • Bird Study (20 max) • Landscape architecture (20 max) • Mammal Study (20 max) • Sustainability (12 max) **Programs** • Bird house building (25 max) • Nature hike (15 max) • Gold panning/big dig (20 max) • Nature library (15 max)	**Scoutcraft (Ft. Vasquez)** **Merit Badges** • Camping (20 max; partial completion) • Wilderness Survival (20 max; partial completion) **Programs** • CPR Adult AED certification (20 person max per session) • Pioneering structure challenge (10 max) • Geocaching/Orienteering course (selfpaced, no badge)
STEM (Ft. Laramie) **Merit Badges** • Inventing (15 max) • Electricity/Electronics (15 max) **Programs** • Iron Chef • Forge Fun (15 max, metal working) • Branding	**Eaglebound (Teepees by Health Lodge)** **Merit Badges** • Scouting Heritage • Bonus Rank Advancements **Programs** • Knots and Lashings • Scavenger Hunt • Field games	**Handicraft (Ft. Lupton)** **Merit Badges (20 max for all)** • Fingerprinting • Leatherworking and Basketry • Pottery • Art **Programs (20 max for all)** • Chainmail • Tye Dye • Woggles and Monkey Fist • Bob Ross Painting Session
Adventure (Bent's Fort) **Programs** • Mountain biking (7 people without their own bikes, can add 5 with own bikes) • Bike Maintenance • Iron Scouter (10 max)	Other Programs • Paddleboard award (at lake rotation) • Disc golf (open period option) • Horses (schedule during open period) o Trail ride (6 max; $60) o Petting & grooming • Pool (during color group rotation offering open swim, rank advancements, full group games, snorkeling adventure)	

2027 Program Guide







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

LUNCH RIDES

DINNER RIDES

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

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

Adventure Lodge



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 – Meet at Climbing/Zip Tower

Reach new heights and master the art of safe climbing with the Climbing Merit Badge! Scouts will learn how to properly use and care for climbing equipment, as well as getting to climb and rappel in multiple locations at McNeil Scout Ranch. It is recommended that scouts be at least 13 years of age. **Requirements completed**: All (weather allowing).



Cycling Merit Badge - Eagle Required – Meet at Bent's Fort

Explore camp from various different trails as you learn to safely ride and maintain bikes! Scouts must be at least 5'2" tall. Bikes are provided, but you're welcome to bring your own. Helmets are required at all times—don't worry; instructors have extras if needed. **Requirements completed**: All except for requirements 7B(d) & 7B(e) (which can be completed during free time and Wednesdays, weather allowing).



Horsemanship Merit Badge – Meet at Headquarters

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. **Requirements completed**: All, weather allowing

ATVs – Meet at ATV track near Bent's Fort

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 having a blast riding ATVs. **Must be 14 years of age or older. Participants 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.**

YOU MUST COMPLETE THE ONLINE PRE-COURSE PRIOR TO CAMP
CLICK HERE TO TAKE THE ONLINE PRE-COURSE
https://atvsafety.org/atv-ecourse/

For experienced riders, who have completed the ATV RiderCourse consider taking our experienced course. This course will take Scouts on trail rides throughout the ranch. **$50 class fee. Must be 14 and have completed the RiderCourse.**



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.

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). **Scouts must be classified as "Swimmer" from the swim test.**

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 of 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 rowboat, 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).

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 of 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

Experience the thrill of whitewater rafting on the Arkansas River!
McNeil Scout Ranch has teamed up with River Runners—one of Colorado's premier rafting companies—to offer Scouts and leaders attending Cris Dobbins an unforgettable adventure. This half-day trip takes place on your camp open day (Wednesday), so you won't miss any merit badge classes!

You'll tackle **seven miles of Class II and III rapids** in the stunning Bighorn Sheep Canyon. The cost is **$85 per person** (a great deal compared to the $109 retail price), and there's **no age limit**—you just need to be a **Swimmer per the Scouting America Swim Test**.

What's included: Sack breakfast for the road,

wetsuit, spray jacket, rubber booties, helmet, professional guides, and lunch (sack meals provided by camp). The trip departs camp at **7:15 a.m.** and returns around **4:30 p.m.**

Important details:

- Waivers must be completed online before camp (link on the Cris Dobbins website: www.ScoutingColorado.org/Dobbins).
- No refunds for missing waivers—please complete them before arrival.
- Participants must provide their own transportation to and from the rafting site (following Guide to Safe Scouting). Solo participants without transportation cannot attend.
- Spots are limited and filled on a first-come, first-served basis.



Don't miss this chance to add an epic adventure to your summer camp experience!

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 complete **two** morning dips will earn a special patch!

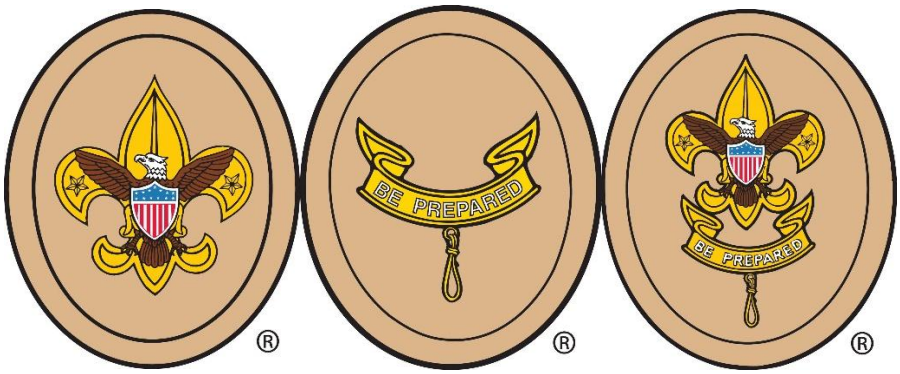
Mile Swim

Scouts will be given an opportunity to earn the Scouting America Mile Swim award 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 official, final mile swim takes place before breakfast on Friday. Participants who complete the Mile Swim can purchase a special patch from the Trading Post!



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 whether 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 discuss 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.

On Wednesday, more opportunities will be available for Scouts to complete rank advancements.

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 methods, motivations, and complexities of these people's 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
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
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.



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

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.



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 a 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.



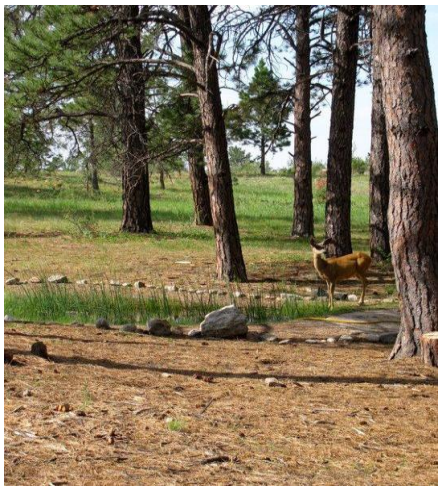
Theater Merit Badge
Scouts will learn to appreciate live performances as members of the audience as well as go behind the footlights to see the view from the other side. Much more goes on in theater than ever meets the eye. **Requirements Completed**: All.



Radio Merit Badge
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.

Nature at Fort Garland

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





Environmental Science Merit Badge - Eagle Required
This is an 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.



Exploration Merit Badge
Embark on real-world adventures where you'll learn how to plan expeditions, navigate unfamiliar terrain, and discover the wonders of the world around you! Perfect for Scouts who love curiosity, challenge, and charting their own path. **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
Discover the wild world around you by earning the Mammal Study Merit Badge at summer camp! Learn to identify mammals, explore their habitats and behaviors, and gain hands-on experience that will deepen your appreciation for wildlife and conservation. **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.

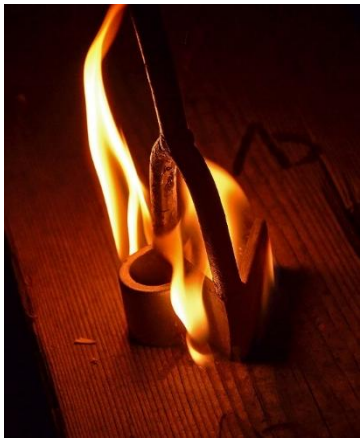


Oceanography Merit Badge
Scouts will study the ocean, including its topography, biology, chemical makeup, and oceanography careers. **Requirements completed:** All.



Weather Merit Badge
Chase storms, read the sky, and become your troop's weather expert! Learn how forecasts work and discover the science behind the atmosphere! Perfect for Scouts who love nature, science, and understanding the world around them. **Requirements completed:** All.

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 and Emergency Preparedness. 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 Wilderness Survival will need to make sure they have the proper equipment. **Wilderness Survival participants will build their own shelter;** other participants need a sleeping bag and tarp, water bottle, flashlight, and warm clothes. Wilderness Survival Scouts need their Wilderness Survival Kits. (No mess kit required).



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 to fulfill requirement 3b. **Requirements Completed:** All (if Scout attends CPR demo and presents a first-aid kit).



Geocaching
Discover the adventure of modern treasure hunting with the Geocaching Merit Badge! Use GPS technology to find hidden caches, improve your navigation skills, and explore the outdoors in a whole new way. **Requirements completed:** All.



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 build 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, on 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. **Be sure to bring warm clothing and a survival kit for the overnighter.**

2027 Program Guide

NEXT LEVEL RANGE ADVENTURE



- NON-MERIT BADGE FOCUSED
- FOR OLDER SCOUTS 14+
- NON-MERIT BADGE FOCUSED
- ARCHERY, SPORTING ARROWS
- RIFLE & SHOTGUN
- PISTOL & MORE!

Next Level Range Adventure is for older Scouts looking for the “next level”. This program focuses on skill and experiences instead of merit badge completion. Scouts ill participate in this **each day, during all merit badge periods.** This program is in palce of taking merit badges. Scouts must be at least 14 years old to participate.

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 about 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 archery equipment. **Requirements Completed**: All, conditional with qualification.



Rifle Merit Badge
Under NRA trained instructors, Scouts will learn about proper use, safe handling, cleaning 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 (14 years of age or older) 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 pistols! 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, and cowboy action. **Requirements:** Must be 14 years or older; Cowboy Action waiver must be signed, and there is a $100 additional fee.

Cowboy Action – Scouts and adults 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. **This is an additional fee.**

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

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 (Taught with Space Exploration)
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 and 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.



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

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

Additional Program Adventures



SPL 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.

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 overnighters 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 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 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. We encourage the unit to practice prior to performing the 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. **Meet at the Trading Post.**

Cowboy Action

Scouts will have the opportunity to shoot rifles, pistols, and shotguns 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.

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 to 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: Tye-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!

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:

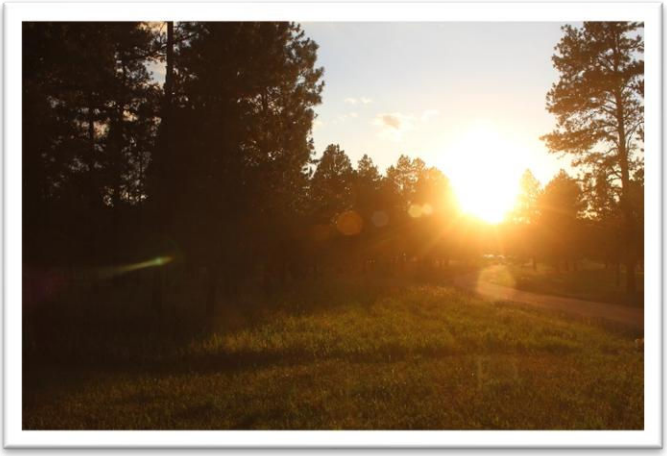
-Mile Swim Practice – 6am @ Pool – Wanting to participate in the mile swim? Come practice before the swim later in the week!

-5k Run/Walk – 6am @ Trading Post – Participate in the 5k Run/Walk to earn a special patch!

Friday:

-Mile Swim – 6am @ Pool – Once you have completed 3 of the 4 practices, come tackle the challenge to start off your final day at camp!

-Sun Rise Hike – Join us to a special place where it is great viewing of a sunrise!





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?

Adult Leader 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 steak dinner in Gilwell hall with Scout Executive/CEO Mike Fifhause while the rest of camp is at dinner in the dining hall. Mike will provide updates on the future 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 is due before the class. Sign up in Blackpug.**

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 is due before the class. Sign up in Blackpug.**

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.

Helpful Documents and Links

Leaders 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 complete the waiver in CampDoc.

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 complete the waiver in CampDoc.

Kapering Schedule

Campsite Shower Schedule

Camp Shower Plan

Camp Cris Dobbins Map

Emergency Procedures

Parent's Page

Packing list

Family Night Meal Ticket Purchase

Family Night Special Diet Request