There's a first time for everything—like exploring the **first** national park, Yellowstone, and camping in the **first** national forest, Shoshone, all while making unforgettable **firsts** at Camp Buffalo Bill! Whether it's your first time fishing in mountain streams, earning a new Merit Badge, or hiking through breathtaking wilderness, your week at Camp Buffalo Bill will be an adventure full of **firsts** that you'll always remember.

Located just 8-miles from Yellowstone's east gate, in the heart of Shoshone National Forest, our camp is an unforgettable destination surrounded by stunning landscapes, abundant wildlife, and endless outdoor thrills. The camp is named after the legendary frontiersman, Buffalo Bill Cody, who played a major role in shaping the mythos of the American West and founded Cody, Wyoming. He envisioned that this area would become the gateway to Yellowstone and a hub for western adventure. Our camp is a celebration of his larger-than-life persona and his commitment to preserving the spirit of the west.

CAMP BUFFALO BILL

Located within Shoshone National Forest, America's 1st National Forest, and is just 8 miles from Yellowstone National Park's east gate. This famous camp is a once in a lifetime destination full of beauty, wildlife, and adventure!

Camp Buffalo Bill
870 North Fork Hwy
Cody, WY 82414
307-587-5885 *(During Summer Sessions)*

ELEVATION & WEATHER

The camp sits at 6,400ft. Mornings are chilly, sometimes dipping to 30°-35° F. Afternoons can get as high at 90°. The air is very dry and hydration is essential.

ADVENTURE WEST COUNCIL

The Adventure West Council serves Northern Colorado, Western Nebraska, and most of Wyoming. We operate 5 camping properties and have 3 service centers.

Camp Director – Ian Squires
970-584-2203 | cbb.director@awbsa.org

Camping Department – Jeanene Gage
970-584-2202 | Jeanene.gage@scouting.org

Director of Support Services – Billy Riley
970-518-5479 | Billy.riley@scouting.org

www.awbsa.org

Scouting America
Adventure West Council

Scouts & Scouters!

Welcome to **Camp Buffalo Bill**—where adventure, discovery, and the spirit of the wild west come to life! We are thrilled to have you join us for an unforgettable experience in one of the most breathtaking locations in the country. Nestled within **Shoshone National Forest**, just eight miles from **Yellowstone National Park**, our camp offers an unparalleled opportunity to explore the great outdoors, challenge yourself, and create lasting memories. Whether you're earning Merit Badges, hiking scenic trails, or casting a line into the Shoshone River, your week will be filled with new adventures, friendships, and fun.

Camp Buffalo Bill is all about firsts! Maybe it's visiting the first national park for your first time or taking your first hike in rugged terrain. You might be trying your hand at fly fishing or simply sitting around the campfire under a star-filled sky. Whatever your adventure holds, we strive to make sure this experience ignites a lifelong love of the outdoors and the Scouting spirit!

Thank you for choosing Camp Buffalo Bill. This guidebook outlines our program and is a resource to help you plan and prepare. We are excited, and we hope that you are too! Get ready for an unforgettable experience and true western adventure!

Yours in Scouting,

Nathan Dutson
Scout Executive
Scouting America Adventure West Council

NATIONALLY ACCREDITED
SCOUTING AMERICA PROGRAMS

Camp Overview

Camp sits between the Shoshone River and a steep mountain side, creating a small wildlife corridor surrounded by wilderness areas. Local wildlife will pass through the camp as they travel up and down the valley. As a result, participants often have amazing wildlife viewing including: Bison, Moose, Deer, Elk, River Otters, Beavers, and Bighorn Sheep.

- **Over 40 Merit Badges**
- **Great First Year Camper Program**
- **Troop Adventure Day!**
- **Polar Plunge Challenge**
- **World Class Fly Fishing**
- **Family-Style Dining**
- **Famous Shoshone Stampede!**
- **Recycle Regatta Race!**
- **Battle of the Tetons!**
- **Evening Fun Time!**
- **Western Friday Theme**

PROVISIONAL CAMPERS

For campers who would like to attend camp, but are not coming with their unit, provisional camping is encouraged. Scouts will be placed with a Scout unit that has been approved to support a provisional camper to ensure they have the best experience while at camp.

2026 SESSION DATES

Week 1: June 14th – June 20th
Week 2: June 21st - June 27th
Week 4: July 5th – July 11th
Week 5: July 12th – July 18th

CAMP FEES

Scouts BSA Youth	$550
AOL Crossover	$525
Adult Leader	$275
Part-Time Adults	$50/day

FEE SCHEDULE

$100 Unit Deposit	Sept 30th
$50/Person Deposit	Oct 1st
Half of Balance	Feb 15th
Full Payment	April 15th

- Scouts BSA youth & adults fully paid by April 15th will receive a $25 discount.
- AOL Crossovers will receive the discounted price.
- There is a convenience fee for credit card payments. ECheck transactions limited to $6,000 per transaction. Checks can be mailed to AWC, 2215 23rd Avenue, Greeley CO, 80634. Please include registration # on your check.

Merit Badges: (Fees due 1 week before arrival at camp)

Archery	$5	Art / Basketry	$20
Fishing/Fly Fishing	$5/$8	Leatherwork	$20
Metalwork	$15	Rifle	$17
Robotics	$10	Woodcarving	$15
Woodwork	$25		

Additional Programs:

Open Fishing	WY fishing license required *(see page 8)*		
Open Rifle	$3/10 shots	Cowboy Shooting	$10

EARLY ARRIVALS: We realize that some units are unable to arrive at camp during our standard check-in beginning 1:00pm on Sunday afternoon. We are pleased to offer early arrival but **have firm policies due to Forest Service restrictions**. Unit's must arrive between 5pm & 7pm on Saturday evening and must bring a pre-cooked/prepared meal. No storage is available, and all food must be disposed of that night. Purchase of breakfast and lunch are required ($10 a meal). Breakfast is continental. Lunch is at 12:45pm.

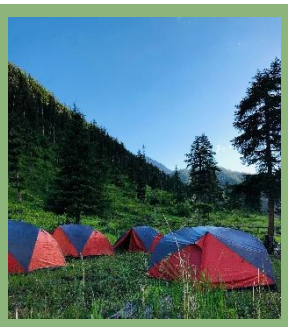
ADULT LEADERS: Consistent leadership throughout the full week of camp is strongly recommended. When it is necessary, adult leaders may rotate in/out and share a single leader fee in order to provide leadership to the youth in camp. All adults attending camp in a leadership capacity must be on the unit roster from my.scouting.org.

CAMPERSHIPS: A limited number of camperships are available for Scouts from the Adventure West Council who want to attend camp but cannot afford to go. These are for individual youth. Troops should plan to aid their Scouts as much as possible prior to asking for assistance. Applications are available at awbsa.org, and requests must be received by March 31st to be considered.

REFUNDS: Planning and purchasing for camp occurs long before camp begins and is based on pre-registration. If the unit or a Scout cannot attend camp, please review the Council's refund policy and submit a refund request through our online portal, both found at awbsa.org/forms.

ACCOMMODATIONS

All about the lay of the land.



CAMPSITES: Camp has multiple campsites that are assigned based on attendance and availability. Near each site is a pit latrine and washstand. Each site has a bulletin board, bear box, picnic table, and fire extinguisher. There is limited electricity in a few campsites. Sites may be shared by multiple units. **You must provide your own tents**. Camp has a limited supply of tents available for rent (*contact us early*).

VEHICLES: Each unit is responsible for the safe transportation of Scouts and adult leaders to and from camp. On arrival, a guide will direct you to your campsite for unloading. After unloading, all vehicles immediately move to the parking lot, parked nose-out. During the week, roads beyond the parking lot and in campsites are restricted to authorized vehicles only.

SHOWERS: Camp has a rustic shower house with curtained stalls, flush toilets, and sinks. Separate times are scheduled for adult and youth which are updated weekly based on attendance.

TRAILERS: Troops are allowed to park one trailer in their campsite or in an area designated by our Ranger but must not block any roads or trails. Trailers must be disconnected from the tow vehicle, the wheels must be chocked, and the tongue must be secured on a block or stand to ensure the trailer is safe and secure. **You may NOT keep food in campsite trailers.** Food can be stored in trailers and vehicles in the parking lot.

RESTRICTED AREAS: Scouts and Leaders are restricted from staff housing areas throughout camp. No refunds are provided for removal from camp for disciplinary reasons.

DINING HALL: Troops will enjoy family-style meals with a breakfast bar, soup and salad bar for lunch, and salad bar for dinner. Each table of 8 will have 2 servers per meal assigned by the unit to arrive 10 minutes before the meal for setup and to clean up after. Table assignments may be paired with another unit or staff. Remember that with family-style you'll pass the serving food around, so **make sure to SHARE**!

DIETARY REQUESTS: Submit all dietary and allergy information through the registration system **and** via THIS QR CODE at least 2 weeks before your session. Please reach out to us with any questions you have.

PRE-ARRIVAL CHECK LIST

Submit the following through the registration system:

- Make Payments & Register each person.
- Submit special Needs & Dietary Restrictions
- Merit Badge Class Registration
- Arrange for early arrival if needed ($250+ meals)

ARRIVAL CHECK-LIST

Check-in begins at 1:00 p.m. Our staff will be there to guide you to the parking lot and help with the check-in process. If you arrive early, please park nose-out.

PAPERWORK:

Please have 1 adult ready with each document grouped separately for check-in at the Camp Office.

1. OFFICIAL BSA ROSTER
   - Exported from my.scouting.org
   - Mark all youth & adults that will be attending camp.
   - For part-time adults, mark the days they will arrive and depart from camp.
2. ANNUAL HEALTH & MEDICAL RECORD
   - 2 sets for all campers *(1st set will be given to camp and will NOT be returned, unit keeps 2nd set)*
   - Parts A, B, & C with all information completed
3. SWIM CLASSIFICATION RECORD
4. COWBOY SHOOTING RELEASE

MEDICATIONS: Units in camp must be able to comply with locked storage and administration requirements for medications. Have all medications readily available for the check-in process. All medications (prescription and over-the-counter) **must be current, in original containers labeled by the pharmacy, and in 1 re-closeable plastic bag per person labeled with name and unit number.** Medication can be stored by the med staff if a unit is unable to store it properly. All medications at camp must be listed on the Med Form part B2 with health provider signature.

CPAP: Participants should come prepared with batteries which can be recharged at the dining hall, med lodge, or office. There are minimal campsites that may be able to provide electricity. Please note in the medical information for the participant and contact camp 2 weeks before arrival if electricity is essential.

THE ELEMENTS

Mornings are chilly, and afternoons are warm. Thunderstorms are possible and June campers should prepare for cooler weather, with lows to 30°-35°. Checking the forecast for Yellowstone and Cody WY is recommended. CBB is generally cooler and wetter than Cody.

HYDRATION AND SUNBURN

The air is very dry, and many people experience dry skin and chapped lips. Hydration is your best defense. As camp is located at 6,400 ft., anyone not accustomed to the altitude may take 1-2 days to adjust. High elevation also increases sun exposure, making burns possible within 30 minutes. Sunscreen and hydration are essential.

PHONE & INTERNET

Cell service drops about 20 minutes from camp. Calls can be made at the camp office or through Wi-Fi-calling. High-speed satellite internet is available for adults in the dining hall.

ELECTRONIC DEVICES

Cell phones and tablets are allowed but a Scout may be asked to not use their device during program time.

PROHIBITED ITEMS:

- Pets *(Service animals must be pre-approved)*
- Fireworks and pyrotechnic devices
- Personal Firearms, Air-Pistols
- Bows, Ammunition, Slingshots
- Bicycles / Unicycles / Skateboards
- ATV's, UTV's, or ORV's

ALCOHOL, TOBACCO & DRUGS

Alcohol and controlled substances are absolutely prohibited, including marijuana. Possession or use will be reported to local law enforcement. Scout Camps are smoke-free. This includes the use of electronic cigarettes, vaporizers, or systems which simulate tobacco smoking. A designated smoking area is available.

ADDITIONAL POLICIES

- ALWAYS have an adult present when visiting the river or aquatics pond.
- Food must be kept in hard-sided vehicles, NOT in campsites.
- The "High Trail" is the southern camp boundary.
- Behave in a Scout-like manner.
- Do not throw rocks.
- No clothing with inappropriate graphics.
- No items which violate Scouting policy.
- See Guide to Safe Scouting for all policies.

Native Wildlife

Your stay at Camp Buffalo Bill will provide you with a great opportunity to see Wyoming wildlife. Enjoy the opportunity but be aware of important safety precautions. **Wildlife is dangerous, so keep your distance**.

BEARS: The Greater Yellowstone ecosystem is home to the largest grizzly bear population in the lower 48 states. Should you see one in camp, stay clear as they may become aggressive. It is illegal to knowingly approach a bear closer than 100 yards and offenders can be issued a $5,000 fine by the Forest Service.

Bear Boxes: Bears can smell food, deodorant, toothpaste, shampoo, or soda, just to name a few items. We call these things **"smell-ables"** and we must remain strict about the use of these items as well as their storage. We provide bear boxes in each campsite where smell-ables can be safely stored or they can be stored in your vehicles. **Food and beverages are NEVER allowed in the campsite**. The Forest Service does inspect camp and issues costly tickets to individuals found violating the bear rules.

MOOSE & BISON: We often see Moose and American Bison in and around camp. If you encounter one, consider yourself lucky and keep your distance. Both are stronger and faster than they appear and can become aggressive if you encroach upon their space.

SPECIAL NEEDS: If you need some extra help to enjoy the camp experience, please let us know! This includes anyone with special dietary, health, and mobility needs. Requests are submitted as part of the registration process. Please reach out to us with any questions. Requests that are made upon arrival to camp may not be possible to accommodate.

BUDDY SYSTEM: The buddy system of having two or more campers together is used during camp and is important. Please ensure your Scouts use this system and that everyone has a buddy.

EMERGENCY PROCEDURES: Camp has written plans for emergency response situations and details will be shared at the Sunday SPL/leader meeting. **Adult leaders should always carry a unit roster, vehicle keys, and critical prescription medications** on them while in camp in case of an emergency or evacuation.

CAMP PROGRAM

Your adventure full of **FIRSTS** starts here!

SUNDAY NIGHT SPL & ADULT LEADER MEETING

As part of the check-in process, units must attend this 6:15 p.m. meeting for SPL's and Adult Leaders at the dining hall where we will review the week, make assignments for flags and cleaning, and answer any questions you may have.

DAILY SPL MEETING

This daily meeting is for all Senior Patrol Leaders and is held at **12:45 p.m. in the Fishing Tent**. This meeting will cover important items, so bring a notebook and take good notes!

MORNING AND EVENING FLAGS

The camp assembles for opening and closing flag ceremonies (7:45 a.m. & 5:15 p.m.). Scouts and leaders are expected to attend the evening flag ceremony in complete "Class A" field uniform. Scouts should always wear the "Class A" field uniform when performing a flag ceremony as the honor guard. Buglers are encouraged!

THE SPIRIT BEAR

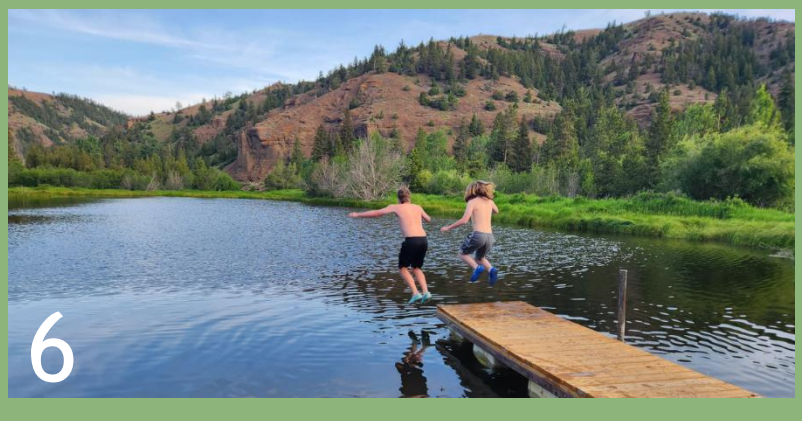
Each evening, the Spirit Bear is awarded to the Troop that shows the most Scout spirit! Winners of the Spirit Bear earn the right to decorate the Bear as they see fit. The following day, the unit will present to the camp the Spirit Bear showing their improvements.

BUFFALO BILL'S MOST WANTED!

Friday, you'll step into the Wild West and form your own posse of legendary characters! Compete against rival "bandit" troops from across the territory in a showdown of style and spirit. **Which posse will boast the best western look?** Come Prepared! Who will claim the coveted Spirit Bear on Friday evening? The thrilling quest for *Buffalo Bill's Most Wanted* promises an unforgettable adventure!

POLAR BEAR PLUNGE!

Earn bragging rights for your fearless dip into the cold! Take the ultimate icy challenge at 6:30 a.m. on Tuesday!



MERIT BADGES

The Merit Badge Schedule provides a list of our offerings. Badges are taught either all morning or all afternoon for two consecutive days.

Climbing is 2 sessions and campers will be offsite on Tuesday with a packed lunch.

Backpacking is 2 sessions and campers will be offsite on Friday. Please bring your own backpack. We have some backpacks available, please reach out to us in advance if you need to use one.

Stand Up Paddleboarding is an Award (not a badge)

Registration

Class registration will open on April 1st for all Scouts that are current with the payment schedule (deposit plus half payment). Scout names & birthdates required for merit badge registration. The process is completed through your existing registration via 2 options:

1. The registration contact completes the MB registrations for all Scouts.
2. Each Scout completes their MB registration via the Parent Portal and is then double-checked by a designated adult. Parent Portal access is created at any time by the Registration contact as an "additional action" in their registration section.

Schedule selections lock one week before your arrival. If a schedule change is needed, please speak with camp leadership during the SPL & Leader meeting on Sunday night. Though unlikely, we reserve the right to change program content, schedules, or times as necessary.

Class Schedules can be printed for each Scout before arrival via the "Reports" tab above the "Registration Contact" box in your registration.

Partials

Some badges contain requirements that cannot be completed at camp and will need to be completed prior to arrival or upon returning home.

Backpacking: 10,11 *(3-day+ Treks)*
Camping: 8d, 9a, 9b *(Camp 20 nights)*
E. Prep: 1,3 *(1st Aid MB and Family Prep)*
Personal Fitness: 8 *(12-week fitness program)*

Documentation

The online registration software is the database & official record for what has been completed while at camp, including partials. The primary registration contact can print blue cards and Scoutbook files approximately 1 week after you return home, and any outstanding fees have been paid.

TROOP ADVENTURE DAY!

Wednesday is Troop Adventure Day! This is your day to take advantage of the amazing activities and once-in-a-lifetime opportunities located in the Greater Yellowstone Ecosystem. Sack lunches are provided, and you can leave camp as early as you'd like. Please return to camp by 11:00 p.m. and let us know if you'll be back in time for dinner (5:30 p.m.).

WHERE TO GO & WHAT TO DO!

Our website is full of links of recommended places to visit and to help you plan out your day. Additionally, there are many local vendors that offer exciting experiences like back-country horse trips, zip-lines, and more!

CBB's GOLDEN CIRCLE! *(A Route Idea if you don't have your own plan)*

Start your journey by heading straight for **Yellowstone**. As you crest **Sylvan Pass**, take in the stunning sunrise and keep an eye out for **mountain goats** in the snow. On a clear day, once you're above **Yellowstone Lake**, glance southwest for a breathtaking view of the **Grand Tetons** in the distance. Make a quick stop at **Fishing Bridge Museum** and check out the beautiful lake beach. Head south and make your way towards **Old Faithful** which puts on its spectacular show about every 90 minutes. While you wait, explore the boardwalks, the visitor education center, and take a peek inside the historic **Old Faithful Inn** which is the largest log structure in the world! Head north and stop at the **Fairy Falls Trailhead**. Take the .6-mile hike up 105 feet for a view looking down on the stunning **Grand Prismatic Spring**! Head to the **Midway Geyser Basin** Trailhead and view the springs from the ground. Continue north and check out **Norris Geyser Basin** which has over 15 geysers and springs. Take the Norris-Canyon Road east and make your way to **Grand Canyon of the Yellowstone**. Canyon Village is a great spot to grab dinner. For the best viewing, head to South Rim Drive to view **Upper Falls, Lower Falls**, and **Artist Point**. Head south and stop at **Mud Volcano** to see the smoke billowing from the **mouth of a Dragon**! Return to camp and rest-up from your amazing day!

IN-CAMP ACTIVITIES:

While most units leave camp to explore, we have some activities available to units that want to stick around such as Conservation Projects, Extra Merit Badges taught as a group for the entire troop, hiking, fishing, and other camp activities by request. Meals include breakfast, sack lunch, and dinner. Please let us know in advance if you plan to stay in-camp.

THE SHOSHONE STAMPEDE!

Thrilling open program time bustling with adventure!

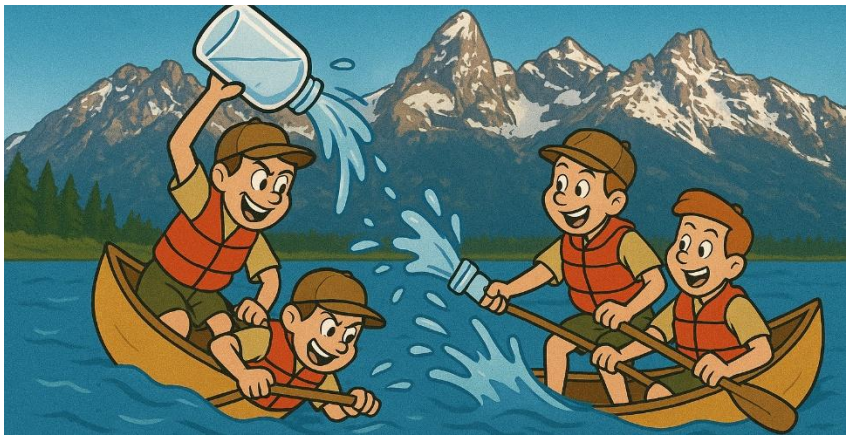
AQUATICS	PADDLEBOARDS / CANOE / KAYAK *(Mon & Tues)*
EAGLE CLAW	FINGERPRINTING & MUSIC MERIT BADGES
FISHING	RIVER FISHING / OPEN FLY TYING
LIVING HISTORY	WOODCARVING / LASSOING / FORGE / BRANDING / HAWK & KNIFE THROWING
DINING HALL	FLIGHT SIMULATOR / CHESS MERIT BADGE MARIO KART TOURNAMENT
OUTDOOR SKILLS	INDOOR CLIMBING / GEOCACHING COURSE
NATURE LODGE	LEATHERWORKING FUN / ART FUN
ARCHERY RANGE	ARCHERY
RIFLE RANGE	COWBOY ACTION *(Mon & Tues)*
THURSDAY ONLY	LAKE FISHING / OPEN RIFLE

EVENING FUN TIME

Have fun with new friends! **Board Games** at Dining Hall! **9-Square** and **Gaga-ball** at Trading Post. Monday is our Hot Cocoa Social and Thursday is Marshmallow Roasting!

RECYCLE REGATTA!

Put your creativity and teamwork to the test in the **Recycle Regatta**, a thrilling water race where Scouts construct boats using only the materials provided! Once built, it's time to hit the water and paddle your way across the lake in a battle of speed, stability, and ingenuity. Will your boat sink or sail to victory? Let the race begin!



BATTLE OF THE TETONS!

Historic! Legendary! The Ultimate Canoe Swamping Battle!
3-Scouts per canoe, 2 milk cartons, last canoe afloat is the winner!

Eagle Claw

Our First Year Camper Program is specifically designed for young and new scouts, focusing on basic skills for Tenderfoot, 2nd Class, and 1st Class rank advancement. The program is morning and afternoon blocks (A/B or C/D). If your unit has several Scouts participating, please provide a Scoutmaster to assist.

What to Bring:

Scoutbook, Notebook, Pencil, Water Bottle.

Generally Covered Requirements:

Scout Rank
- 1a-f: Scouting Foundations
- 2a-d: Scouting Progression
- 3a-b: Patrol Method
- 4a-b: Knots
- 5: Pocketknife Safety

Tenderfoot:
- 1c: Outdoor Code/Leave no Trace
- 2c: Patrol meals
- 3a-d: Knots and Knife Sharpening
- 4a-d: First Aid
- 5a-d: Hiking
- 6a: Fitness
- 7a: Flag etiquette
- 8: EDGE

Second Class:
- 1b: Leave no Trace
- 2a-d: Fire Building
- 2f-g: Knots
- 3a, c, d: Hiking
- 4: Identify Animals
- 6a-e: First Aid / Emergency Prep.
- 8a-b: Flag Ceremony
- 9a-b Personal Safety

First Class:
- 1b – Leave No Trace
- 3a-d: Knots and Lashings
- 4a-b: Orienteering & GPS
- 5a: Identify Plants
- 5b-d: Weather
- 7a-f: First Aid / Emergency Prep.

Other Advancement Opportunities

Tenderfoot 7b & First Class 9d:

Service Projects are available during open program time and evening time. Please speak to our staff for more details.

Adult Programs

Coffee with the Commissioner

Join us daily at 9:15 a.m. in the Camp Office. Receive important updates, ask questions, provide feedback and relax.

Scoutmaster Dutch Oven Cook-off

We provide dutch ovens, coals, utensils and basic ingredients. A list will be provided in April. Any "special" ingredients will need to be provided by the unit.

Help With Program

Share your knowledge and expertise by assisting with our Eagle Claw program. Help the entire week and complete IOLS Training. You can also help merit badges. Experience is required to help in shooting and aquatics.

Adult Program Offerings

We encourage our adults to participate in the many fun activities around camp including:

- Cowboy Action Shooting
- Fishing / Hiking
- Service Projects
- Buffalo Chip Award

YHAO (Older Youth)

Our Yellowstone High Adventure Base is operated out of Camp Buffalo Bill and offers 5 adventures: Backpacking, Kayak, Climbing, Whitewater, and Rock & River.

YHAO Backpacking & Kayak are 5-day off-camp treks. To have Scouts attend a Trek & CBB Summer Camp will require a minimum of 4 adults (2 CBB/2 YHAO). This is a separate program & registration from summer camp. Please register directly through YHAO.

YHAO Climbing, Whitewater, & Rock/River, are day trips where campers eat breakfast/dinner in camp and sleep in camp. They participate in evening activities.

Individual & group registrations are allowed for both Adults and Youth with registration opening on April 1st. Empty seats are filled on a 1st come, 1st serve basis, and we do sell out.

Units can guarantee their registration by registering directly through YHAO with a minimum of 1 adult and 3 youth.

Whitewater & Rock/River are only available in June. Kayaking only available in July.

PRE-CAMP LEADERS MEETING

Wednesday, April 8th at 5:00 p.m. MDT and **Thursday, April 9th** at 7:00 p.m. MDT. We will review key camp items and answer any questions you may have. Links and info will be sent out in advance.

SWIM CHECKS BEFORE CAMP

A current Swim Classification Record must be completed **BEFORE** camp for all Scouts participating in Canoeing, Kayaking, Rowing & Paddleboard. Scouts may be asked to complete a short re-test on Sunday afternoon to ensure they can handle the cold water.

COWBOY ACTION SHOOTING

Experience the thrill of shooting in old-time western scenarios. Offered Monday and Tuesday evening. Participants MUST be 14+ to shoot pistol.

FISHING

CBB is centered in premiere fly-fishing country. Both the pond and the North Fork of the Shoshone provide great fishing for both bait and fly-fishing. Catch & release fishing with barbless flies & lures is allowed at the pond outside of MB class time. **Wyoming fishing regulations must be observed.** Residents & non-residents under 14 do not need a license IF they are fishing under a licensed adult. Licenses can be purchased at the Walmart in Cody or online at wgfd.wyo.gov.

TRADING POST

Our camp has a well-stocked trading post. Cash, credit, and checks are accepted. Campers will find a large assortment of camp apparel, knives, snacks, essentials, supplies, and fun items available. Food purchased in the Trading Post **MUST** be eaten at the Trading Post or dining hall.

Trading Post Hours:
8:15 a.m. – 10:00 a.m. | 12:45 p.m. – 4:45 p.m.
Monday, Tuesday, & Thursday Evening 6:30 p.m. – 9:30 p.m.
Friday Evening 6:30 p.m. – 8:00 p.m.

PROJECT SOAR & SOAR AWARD

Help make our camp even more amazing by participating in 3-hours of conservation projects on the property. Our Nature Director runs the program and will line up projects for you to complete. To earn the SOAR award, each individual must complete 3 hours of conservation work. The SOAR patch will be available in the Trading Post for $4.00.

PROGRAM AREA AWARDS

Golden Arrow Award (archery) & "Red Rope Challenge" (knot tying).

PREPARING FOR CAMP

UNIT - WHAT TO BRING

Below is a list of general equipment often needed at CBB. Some troops may wish to bring other items to enrich their experience.

- ☐ Paperwork – Official BSA Roster exported from my.scouting.org.
- ☐ Paperwork – Med forms, swim classification, Cowboy action waiver
- ☐ Troop First-aid kit
- ☐ Duty Roster
- ☐ Scout Merit Badge schedules
- ☐ Lanterns
- ☐ Extra blankets/sleeping bags
- ☐ Favorite song/skit

Optional:

- ☐ Flags - Patrol, U.S., State, etc.
- ☐ Rope, Twine or Nylon Cord
- ☐ Axe, Hatchet, Saw, Hammer
- ☐ Repair kit, Tools & Duct Tape
- ☐ Dining fly's or canopy's
- ☐ Tarp(s)

Campsites are assigned based on troop attendance and availability and are made the Friday before your arrival. Campsites may be shared by multiple units. SPL's from each troop will coordinate a daily cleaning schedule for the latrine in their area. Cleaning supplies are in the latrines.

SCOUT – WHAT TO BRING

Below is a list to serve as a guide. Use your own discretion and refer to your Scout Handbook.

VERY IMPORTANT

- ☐ Current Annual Health and Medical Record Form (with all required signatures)
- ☐ Program releases/waivers
- ☐ Water Bottle/Nalgene/Hydration Pack
- ☐ Trading Post Money ($100 suggested)
- ☐ Medications in pharmacy packaging (together in 1 ziploc)

PERSONAL GEAR

- ☐ The Scout Basic Essentials *(see Scout Handbook)*
- ☐ Backpack or duffle-bag
- ☐ Clothing
  - ☐ FULL Uniform (*shirt, pants, belt, OA Sash*)
  - ☐ T-Shirts
  - ☐ Pants
  - ☐ Underwear | Sleeping Clothes/Pajamas
  - ☐ Hiking Boots | Socks
  - ☐ Heavy Jacket or Sweatshirt
  - ☐ Hat
  - ☐ Appropriate swimsuit and closed-toed water shoes for aquatics
- ☐ Sleeping gear
  - ☐ Sleeping pad/cot
  - ☐ Sleeping Bag rated to 20° or below
  - ☐ Pillow | Extra Blanket(s)
- ☐ Toiletries
  - ☐ Soap / Shampoo
  - ☐ Toothbrush / Toothpaste / Floss / Comb
  - ☐ Towel / Washcloth
  - ☐ Comb / Hairbrush
  - ☐ Sunscreen / Chapstick / Insect Repellent
  - ☐ Other sanitary items
- ☐ Personal Items
  - ☐ Day Pack
  - ☐ Camp Chair
  - ☐ Flashlight/Headlamp/extra batteries
  - ☐ Scout Handbook / Merit Badge Books
  - ☐ Pocket Knife / Notebook / Pen / Pencil / Compass
  - ☐ Raincoat or Poncho
  - ☐ Totin' Chip / Firem'n Chit
  - ☐ Watch / Alarm clock
  - ☐ Eyewear / Sunglasses
  - ☐ Camera
  - ☐ Merit badge pre-requisite items
  - ☐ Fishing Gear
  - ☐ Religious items

CBB Week Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:30 AM	Camp Closed		Polar Bear	Breakfast		Western Day	6-7:30am Continental Breakfast - Check-out by 8:30am
7:45 AM		Morning Flags *(Activity Uniform)*			Morning Flags *(Activity Uniform)*		
8:00 AM		Breakfast			Breakfast		
9:00 AM - 11:45 AM		**Merit Badge Session A** - 9:15am Coffee with the Commissioner @ Camp Office	**Merit Badge Session A** - 9:15am Coffee with the Commissioner @ Camp Office		**Merit Badge Session C** - 9:15am Coffee with the Commissioner @ Camp Office	**Merit Badge Session C** - 9:15am Coffee with the Commissioner @ Camp Office	CAMP CLOSED
12:00 PM		Lunch			Lunch		
12:45 PM		Sr. Patrol Leader Mtg @ Fishing Tent			Sr. Patrol Leader Mtg @ Fishing Tent		
1:30 PM - 4:15 PM	Camp Check-In begins at 1:00pm @ Camp Office (Camp Tour)	**Merit Badge Session B**	**Merit Badge Session B**	**Troop Adventure Day!**	**Merit Badge Session D** - 4:00pm **Scoutmaster Dutch Oven Cook Off**	**Merit Badge Session D**	
5:15 PM	Evening Flags *(Field Uniform)*				Evening Flags *(Field Uniform)*		
5:30 PM	Dinner				Dinner		
6:30PM - 9:30PM	6:15pm Sr. Patrol Leader & Adult Leader Mtg @ Dining Hall - 8:00 **Opening Campfire** Meet @ Dining Hall	6:30-8:00pm **Shoshone Stampede** - 8:00-9:30pm **Fun Time** - 9:00pm **Hot Cocoa Social**	6:30-8:00pm **Shoshone Stampede** - 8:00-9:30pm **Fun Time**		6:30-8:30pm **Shoshone Stampede** - 7:00pm **Wilderness Survival** - 8:00-9:30pm **Fun Time** - **Marshmallow Roasting** 9:00pm @ Dining Hall	6:30pm **Recycle Regatta & Battle of the Tetons!** - 8:00pm **Closing Campfire** Meet @ Dining Hall	
10:00PM	Scoutmaster Minute - Taps						

CBB Merit Badge Schedule

	Session A	Session B	Session C	Session D
Outdoor Skills	Emergency Preparedness	Emergency Preparedness	First Aid	First Aid
	Camping	Camping	Fire Safety / Personal Fitness	Orienteering
	Wilderness Survival	Wilderness Survival	Search & Rescue	Signals & Codes
Eagle Claw	Eagle Claw - Trail to First Class Session 1		Eagle Claw - Trail to First Class Session 2	

	Session A	Session B	Session C	Session D
Nature Lodge (STEMA)	Environmental Science	Environmental Science	Entrepreneurship	Weather
	Astronomy/Space Exploration	Leatherwork	Forestry	Robotics
	Mammal Study/Soil & Water Conc.	Geology	Photography/Animation	Art / Basketry

	Session A	Session B	Session C	Session D
Range & Target Activities	Rifle	Rifle	Rifle	Rifle
	Archery	Archery	Archery	Archery

	Session A	Session B	Session C	Session D
Living History	Metalwork (12+)	Metalwork (12+)	Game Design	Game Design
	Woodwork (13+)	Woodcarving	Pioneering	Archeology/Indian Lore

	Session A	Session B	Session C	Session D
Fishing	Fishing	Fishing	Fly Fishing (12+ or Fishing MB)	Fly Fishing (12+ or Fishing MB)

	Session A	Session B	Session C	Session D
Aquatics	Canoeing / Rowing	Canoeing / Rowing	Stand Up Paddleboard (12+)	Stand Up Paddleboard (12+)
	Kayaking	Kayaking	Kayaking	Kayaking

	Session A	Session B	Session C	Session D
Adventure Programs	Climbing MB *(12+, 2 Sessions)*		Backpacking MB *(12+, 2 Sessions)*	
	YHAO Whitewater / YHAO Climbing / YHAO Rock & River *(14+, Register Through YHAO)*			

Shoshone Stampede	Chess, Music, Fingerprinting

CBB Merit Badge Selection Form

This form is designed to assist Scouts and Unit Leaders with online merit badge registration.

Scout: _____ *(Name listed exactly as in Scoutbook)*

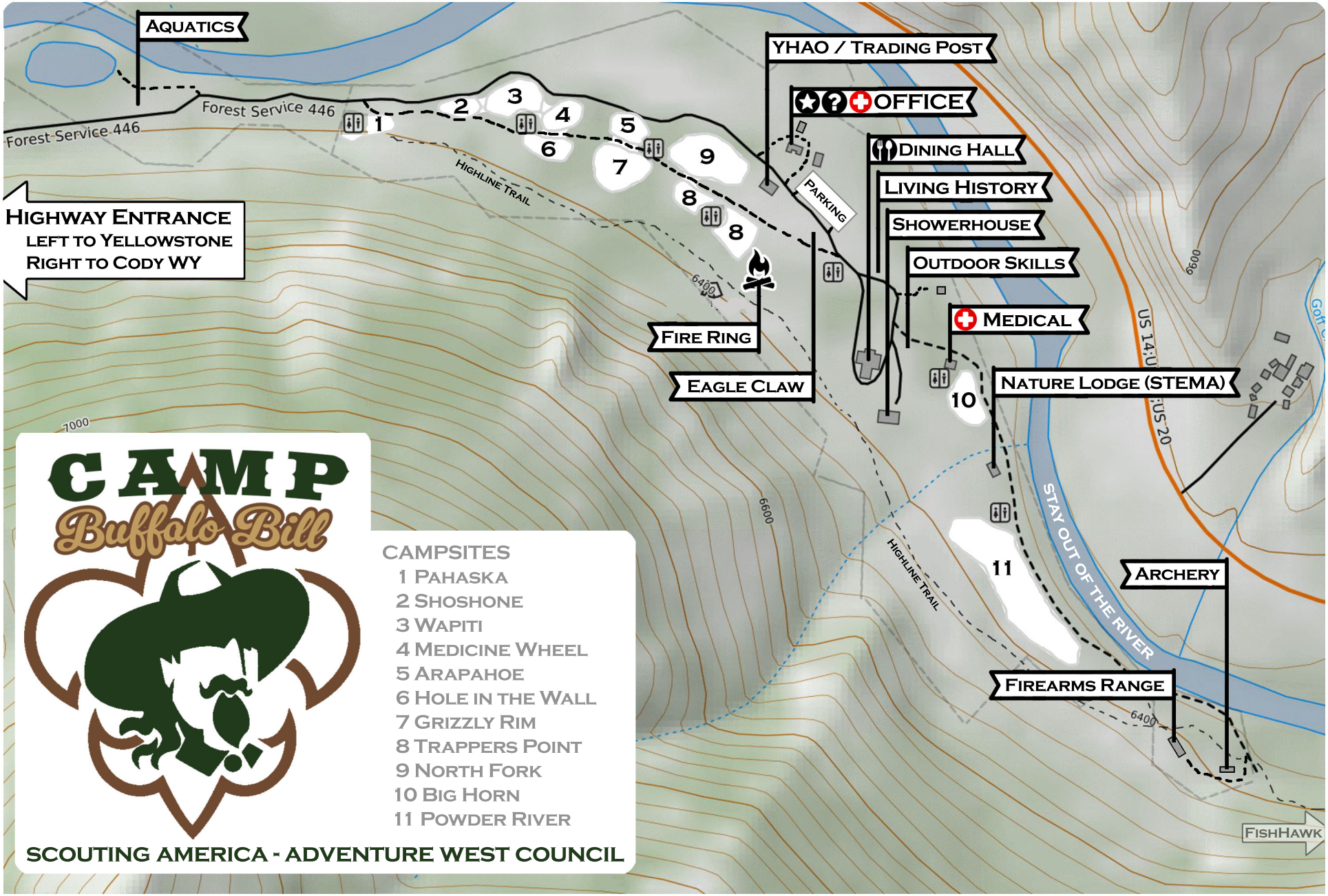
Date of Birth: _____

Please indicate your 1st, 2nd, and 3rd choice for each time slot below

Session A	Session B	Session C	Session D
___ Eagle Claw (TTFC) #1 (Sessions A&B)	___	___ Eagle Claw (TTFC) #2 (Sessions C&D)	___
___ Archery ($5)	___ Archery ($5)	___ Archery ($5)	___ Archeology / Indian Lore
___ Astronomy / Space Exploration	___ Camping	___ Backpacking (12+, Sessions C&D)	___ Archery ($5)
___ Camping	___ Canoeing / Rowing	___ Entrepreneurship	___ Art / Basketry ($20)
___ Canoeing / Rowing	___ Emergency Preparedness	___ Fire Safety / Personal Fitness	___ Backpacking (12+, Sessions C&D)
___ Climbing (12+, Sessions A&B)	___ Environmental Science	___ First Aid	___ First Aid
___ Emergency Preparedness	___ Fishing ($5)	___ Fly Fishing (12+ or Fishing MB, $8)	___ Fly Fishing (12+ or Fishing MB, $8)
___ Environmental Science	___ Geology	___ Forestry	___ Game Design
___ Fishing ($5)	___ Kayaking	___ Game Design	___ Kayaking
___ Kayaking	___ Leatherwork ($20)	___ Kayaking	___ Orienteering
___ Mammal Study / Soil & Water Conc.	___ Metalwork (12+, $15)	___ Photography / Animation	___ Rifle ($17)
___ Metalwork (12+, $15)	___ Rifle ($17)	___ Pioneering	___ Robotics ($10)
___ Rifle ($17)	___ Wilderness Survival	___ Rifle ($17)	___ Signals & Codes
___ Wilderness Survival	___ Woodcarving ($15)	___ Search & Rescue	___ Stand Up Paddleboard (12+)
___ Woodwork (13+, $25)	___	___ Stand Up Paddleboard (12+)	___ Weather

SHOSHONE STAMPEDE (EVENING)

MONDAY	TUESDAY	THURSDAY
___ Chess	___ Chess	___ Chess
___ Fingerprinting	___ Fingerprinting	___ Fingerprinting
___ Music	___ Music	___ Music



Mercator Projection
WGS84
UTM Zone 12T

0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0 km

0.1 0.2 0.3 0.4 0.5 0.6 mi

Scale **1:5555** 1 inch = 463 feet

MN
10.6º