



**2022 Leader's Guide
Camp Buffalo Bill
Adventure West Council, BSA**

(Summer Office)

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(307) 587--5885

www.campbuffalobill.com

(Office)

Adventure West Council, BSA

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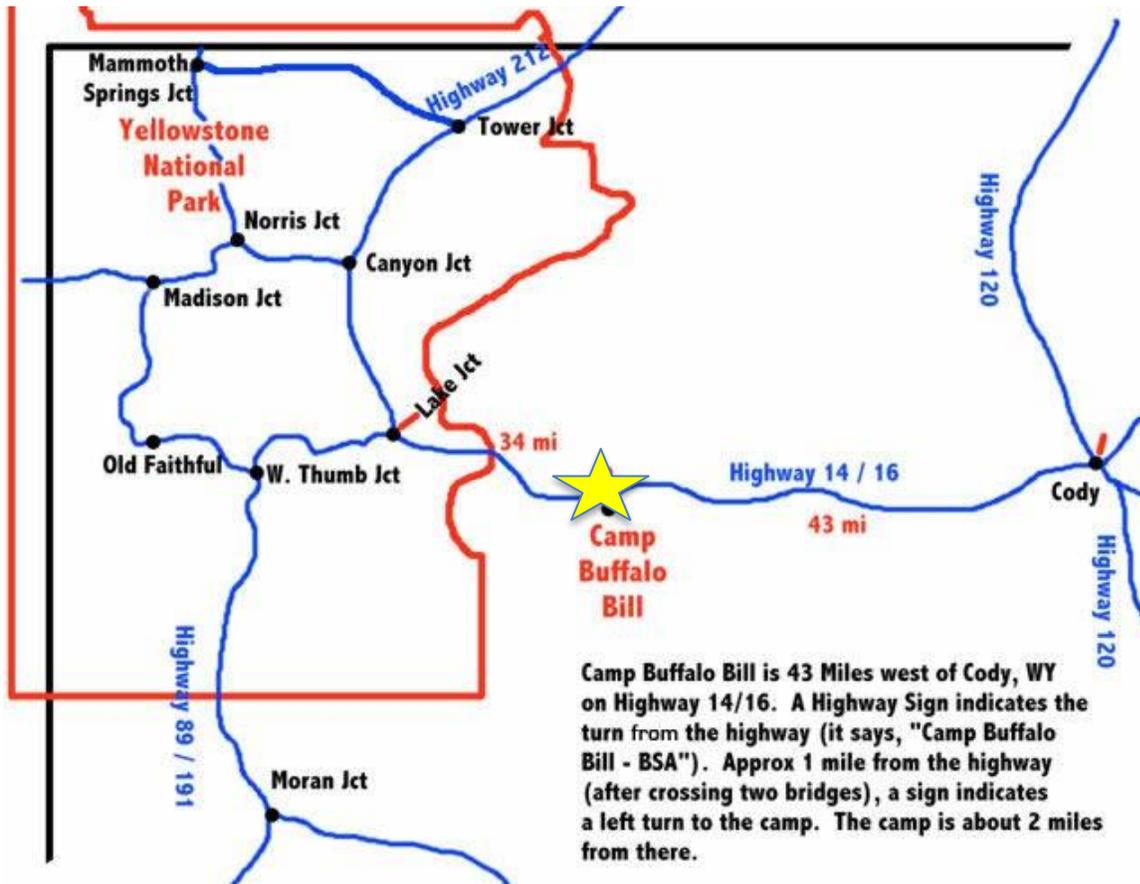
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Welcome!

The Adventure West Council would like to welcome you to Camp Buffalo Bill. We are busy preparing the camp for your arrival. This guide is designed to help you prepare also. In it, you will find the information you need to plan an outstanding summer experience.

Camp Buffalo Bill is located 43 miles west of Cody, Wyoming on US Highway 14/16/20, just eight miles east of Yellowstone National Park along the banks of the Shoshone River. This was the playground for William F. "Buffalo Bill" Cody and now it's ours to share with you.



About Us

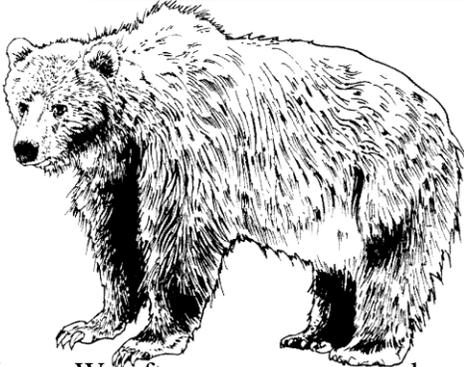
For seventy years we have been able to offer Scouters a unique camping experience. Our placement in the Absoraka mountain range surrounds us with beauty and presents campers with the opportunity to truly engage in the outdoor lifestyle. The location of our camp also claims the privilege of being one of the few places in the lower 48 left without cellular service. Camp Buffalo Bill allows you to truly silence your phone.

There are program offerings available for Scouts of all ages and abilities. CBB offers a half-day first-year camper program, Eagle Claw, for new Scouts. For Scouts whose priority at camp is to continue working on rank advancement, we have developed a comprehensive merit badge program (see pg. 16 of this guide), offering unique badges with experienced staff. For older Scouts who are looking for a challenge, we are pleased to offer a variety of programs through our Yellowstone High Adventure Outpost program (see pg. 14 of this guide).

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. This wildlife should be considered dangerous, so keep your distance:

Bears. The Greater Yellowstone Ecosystem is home to the largest grizzly bear population in the lower 48 states. Bears can smell food, deodorant, toothpaste, shampoo, soap, or soda, just to name a few items. We call these things “smell-able” and we must remain strict about the use of these items as well as their storage of them. We provide bear boxes in each campsite where smell-able can be safely stored or they can be stored in your vehicles. **Food or beverages are never allowed in the campsite.**



The Forest Service can inspect the camp. If they find violations of the bear rules, they have the authority to issue a ticket to the offending camper. Should a bear find a food reward in your campsite, we will be unable to get rid of the bear and will have to close that site for the rest of the season. **It is a crime to knowingly approach a bear closer than 100 yards. The Forest Service will issue the offender a \$5000 fine and we will send them home at their unit's expense.**

Moose. We often see moose in and around camp. If you see a moose, consider yourself lucky and stay out of its area. These creatures are strong and faster than they may appear. Just like bears, they will become aggressive if you come between them and their young or if they feel you have intruded on their space.



Bison. American Bison occasionally wander through camp. They are very unpredictable and may grow extremely agitated and defensive if you encroach upon their space. They are capable of charging at high speeds. Stay clear.

Climate

The weather at CBB is characterized by significant shifts in temperature. The camp sits at an elevation of 6400 feet, which means mornings can be chilly, sometimes even dipping to 30-35° F. June campers should especially make preparations for cooler weather. On the other hand, afternoons in July and August may get as high as 90 degrees. Afternoon thunderstorms are possible. The air is very dry and many people experience dry skin and chapped lips. **Campers should be sure to stay hydrated** and wear plenty of sunscreen!

Important Dates for the 2022 Camp Season

	Start	End
YHAO Week #1	June 5th	June 11th
YHAO Week #2	June 12th	June 18th
YHAO Week #3	June 19th	June 25th
YHAO Week #4	June 26th	July 2nd
YHAO Week #5	July 3rd	July 9th
YHAO Week #6	July 10th	July 16th
YHAO Week #7	July 17th	July 23rd
YHAO Week #8	July 24th	July 30th

	Start	End
CBB Week #1	June 12th	June 18th
CBB Week #2	June 19th	June 25th
CBB Week #3	June 26th	July 2nd
No Scouts BSA summer camp the week of July 3rd.		
CBB Week #4	July 10th	July 16th
CBB Week #5	July 17th	July 23rd
CBB Week #6	July 24th	July 30th

Fees & Cancellation Policy

2022 Rates	Regular Price	Late Price	
Scouts BSA Camp	<i>Paid in Full before 5/1/2022</i>	<i>Applied as of 5/1/2022</i>	
Youth Summer Camp	\$405	\$430	
Adult Summer Camp	\$175	\$200	
High Adventure (Youth and Adult)	\$480	\$505	
New Crossover Scout	\$405	\$425	
Family Camper (Youth and Adult)	\$175	\$200	

Deadlines

- The non-refundable deposit of \$50 per person is due at the time of your reservation.
- High Adventure participants must select the specific high adventure program option they want in the registration system to reserve their spot. This is in addition to registering as a high adventure participant.
- Any changes to the reservation and final payment are due by **April 30th, 2022** or an additional fee of \$25.00 per person will be charged. Make checks payable to the Adventure West Council. For proper credit, please include Troop number, camp dates, city and state, and contact person information. For registration and payment questions, contact the Council Service Center at: greaterwyoming.council@scouting.org or 307-234-7329

Cancellation / Refund Policy

Because most of the camp fees are actually spent for staffing, program supplies and equipment before your unit arrives at camp, refunds can only be made under certain conditions. The \$50 per person deposit is non-refundable. The following refunds are available by the corresponding deadlines:

- 100% refund (minus deposit) is available before April 1.
- 66% refund (minus deposit) is available from April 1 to April 15
- 33% refund (minus deposit) is available from April 15 to April 30.

0% of your fee is refundable after May 1. At this point, monies have already been allocated toward staffing, food, and supplies to support your arrival at camp. This policy includes any “no shows” or scouts who leave during their camping dates for any reason.

Any appeals due to extenuating circumstances (medical or family emergency) must be received in writing at the Council Service Center within 30 days. Appeals will be evaluated on a case-by-case basis by the Council Camping Committee

Facilities & Services

We strive to provide an exceptional outdoor experience to every youth and adult who come to Camp Buffalo Bill. We exist to facilitate the Scouting program each Unit already supplies their youth. As a staff, we hope to be able to provide the following facilities and services in order to allow you to focus on having the best Scouting week of your life!

Food Allergies & Restrictions

The Food Allergy & Restriction Form (found in the appendix) is **due with your final payment NO LATER than April 30th, 2021**. If you have any changes or additions, please submit an additional form as soon as you can. We can only accommodate camper’s dietary restrictions if we know about them early enough to modify the menu and order appropriate substitutions. If you have special concerns, please have the scout’s parent contact the camp director.

Lost and Found

Lost items should be reported at the trading post and a lost item form filled out legibly. This form is available on the downloads page of the camp website. Found items are taken to the Camp Trading Post, sorted by date found, and cataloged. All items not claimed by Dec 31st will be donated to a local charity.

Please encourage your Scouts to mark their belongings (**especially their uniform and handbook**) with their name **and** troop number.

Laundry Facilities

There are laundry facilities available for campers at Camp Buffalo Bill, in the case of an emergency only. Example being if a scout was to wet their sleeping bag.

Provisional Troop

We can make arrangements for Scouts who are unable to attend camp with their troop. Contact the Council Service Center for more information.

Family Camping Area

Given our proximity to Yellowstone Park, we are able to host a small number of Scout family campers each week. To accommodate them, we have a small family camping area. All rules applicable to the troop campsites are applicable to the family camp, including no food and no pets. Families must use the shower facilities according to the posted shower schedule.

Visitors

Parents and families of Scouts are welcome to visit CBB. Extra meals can be purchased in the Camp Office. Meals are \$8.00 each. Visitors must park in the parking lot. Please contact the Camp Office at least one day prior to your arrival so that we are able to notify the kitchen.

Mail

Campers can send and receive mail daily during their stay at CBB. Incoming mail will be available at the Trading Post. Mail should be sent a few days earlier than the intended delivery date. Mail received after a unit has checked out will be returned to the sender. Outgoing mail can be dropped off at the Trading Post or Camp Office in the mail drop box.

The mailing address for campers is:

Scout Name – Troop Number

Camp Buffalo Bill
870 North Fork Highway
Cody, WY 82414

Phone & Internet

Camp Buffalo Bill's office phone and internet are for business and emergency use only. Our internet connection and bandwidth capabilities are exceptionally limited and therefore must be reserved for office use.

If a family member needs to contact Camp, the number for emergencies is (307) 587-5885. There is a pay phone available for campers to call home. This phone requires a calling card (available at the trading post) or by calling collect. **There is no mobile phone coverage at CBB.** Please plan accordingly.

Trading Post

We operate a Trading Post for your convenience. Souvenirs, comfort items, craft and merit badge supplies, camping equipment, toiletries, BSA literature, and a snack bar are available. Any food purchased in the Trading Post must be eaten either at the Trading Post or in the dining facility. We accept cash, check, and all major credit cards. It is suggested that the Scouts bring an additional \$100 for Trading Post purchases.

Equal Opportunity Statement

The Adventure West Council provides programs and services to children without regard to race, color, national origin, sex, age, or disability. However, if you have concerns or complaints regarding discrimination issues, there is a system in place to do so. Your first point of contact is the Camp Director at (307) 587-5885 or 870 North Fork Hwy Cody, WY 82414. Should that fail to resolve the issue or if the issue is with the Camp Director, contact AWC, Scout Executive, at (307) 234-7329 or 3939 Casper Mountain Road, Casper, Wyoming 82601.

“In accordance with Federal law and U.S. Department of Agriculture (USDA) civil rights regulations and policies, this institution is prohibited from discriminating on the basis of race, color, national origin, sex, age, disability, and reprisal or retaliation for prior civil rights activity. (Not all prohibited bases apply to all programs.) Persons with disabilities who require alternative means of communication for program information (e.g., Braille, large print, audiotope, American Sign Language, etc.) should contact the responsible State or local Agency that administers the program or USDA's TARGET Center at (202) 720-2600 (voice and TTY) or contact USDA through the Federal Relay Service at (800) 877-8339. Additionally, program information is also available in languages other than English. To file a complaint alleging discrimination, complete the USDA Program Discrimination Complaint Form, AD-3027, found online at http://www.ascr.usda.gov/complaint_filing_cust.html, or at any USDA office or write a letter addressed to USDA and provided in the letter all of the information requested in the form. To request a copy of the complaint form, call (866) 632-9992. Submit your completed form or letter to USDA by: (1) mail: U.S. Department of Agriculture, Office of the Assistant Secretary for Civil Rights, 1400 Independence Avenue, SW, Washington, D.C. 20250-9410; (2) fax: (202) 690-7442; or (3) email: program.intake@usda.gov. This institution is an equal opportunity provider.

Policies & Regulations

Camp Standards

We expect leaders and Scouts to reflect the highest of Scouting standards and to:

- Behave in a Scout-like manner
- Wear the BSA uniform
- Be courteous to other Participants
- Live the Scout Oath and Law

Camp Policies

- Fireworks are not permitted in camp.
- Alcohol is not permitted in camp.
- Smoking and smokeless tobacco is permitted only by adults and only in the designated areas. Ask staff for more information.
- Bicycles are not permitted in camp (unless authorized by the camp director)
- Pets are not permitted in camp (Service animals must receive prior approval from the camp director)
- Scouts and Scouters **may not** bring ammunition, firearms, or archery equipment into camp.
- Food must be kept in hard sided vehicles or the kitchen **NOT** in campsites.
- Adults must supervise youth shower time from outside the shower house.
- If visiting the river, **ALWAYS** have an adult present.
- The southern boundary of the camp is the “High Trail.”
- Footwear must be worn at all times. No open-toe shoes except in the showers.
- All campers, visitors, and guests are required to sign in and out at the camp office as they arrive and leave camp.
- As a Troop, make a visual check for attendance at all meals and lights out.
- Lights out is 10:30 PM. All Scouts should be in their campsites and quiet.
- Follow all fire safety guidelines articulated in the Unit Fireguard Plan.
- All US Forest Service regulations regarding viewing and approaching wildlife are strictly enforced.

BSA Policy on Youth Protection

The most up to date youth protection policies are available at www.my.scouting.org . Here are Camp Buffalo Bill highlights:

- **Every unit must have at least two registered adult leaders.**
- Males and females must have separate sleeping facilities. (Married leaders may share quarters, if appropriate facilities are available.)
- No youth will stay in a tent with an adult other than his parent or legal guardian.
- No youth will stay in a tent with another youth greater than 2 years of age apart.
- Adult leaders will respect the privacy of youth members in situations such as changing or showering.
- Leaders must also protect their own privacy.
- Camp Buffalo Bill has separate shower facilities for male and female campers and staff. Times are scheduled for adults, youth, and youth staff.
- The “safety rule of four” requires that no fewer than four people (including two adults) go on any backcountry expedition or commute.

Uniforms

Scouts and leaders are encouraged to wear the Scout uniform properly while in camp. We ask that your unit be in official Scout field uniform for evening flag ceremonies.

Preparing for Camp

Preparing your Troop properly for Camp is essential for a good experience. Well-prepared units are not only abiding by the Scout motto, but they are helping themselves get the most out of their summer camp experience. Below are a few necessities for every Scout Unit joining us at Camp in the 2021 season. Please incorporate these items into your Troop's own camp preparations.

Registration, Payment, and Travel Plans

- **Local Information** – For the most up to date trip planning resources, a list of nearby guest lodges, airport and ground transportation options, and Yellowstone tour tips, please use our visitor resources page: <http://campbuffalobill.com/about/yellowstone-area-resources/>
- **Merit Badge Registration opens May 1 and is done via the main camp registration system. Payment must be made in full before Merit Badge Selection is allowed.**
- **Dietary Restriction Form is due by May 1.**
- **Packing and Travel**
 - **Tents** -Troops provide their own tents. To comply with BSA's mandatory standards, your tents must meet the following requirements:
 - All tents must meet or exceed fire-retardant specifications by the manufacturer (CPAI-84) and “no flames in tent” is marked on, or adjacent to each tent. (*This is usually a sewn in label or tag on most commercially produced tents*)
 - All campers have clean quarters reasonably safe from inclement weather and comfortable bedding. This includes hammock camping!
 - We do have a small supply of 2 person tents for rental on a first come, first served basis for \$5 per scout per night.

Troop Check List

- Campsite reservation is made with the Adventure West Council. Deposit fee and High Adventure program fees are paid.
- The BSA annual health and medical record is completed for each Scout and adult who plan to attend. It is required that BSA medical forms be used. Give us a **copy**. We recommend bringing a set of copies stapled and hole punched (no sheet protectors) in a 3-ring binder. You should keep the originals.
- All fees are paid to the Adventure West Council by April 30th, 2021.
- Unit Swim checks are conducted prior to arrival at camp.
- Arrangements are made for Proof of insurance (to be shown at check-in)
- Clean equipment to remove any obvious food stains/smells.
- Communicate any special needs your unit may have to the camp at least two weeks prior to arrival at camp.

*This is not an all inclusive list and is provided only as a guide

Check-In

Troops should arrive and check in on Sunday afternoon between 2-5pm. If you cannot arrive on Sunday, please contact the Camp Director at least one week in advance of your arrival and prepare to have your boys in camp and ready to start the program by Monday morning at 8:45.

Early Arrivals

If your troop must arrive early, you must notify the Camp Director two weeks in advance of your arrival. We are able to direct early arrivals to their campsite, however, there are no programs or meal services available before dinner on Sunday. All Camp Buffalo Bill regulations and policies must be followed while in camp.

Parking

Upon arrival, all vehicles must park in the parking lot and remain there for the week. The Forest Service requests that all vehicles be backed into their spaces. No vehicles are allowed in campsites after initial unloading, however, a Troop may keep **one** unit trailer in their campsite for frequently-accessed camping gear. You **may not keep food in your unit trailer**. If in-camp transportation is needed for medical reasons, special permission may be obtained at the office.

Required at Check-In

Please have the following items prepared before your arrival.

✓ Proof of Insurance

- All out-of-council units must present proof of current Health and/or Accident Troop insurance. The Adventure West Council does not carry health or accident insurance on out-of-council youths or leaders. Contact your local Council Service Center for assistance with providing the required proof of insurance.

✓ Proof of Youth Protection Training

- **Every** adult leader accompanying a Troop during its week at Camp Buffalo Bill **MUST** present proof of up-to-date Youth Protection Training.

✓ BSA Annual Health and Medical Record

- Camp Buffalo Bill abides by BSA policy regarding health requirements. Youth and Adults participating in camp programs must have a **signed, completed** (Parts A, B, and C) **and current** BSA annual health and medical record (AHMR). Part D is necessary for all High Adventure participants. If available, please include family health and accident insurance company information and policy number. The form is available here:
<http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx>
- Non BSA Physical forms are not acceptable.
- **Please bring TWO sets of medical forms with you to camp.** You should keep one set of the forms (the originals) with your unit. The second set of your unit's medical forms (we request copies of the originals) should be stapled, hole punched, and placed in a three ring binder to be turned in to the camp health officer at check-in.
- Upon arrival, all AHMR forms will be submitted to the camp health officer and screened. This **does not** take the place of the medical examination required by the medical form. The purpose is to screen for any conditions or situations that we need to know about to make camp a safe experience for all.
- ***PLEASE NOTE – Medications will be dispensed by the troop's adult leadership as on any other campout.** The Camp Health Officer will only administer medications that require medical expertise. We can provide refrigerated and secure storage for prescription medications.

Please leave the medications in the original containers with the person's name and Troop number written on it without covering the prescribing information contained on the label. A written record must be kept of all medications dispensed.

- **Do not bring sick campers to camp!** They infect the staff who then infect every other camper that comes for the rest of the summer.

✓ **Unit Swim-Classification Record**

- Swim checks must be completed **prior** to your unit's arrival at Camp. A swim classification record is required for all scouts planning to attend a merit badge offered at our WaterFront (canoeing, kayaking, rowing, or other aquatics activity). Camp Buffalo Bill **DOES NOT** offer swim checks.

✓ **Unit Roster**

- An up-to-date unit roster must be presented at check-in. These are available either from your my.scouting.org account **OR** from your Council Service Center.

Your Week at Camp

Wednesday is Troop Tour Day

At Camp Buffalo Bill, we designate Wednesday as a flexible troop day. Many troops spend the day hiking in Yellowstone or visiting the historic sites in Cody, Wyoming. Other troops choose to remain in or around camp to hike, fish or relax. A camp conservation project will be available in the morning after breakfast. Box lunches are available for those Troops leaving camp on Wednesday. Box Lunches are packed Tuesday evening at 7pm in the dining hall. ***Please have an adult leader or two come to make sure yours is ready.*** Breakfast is available 6:00-7:00 AM. Dinner is available from 6:00-7:00 PM.

Leader Opportunities

Although Camp Buffalo Bill exists for youth, opportunities can be made available for the adult leaders. Introduction to Outdoor Leadership Skills training is available upon request in conjunction with our first year camper program.

Evening Programs

Sunday – Opening campfire prepared and put on by the Camp Staff.

Monday – Troop guides will visit troop campsites after dinner.

Tuesday – Inter-troop campfires.

Thursday – Scoutmaster Dutch Oven Dessert Cook-off, CBB Branding

Friday – Recycle Regatta Competition, Scoutmaster Belly Flop-off, AND Closing Campfire

In addition, we encourage troops to run their own evening activities according to their own troop's needs and goals.

Conservation

Camp Buffalo Bill encourages each troop to spend at least one hour of their week on a conservation project. Your troop's participation in a conservation project will improve camp, as well as reinforce in a Scout's mind the need to care for things, especially the environment. The Nature Director, Camp Director or Camp Ranger can provide conservation projects and project direction. A formal conservation project is also available on Wednesday morning.

Fishing

Even if you don't plan to participate in the fishing or fly-fishing merit badges at Camp Buffalo Bill, you should consider doing some fishing while here. Both our pond and the North Fork of the Shoshone River provide great fishing for bait and fly fishermen. Fishing is allowed at the pond outside of the waterfront area when merit badge classes are not in session. Please check with the aquatics director before fishing there.

You must observe Wyoming fishing regulations. Please visit the following web page for a complete list of these guidelines: <https://wgfd.wyo.gov/Fishing-and-Boating/Fishing-Regulations>

Notes

- Residents and non-residents under the age of 14 **DO NOT** need a fishing license to fish in Wyoming *if* they are fishing under a licensed adult.
- We **DO NOT** sell fishing licenses at camp. They may be purchased at the Red Barn Store in Wapiti, in Cody at Wal-Mart or online at: <https://wgfd.wyo.gov/also/elsowelcome.aspx>

Check-out

Check-out Saturday morning is by appointment and should be completed no later than 9:00am. You will be cleared to leave when your campsite has been inspected and found clean and in good order by your Troop Guides. Units needing earlier checkout can schedule an earlier time with their Troop Guide(s). At the office, you will be given your patches, Medical forms, swim check form and blue card access instructions.

Yellowstone High Adventure Outpost

The Yellowstone High Adventure Outpost (YHAO) is a BSA high adventure base, founded in 2008, operating both base camp and outpost programs. YHAO runs week-long backpacking, climbing, kayaking, and whitewater programs, as well as hybrid programs such as our popular “Rock ‘n’ River” program. YHAO offers programs both inside and outside of Yellowstone National Park; either way, you’re in for an exciting adventure in one of the most beautiful and ecologically unique areas in the country.

YHAO is run by an educated and experienced staff which come from all over the country, bringing a wealth of knowledge and experience to the program. Yellowstone High Adventure Outpost is a once in a lifetime experience and offers a full range of experiences for scouts and a wealth of educational opportunities. On top of hard skills such as climbing systems and boating skills, scouts will develop strong, independent leadership through a leadership development curriculum based upon reputable programs such as NOLS, NYLT, Leading EDGE, and Outward Bound. Scouts also have the opportunity to become Leave-No-Trace Awareness certified, as well as learning about topics such as ecology and geology.

TREK

YHAO offers week-long treks throughout Yellowstone National Park in a variety of areas. Treks are led by experienced guides and offer excellent experiences for both scouts and adults. Our trek program is a great way to build leadership and develop a strong bond between scouts, as well as being the best way to experience Yellowstone. Scouts hike through the varied and beautiful landscape of Yellowstone National Park for a four night trek, leaving on Monday morning, and returning on Friday afternoon. Trek intensity varies depending on the trail, but all trails are at high altitude (7,000+’), and require physical fitness. The exact itinerary is dependent on the Yellowstone National Park Backcountry Permitting Office, and may vary from week to week. There is no guarantee that a specific trail will be permitted for a specific week.

Lamar River Trail: The Lamar River trail is a gorgeous, 45 mile hike through one of Yellowstone’s most beautiful river valleys. Scouts put in at Soda Butte trailhead, in the northeast of the park, and hike south following the Lamar River, before hiking over Mist Creek Pass (elevation 8,750’) and heading out through Pelican Valley. The Lamar Valley is home to bison migrations, as well as several wolf packs, and is one of the best areas in the park to see wildlife in their natural habitat. Lamar is a moderately challenging hike with about 3,000 feet of elevation change with the trail ranging between 6500’ & 8500’ of elevation, and includes two to three river crossings. Campsites along the Lamar have a capacity of **10 participants**.

Hellroaring Creek Trail: Hellroaring is a moderate hike of about 35 miles following Hellroaring Creek and Yellowstone River through the scenic Lamar Valley in the northern part of the park. Scouts begin their hike at Hellroaring Trailhead or Tower Junction Trailhead at the top of a scenic overlook of the North Lamar Valley before descending into the valley proper and crossing the valley tundra before camping along the river. The trail then follows the river through dense forest and volcanic basalt cliffs and breathtaking granite overlooks of the impressive Yellowstone River before climbing up Blacktail Pass into the tundra before heading through the marshy wetlands of Blacktail Ponds to Lava Creek Trailhead. Hellroaring is a moderate hike with an elevation change of about 2500’, and ranges between 6500’ & 7500’ in elevation, with one river crossing. Campsites along Hellroaring have a capacity of **8 participants**.

Solfatara Creek Trail: This is a moderate trail of about 30 miles, beginning at Norris Meadows, and ending near Canyon Village. Scouts put in at Solfatara Creek Trailhead and hike through meadows and scenic woodlands, camping at several lakes on the way. The high point (literally) of the trip is Observation Peak at 9,400' of elevation, before coming down and exiting through Cascade Creek Trailhead. Rather than follow a river the entire time, this trail passes a chain of lakes and ponds, which provide beautiful camping and ample supplies of water. Solfatara is a moderate hike with approximately 3,000' of elevation change over 30 miles. The trail ranges between 7,500' and 9,500' with one wet crossing. Campsites on Solfatara have a capacity of **8 participants.**

Absaroka Wilderness Trek

YHAO offers week-long treks through the rugged and scenic Absaroka (pronounced AB-SOR-KA) Wilderness. Absaroka treks offer a less populated and more flexible trek than Yellowstone due to its classification as a National Wilderness. Absaroka treks take place in the North Absaroka Wilderness or Washakie Wilderness, just outside the East Gate of Yellowstone National Park. Due to its wilderness nature, trails in the Absarokas tend to be less maintained, and may require off-trail navigation, and wilderness treks have no designated campsites. The Absaroka Wilderness offers a great range of itineraries, and may be long and demanding, short and easy, or any combination thereof. We maintain several itineraries, and are happy to work with troops and crews to create customized hikes for their needs.

Example itineraries include:

Flora Lake: Flora Lake is a small, alpine lake that sits at around 9,800' in elevation. Crews depart from the west end of camp and hike along Kitty Creek through the Washakie National Wilderness. Kitty Creek trail continues for about ten miles before joining Neva Creek and heading to Flora Lake. The Flora Lake trek is a short, moderate hike of about 12 miles, and gaining about 3,000' of elevation one way. This hike is not a loop, so crews must return the same way they came. Flora Lake trail is a great hike for beginner backpackers looking to gain some experience on trail, and allows for a rest day at Flora Lake during the week if needed.

Pahaska Sunlight Trail: The Pahaska Sunlight trail is a moderate hike along the North Fork of the Shoshone River. Pahaska Sunlight is a highly customisable trek which offers plenty of opportunities for all interests. Pahaska Sunlight trail follows the N Fork of the Shoshone far into the wilderness and has plenty of opportunities for day hikes, fishing, and scenic detours. The entirety of the Pahaska Sunlight trail cannot be hiked in 5 days, and most crews hike about 15 miles to Camp Monaco before returning the way they entered. Our usual Pahaska Sunlight itinerary covers from 25-30 miles and has about 4,500' of elevation change.

Grinnell Creek Trail: The Grinnell Creek trail starts at the same trailhead as Pahaska Sunlight, but follows Grinnell Creek instead of the N. Fork of the Shoshone. Grinnell Creek trail follows Grinnell Creek through scenic mountain valleys and steadily gains elevation to Silvertip Basin. Grinnell Creek Trail is a more intense hike than Pahaska Sunlight; although it has similar mileage, it gains much more elevation. Grinnell Creek starts at around 6,700' and ends at about 9,800', and includes at 10,000' mountain pass. Treks cover about 36 miles and have about 11,000' of elevation change.

Fishhawk Creek Trail: Fishhawk Creek trail departs from the East end of Camp Buffalo Bill and follows Fishhawk Creek to its headwaters at Fishhawk Glacier Basin, deep in the Washakie National Wilderness. There are many (12+) river crossings required, and several thousand feet of elevation gain required. Unfortunately, the Fishhawk Creek Fire burned much of the mid-section of Fishhawk Valley in 2019. After the first day of hiking, the trail is no longer burned. Fishhawk Creek Trail offers scenic views from steep canyons, sprawling meadows, and high alpine boulderfields. The Fishhawk Creek Trail is long, has many river crossings, and contains several steep sections. This hike is only recommended for experienced crews accustomed to 10 mile days at high elevation with over 3,000' of elevation change per day.

- **Yellowstone Surf-n-Turf (Trek/Kayak):** Your Crew will begin in kayaks on Yellowstone or Shoshone Lake and then re-ration, switch modes of travel and finish with a trek. This is a custom program available by request only.
- **6-12 Day Expeditions:** call for pricing/availability

PADDLE

Camp Buffalo Bill's unique location on the N. Fork of the Shoshone River makes it an excellent place to spend the week on the river. YHAO runs 38 miles of river with rapids up to Class IV. Scouts spend the week going on day trips to different stretches of river, starting with slow and simple water, and building up to truly fearsome rapids. Our experienced guides make the week on the river a blast, ensuring the safety of the group and providing an entertaining experience that is both fun and educational. Crews have the opportunity to learn about leadership, river specific Leave-No-Trace practices, boating and rescue skills. Scouts that show strong leadership and paddle-skills may even get the chance to try their hand at guiding a raft! Whitewater has a minimum capacity of 6 participants, and a maximum capacity of 24.

Note: Whitewater is dependent on the volume of water in the river. The N. Fork is usually too low to run after July 4th, but may vary from year to year.

CLIMB

Our unique location between Cody and Yellowstone NP offers world class climbing only a short drive away from Camp Buffalo Bill. Our week-long climbing program is focused on teaching scouts safety, technique, and hard skills such as belaying and anchor building. Scouts start the week in our climbing gym on-site at Yellowstone High Adventure Outpost. Our indoor gym features four 25-30' climbing walls and a rotating "tread-wall" that allows for a safe and fun environment to learn the basics of climbing safety and technique. After participants are confident in their skills, scouts will spend their week climbing at 'The Island', outside of Cody, Wy. The Island features multitude climbs for any skill level on excellent Wyoming Dolomite granite. Scouts also have the opportunity to branch out and explore the sub-genre of climbing that is bouldering at Cedar Mtn. Boulderfields. Cedar Mtn. offers thousands of bouldering routes on both sandstone and granite and has plenty of boulder problems for novices and experts alike.

Yellowstone Lake Kayaking

YHAO started our kayaking program in 2016, and it has quickly become one of our most popular programs. Scouts kayak one of the high alpine lakes in Yellowstone National Park for four days, stopping at lakeside campsites for the evenings. Scouts will learn paddle skills, boating safety, Leave-No-Trace Principles,

leadership skills, and basic rescue techniques. Kayaking the various lakes in Yellowstone offers an experience of the park rarely attained by most visitors, and is a wonderful hybrid of boating and camping. We maintain several itineraries throughout the park. Examples include: Lewis Lake, Grant Lake, Shoshone Lake, and Yellowstone Lake.

YHAO Participants must pre-register and pay the High Adventure fee to be considered for their chosen adventure. Registration space is a first come, first serve basis. Many of our programs fill by mid-fall.

Yellowstone High Adventure Outpost participants must be at least 14 years old, OR have completed the eighth grade and be at least 13 years of age prior to participation. We do not make exceptions! Please visit the Yellowstone High Adventure Outpost portion of Camp Buffalo Bill's website for more details, www.yhao.org.

Trek Crews must have a minimum of 4 members and a maximum of 12 (4-9 for Yellowstone itineraries) with the majority of the Crew being youth members. Rafting Crews have a maximum of 12. Climbing Crews have a maximum of 10.

Eagle Claw – CBB First Year Program

Our Eagle Claw First Year Program is specifically designed for young and new scouts. The program focuses on basic skills for Tenderfoot, Second Class, and First Class rank advancement. The Eagle Claw program requires a two period block. There are only two sections that meet during Merit Badge Sessions A & B **OR** C & D. If your troop has many boys participating in the first year program, it is suggested that you also provide a Scoutmaster to help out in the first year program area.

The following is a list of rank requirements normally covered in the Eagle Claw program. There may be some slight variation from week to week.

Scout: 1a, 1b, 1c, 1d, 1e, 1f, 2a, 2b, 2c, 2d, 3a, 3b, 4a, 4b, 5

Tenderfoot: 1c, 2c, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 6a, 7a, 8

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

First Class: 3a, 3b, 3c, 3d, 4a, 4b, 5a, 5b, 5c, 5d, 7a, 7b, 7c, 7d, 7e, 7f

Merit Badge Program

Scouts will work on rank advancement through Camp Buffalo Bill's Merit Badge Program, unless they registered to participate in the Yellowstone High Adventure Outpost Program. Your Troop must sign up its Scouts for merit badges as part of the registration process. **Merit Badge registration will be through the same online system that you registered your Troop for camp! Merit Badge Registration will open up May 1.**

Scouts in the merit badge program will attend four merit badge sections daily (Wednesdays excluded).

- Session A 8:45 AM - 10:00 AM
- Session B 10:15AM – 11:30 PM
- Session C 1:30 PM - 2:45 PM
- Session D 3:00 PM- 4:15 PM

In some cases, it is possible to earn two merit badges during one session. In these cases, complementary merit badges (such as Indian Lore and Archaeology) are paired together.

There will be a meeting on Sunday evening for the Scoutmasters from each Troop to get to know the Directors and Counselors from each program area of Camp. This will serve both as a meet-and-greet opportunity as well as a chance to make any last minute changes to a Scout's merit badge class schedule.

Scouts no longer need physical blue cards for their merit badge classes. Leaders can now print blue cards via our online system at your convenience. By registering Scouts for their merit badge classes, we assume the unit leader's approval for the Scout to take the class.

Open Program Area

Some Scouts may wish to complete additional merit badges during Open Program Area, from 7-8:00 PM on Monday, Tuesday and Thursday evening. Please coordinate these efforts with each individual area director. Keep in mind that some merit badges, such as Mammal Study, can easily be completed during a couple of Open Program Area slots. Other merit badges, such as Environmental Science or Canoeing, cannot be completed during such a limited time. In addition, if a Scout is behind in a merit badge class, he or she can use the Open Program Area to catch-up and get extra assistance. Normally, the Open Program Area on Thursdays is reserved primarily for Scouts who need extra time completing merit badges. Otherwise, Scouts are free to visit an area and try out fun activities, such as canoeing, tomahawk-throwing, and archery.

Age and Skill Requirements:

Swim Checks. In order to participate in any aquatics merit badge, a Scout must arrive with a completed swim check. These swim checks **CANNOT** be completed upon arrival at camp. Scouts planning to use the pond should also bring water shoes (or old tennis shoes that can get wet).

The following badges have minimum age requirements:

- Fly Fishing (age 12)
- Metalwork (age 13)

A few badges also have prerequisites:

- Art: Requirement 6. Visit an art museum prior to arrival at camp
- Bird Study/Nature: Requirement 8. Build a bird feeder and observe the birds that visit it for one month
- Emergency Preparedness: Requirement 1. Scouts must already have the First Aid merit badge
- Woodcarving: Scouts must already have their Totin' Chip.

A few merit badges cannot normally be completed at camp:

- Camping: Requirements 9a, 9b cannot be completed at camp
- Emergency Preparedness: Requirements 2c, 6c, 9a, 9b must be completed at home after camp
- Forestry: Requirement 8.
- Search & Rescue: Requirement 6a.

Several merit badges require Scouts to bring their own supplies to camp:

- First Aid: Bring personal first aid kit to camp
- Fishing: Bring personal fishing gear to camp, OR Fishing kits available are available for purchase at our trading post (~ \$35)
- Fly Fishing: Bring personal fly fishing gear to camp, OR Fly Fishing kits available for purchase at our trading post (~ \$40)
- Metalwork: Bring long pants and sturdy shoes to camp
- Photography: Bring digital camera, connector cord, and/or memory card to camp
- Wilderness Survival: Bring personal wilderness survival kit to camp

Please see the chart on the following page for specifics concerning each merit badge. Scouts should plan ahead to purchase the supplies for certain merit badges (Handicraft badges, Indian Lore/Archeology, Metalwork, and Archery) at the Trading Post. For some handicraft badges, a Scout can choose between several different kit options, affecting the total cost.

See the link below for current detailed current requirements for each merit badge:

<https://www.scouting.org/programs/boy-scouts/advancement-and-awards/merit-badges>

Appendix B. Individual Equipment Checklist

Required

- BSA Annual Health & Medical Record
- Official Scout Field Uniform

Suggested Equipment

- Jacket or sweater
- Hat
- Hiking boots
- Pack or duffel bag
- Sleeping Clothes/ Pajamas
- Shirts
- Pants
- Socks
- Underwear
- Swimsuit
- T-shirts
- Scout Handbook
- Pencil & notebook
- Merit badge supplies
- Sleeping bag
- Air Mattress or pad
- Canteens or water bottles (1 quart each)
- Flashlight/Headlamp & extra batteries
- Sunscreen
- Insect repellent
- Pocket knife
- Spending money (\$100.00 suggested)

- Toothbrush and toothpaste
- Towel and washcloth
- Soap & Shampoo
- Comb

Optional Gear

- OA Sash
- Compass
- Fishing/Fly Fishing gear
- Laundry bag
- Photo gear
- Sewing/repair kit
- Sharpening stone
- Sunglasses

Leave at Home

- Sheath knives
- Fireworks
- Firearms/ammunition
- Wrist rockets
- Radios, Walkie-Talkies
- CD/MP3 Players
- Video games

* Mark all equipment and clothing with your name and troop number.

This is not an all inclusive list and is provided only as a guide.

High Adventure Participants should consult the program specific YHAO packing lists available on website

Suggested Troop Equipment

- Lanterns & Fuel
 - Large Troop Shade/Rain Fly or Tarp
 - Scout Merit Badge schedules
 - Dutch Oven(s)
 - Special ingredients for Scoutmaster Dutch Oven
- Dessert Cookoff
- Sunscreen
 - Bug Spray
 - Sewing/Repair Kit
 - Troop First Aid Kit

- Duct Tape
- Parachute Cord
- Pioneering Rope
- Troop Axe & Bow Saw
- Matches
- Set of Two Way Radios
- Favorite Song & Campfire Skit
- Sharpie Markers

Appendix D. Swim Check Form

Unit Swim Classification Record

This is the individual's swim classification as of this date. Any change in status after this date (i.e., nonswimmer to beginner or beginner to swimmer) would require a reclassification test performed by an approved test administrator. Changes and corrections to the following chart should be initialed and dated by the test administrator.

SPECIAL NOTE: When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.

Unit Number _____

Date of Swim Test _____

	Full Name (Print) (Draw lines through blank spaces.)	Medical Recheck	Swim Classification		
			Nonswimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

NAME OF PERSON CONDUCTING THE TEST:

Print Name

Signature

Qualification

Council/Agency (Red Cross, YMCA, etc.)

UNIT LEADER:

Print Name

Signature

SWIM CLASSIFICATION PROCEDURES

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. **The swim classification tests should be renewed annually, preferably at the beginning of each outdoor season.** Traditionally, the swim classification test has only been conducted at a long-term summer camp. However, there is no restriction that this be the only place the test can be conducted. It may be more useful to conduct the swim classification prior to a unit going to summer camp.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water (e.g., the swimmer's test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth).

ADMINISTRATION OF SWIM CLASSIFICATION TEST (THE LOCAL COUNCIL CHOOSES ONE OF THESE OPTIONS):

OPTION A (at camp):

The swim classification test is completed the first day by camp aquatics personnel.

OPTION B (Council conducted/council controlled):

The council controls the swim classification process by predetermined dates, locations, and approved personnel to serve as test administrators. When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the camp aquatics director for use at the camp.

OPTION C (At unit level with council-approved aquatics resource people):

The swim classification test done at a unit level should be conducted by one of the following council-approved resource people: **Aquatics Instructor, BSA; Aquatics Cub Supervisor; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc.** When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the camp aquatics director for use at the camp.

TO THE TEST ADMINISTRATOR

The various components of each test evaluate the several skills essential to the minimum level of swimming ability. **Each step of the test is important and should be followed as listed below:**

SWIMMER'S TEST:

Jump feetfirst into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST:

Jump feetfirst into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

Appendix F. Lost and Found Claim Form

Today's Date _____ / _____ / _____

Name _____

Troop # _____

City _____ State _____

Phone # _____ - _____ - _____

Email Address: _____

Dates of Camp Attendance _____ - _____ 20____

Description of Object (Color, size, type, identifying marks, etc)

