



The Rapid Informer

Volume 18, Issue # 1

The Newsletter of the High Country River Rafters

January, 2004

Letter From the Prez

Hello Fellow Rafters

By the time you read this another year will have passed. As bad as the drought was to be, we still had fairly decent water levels in 03. Those of you that went to Idaho for trips had great water. The southwest still suffered greatly. Let's hope for better water down there in 04. The Colorado basin and most front Range rivers had fair runoff in 03. The Arkansas peaked at over 3,400 in 03, better than the last 2 years.

Progress has been made on the management plan for the Arkansas increasing the amount of private boaters that can use the river at one time. Things are also moving on the management plan for the Grand Canyon. Although much more still needs to be done.

The HCRR club had a fine year in 03. We had some great programs and added several programs new to 03. Of course we realize that we could still use some improvements. We are committed to do the best job we can! As always your suggestions and input are greatly appreciated. Some of you more experienced ones could help teach a class for our newer members.

By using e-mail and the Internet more we have been able to cut costs of mailing. By doing it this way we are able to offer other perks, such as free tee shirts and decals. By the way, those of you that did not collect your tee shirts bring your coupon to the first 3 months meeting and we will still honor them. We also have an excellent library to check out books and videos. In 03 we added a forum for all of us to communicate with each other. This helps with upcoming trips, things to sell,



Echo Park Photo: Rob Martin

river issues and general information. As you may have noticed our Internet site has more trip pictures and we try to keep our dates of activities up to date as soon as we have current information. As always you can call me at my home number to ask any questions and if I can not answer I will find out or point you in the right direction. That number is 303-838-0094.

I would like to thank all who helped last year to make the HCRR a success. A special Thank You to our club sponsors: AAA Inflatables; Alpenglowl Sports and Down River, For their continued support.

We look forward to a fantastic year in 04! See you at the meetings and on the river!

... Rafting Bob

In this Issue

Lazy Days in Lodore	2
A Grand Adventure	4
Off the River	5
Club Permits and Trips	6
HCRR Membership Form	10

Swiftwater Rescue Class

HCRR's annual swiftwater rescue class is scheduled for Sunday, May 23.

Even if you're an experienced rafter it's a good idea to take this class as a refresher. As you all know, you can never get enough throw bag practice. Besides at a cost of \$53 dollars a person you can't beat the price.

We will have more details and an application form for you to sign up for this class in the next issue.

If you have any questions please contact Susie Christian. You can find her contact information in the "Members Only" section of the web site.

Thanks Susie for organizing the class again this year.

Our Sponsors

Our club would not exist without the support of our Sponsors:

AAA Inflatables
3264 Larimer St.
Denver, CO 80205
(303) 297-8959

Alpenglow Mountainsports
885 Lupine #B
Golden, CO 80401
(303) 277-0133

Down River Equipment
12100 W 52 Av.
Wheat Ridge, CO
(303) 467-9489

Lazy Days In Lodore

By Tina Martinez

8/25-Rig

Rig boats, eat a big dinner (garlic pasta, with fresh garlic bread, salad, and cheesecake for dessert). We're ready to get up early and float into that big gap downstream in the morning.



Lodore Put in Photo: Rob Martin

Rob is the Trip leader, that leaves Brain (river god), Wayne (Old man river) Brad (Chief duckie herder) Charles (river rat), and Ali, Cat, and Megan (river goddesses).

Equipment: 3 rafts, and 3 duckies. Charles's duckie has a slow leak, so we leave it behind now down to 2 duckies.

8/26-Into the Gap

Ranger checked us out, and we are the first group of 3 to launch!

We brought a stowaway with us. As we unloaded the table to prepare lunch a mouse runs up the leg of the table and wrinkles his nose at us, not sure if he will like his new surroundings, but we can't go back now.

First rapid, Disaster falls upper and lower is a rock garden. Later in the day, there is a fork in the river which pulls river left into an undercut wall. Rob and I barely make it river right with Brian's help Cat's in a duckie and doesn't make the turn river right, goes straight into the wall and flips. Brad bravely followed her and scoops her out of the river after a nasty swim. First and hopefully only scare of the trip.

Finally reach camp around 5. Slow going due to a lot of playing and swimming this day. It's steak and shrimp fajita's for dinner ala Rob and Ali. Yellow Jackets are bad at the campsite, and I get stung, take a benedryl and relax far away from the kitchen.

Quips from our first day

"Run the river humble, otherwise the river will serve you a big piece of humble pie!"

"Ali sunscreen up!!!!"

"Are we in Utah yet cause it sure is hot!"

Continued on Page 3

Continued from Page 2

8/27-Triplet and Hells 1/2 mile

Eggs McMartin for breakfast, nice way to start the day. We are loaded and on the way to Triplet. We stop to view from the overlook, and see Neptune in the canyon walls, well now is a good time for a offering to the god of water! Good Vibes, Green M&M's and perfect run all they way through. Not too soon after Triplet we are at Hell's 1/2 mile. The other group that launched after us is also scouting and so we settle down and watch their group (about 10 boats) run it. Between the excitement of the boats and duckies navigating the rapids, and the butterflies that are all over, it was a pleasant way to pass time.

Highlights from Hells

We high side on Lucifer's rock.

Brian is stuck on a rock below Hell's, so we ram him, and he is dislodged.

Wayne and his team (Ali and Cat) follow up in the rear.

Camp at Limestone, set up the Horseshoes, Wayne prepares BBQ Sandwiches, and then we spend a few hours talking before off to bed for the night.

8/28-Yampa Green Confluence

Echo Park-cliffs that rise forever, the weather is calm, not too hot, and air that holds your sounds as if caressing and stretching beyond endurance. VR at the beach before the ranger station, we find shells, crab corpses, and rocks, rocks, rocks.

We hike to Whispering caves, and it was well worth it. It's funny how harsh the desert seems after spending days on the river. A stream crossing the path, cools hot feet, rinses sweaty faces, and feeds eventually into the mighty river. Back to the river, and off to Jones Hole, further



Floating past Steamboat rock
Photo: Rob Martin

than we thought, and we get caught in the afternoon wind, we are pooped by the time we reach camp.

8/29-Jones Hole

When we arrive it's the normal unload the gear, but the river is low, and we have to schlep stuff through a meadow that is swampy. Brian, Charles and Cat get their normal campsite, bags on the ground under the stars!!!

While we are arranging, pitching tents and generally getting settled a herd of Big Horn Sheep wander through our camp. Once again reminding us we are the visitors here.

Charles and Cat make Thai Noodles, very popular.

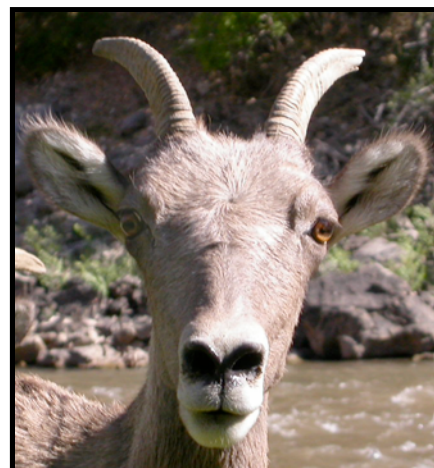
Brian catches a fish but we decide we will save it for breakfast.

French toast and bacon for breakfast yummmmm. Then we are off to Butt crack falls, and the petroglyphs.

8/30-Jones Hole Day 2

Everyone is now on their own agenda, Rob is taking more VR's, Charles decides to run back to camp for his climbing gear, Brian and the girls are up ahead in and out of the water on the hike to the falls. Eventually we all make it, and we all scream with pleasure as the cool water rushes down on top of us. After a day of hiking and wading we head back to camp for our final night on the river.

Wayne, Rob, and I are down by the rafts, when the herd of Big Horn sheep return to



Curious big horn sheep
Photo: Rob Martin

Continued on Page 5

A Grand Adventure

By Larry McKenna

Fourteen of us made the trip down Grand Canyon in the month of July, after the Canyon had had a chance to take advantage of the longer days to warm up a bit. The Canyon is, of course, beyond magical, and for a few short moments every few days was also a bit beyond interesting for some of the passengers and three of the boatmen. The first few days in Marble Canyon gave us a chance to warm up in more ways than one, and when we made a passenger exchange at Phantom Ranch the ranger down there told us it had been a toasty 130 F the day before. Fortunately, the water comes out of the bottom of Glen Canyon dam at a crisp 50 F or so, making a little relief easy to find.

On day 9 we got to Horn Creek and found it running well below 10,000 cfs so we hung out there on a tiny strip of beach. We watched a couple of 18-foot commercial boats run Horn and they did really well, but watching them we decided to wait with our 16-footers until the next day.

We did pretty good overall, we had three flips but no serious injuries. The whole trip we had one very badly bruised/broken ribcage from a fall and one very long sharp cactus needle driven deep between the toes of one of the women. She was a great patient while two guys dug around for a while and finally tweezed the inch long needle out. After that she was fine.

Our three flips happened in Kwagunt, Waltenberg, and a classic in Lava at 17,000 cfs. A couple other boats that hit the left side of the famous Ledge Hole could have shared the Lava flip for a grand total of three, but they had luck on their side that day and made it through. The sweep boatman described the runs of the first three boats like this, "Too far right, too far right, **wwaaayy** too far right" as boat 3 hit the center of the hole and disappeared. After a bit the boat reappeared without crew or oars. It took a while to get everything back together; it was just a couple of oars that we didn't see again.

The hiking down there is incredible. Side hikes most days let us see some awesome side canyons. My favorite was Matkatamiba, a place hard to describe it's so beautiful. Blacktail, Deer Creek, Little Colorado and others were also amazing in their own unique ways. Havasu is quite a climb up to the Falls these days, a good three hour hike including a couple of rope climbs along the way. It was a bit disappointing to get to the Falls and find hundreds of tourists who had come from the top down already there. It's still a good place to see, although if I do another Grand trip I probably wouldn't do the hike again.

Floating down river we saw lots of wildlife, some flying, some on foot and some swimming. On the wing critters included condors, falcons, wrens, bats, enormous dragonflies, and various other canyon birds. Cruising around down there on land we saw desert bighorn sheep, deer, snakes, frogs, a tarantula, tons of very nasty biting red ants and scorpions, lots of scorpions. In the river there were giant carp and rainbow trout, a few of which became breakfast. Day 17 featured an epic, 2 hour water fight that saw more temporary alliances, bushwhacks and 4 on one assaults than I would have imagined likely for a tired bunch of boaters after two weeks on the river. I guess payback was gonna be a bitch one way or the other and nobody was ready to give up. And at the end of that day, a hellacious windstorm put a temporary halt to the Grand Canyon Invitational wiffle ball golf tournament. The next morning a big crowd gathered for the three-hole playoff in milder weather.

Our arrival at Diamond Creek marked the end of the trip of a lifetime. For me the wait for a permit to do the Grand was a long one but definitely worth it. Put your name on the list and send in a continuing interest form every year and you're there. There's lots of talk of improving the system for permits, so far no agreement has been made.

Continued from Page 3

graze on the meadow between the rafts and the camps. We meander through the sheep as they graze, what a thrill to be part of their dinner.

Dinner is Chili Con carne, with wild rice, cake, whip cream and fruit. Brian and Meg's do a great job. Night falls, and we play Mafia, and get to bed early. We have an early day tomorrow 5:30 am, so everyone is a little nervous about the long day ahead of us.

8/31 or 9/1

On the Grand they ask:

"What day is it?"

"What week is it?"

You lose time, and time loses you, you live in the here and now, and think only as far the the next rapid, or maybe the next meal. The days are long and yet they fly by. You can get lost on the river, but it's not geographical lost, its a time warp. What causes this to occur? The river floating ever on, the rapids, the schlepping, or perhaps the camaraderie. Time is not steady on the river, it whiles away, and then flies past you in waves and rocks. Relaxation is a good game of horseshoes, a good diner prepared by others, and always the discussions and memories of the day. Here you can take advantage of the peace and solitude, there is no laundry to be done, grass to mow, and bills to pay, there is only the here and now.

Every trip begins with madness, the planning, implementing, organizing. Somewhere in all of this, layers are stripped away until finally there is just you and the river, and the here and now.

We do get up before dawn, we do get on the river by 7 am, with only coffee keeping us going. And it's COLD!!!! We make all of our goals, and get though the lake before the afternoon wind. From there on it's meandering again, games of steal the flag, floating in the river, suddenly we are in no hurry to get to the take out. This has been a truly lovely trip, and we come away with memories that will stay with us forever.

Off The River

You can't be on the river 24/7 so this column was created to give you ideas for things you can do off the river. We will feature things like recipes, activities, camping tips and tricks.

This issue's Off the River feature is a game called Mafia that can played sitting around the campfire. If you like intrigue, deception and mystery, Mafia is the game for you. One of the great things about this game is that you don't need any special equipment to play, just your mind. Everyone on the trip can play, in fact the larger the group the more interesting the game is.

Here are the instructions for the game. These instructions are reprinted with permission from the Hungarian Mensa Society (Isn't the web great!). Don't worry, you don't need a high enough IQ to become a member of Mensa to play this game.

The Rules of the Game Mafia

Introduction

Mafia - a game played by groups of people who like to hide their motivations, measure their ability to persuade others, and arguing for hours. Almost no resource is needed for this game except the players of course. During the most of the game the players are only expected to talking to each other and there is absolutely no physical action involved in this game. That's why people of any age can play it. You only need good mental abilities to play mafia successfully.

Requirements

1. *Some players* . The game is the most enjoyable when the number of people is *between 9 and 18* .
2. *A room or a place where nobody disturbs the players during the game.* Seats and minimal comfort is important as *the game can last for hours* . It should be a quiet place because in some parts of the game small noises have great importance.
3. *At least 2 or 3 hours* . In some cases the game last longer depending on the number of the players.
4. *A referee* who controls the game.

Continued on Page 7

Club Permits and Trips

Below is a listing of the permits and club river trips that we have applied for.

River	Date	Permit Requirements
Salt - Arizona	April 1 (Actual launch March 31)Remember to allow 1 day at start of the trip to cross reservation lands	\$10 Application Fee Application period Nov. 1 - Jan. 15, '04 Globe Ranger Station, 7680 S. Six Shooter Canyon Rd, Globe AZ 85501 928-402 6200 http://www.fs.fed.us/r3/tonto/indexy.html
San Juan - UT	March 22 2004	Applications Accepted Dec. 1 - January 1 Send card or call for application. BLM, Box 7, Monticello UT 84535, 435-587-1544
Cataract - UT	April 19 2004	No application fee. First come, first served after Dec. 15. 'Date received' determines the application date for a river permit, not the date mailed. 435-259-4351 website: http://www.nps.gov/cany
Westwater - UT	May 15 2004	\$7 Application Fee. Launch dates available 2 months in advance, best to have application on file 435-259-7012 website: http://www.blm.gov/utah/moab/wwinfo.html
Deso- Grey - Utah	May 18 2004	No fee. Applications accepted starting Dec. 1-Jan 30 (Friday) 2004 435-636-3622 website: http://www.blm.gov/utah/price/riverinf.htm
Yampa - CO/UT	May 27 2004	\$15 Application Fee. Applications accepted between Nov. 1 and must be received by Feb. 1, 04970-374-2468 website http://www.nps.gov/dino/river/index.htm
Middle Fork - Idaho	June 23 2004	\$6 application fee. Applications accepted December 1 - and must be received by January 30 (Friday). One application for 4 rivers. website: http://www.fs.fed.us/r4/sc/
Main Salmon - Idaho	June 29 2004	\$6 application fee. Applications accepted December 1 - and must be received by January 30. 208-865-2700 website: www.fs.fed.us/r4/sc/
Rio Chama - NM	July 10 2004	\$6 application fee. Applications accepted January 1 - March 15. Call or write for an application: BLM, 226 Cruz Alta Rd., Taos NM 87571 505-758-9951
Green River Lodore - CO	August 16 2004	\$15 Application Fee. Applications accepted between November 1 and must be received by February 1, 04 970-374-2468

Continued From Page 5

Basic Ideas

Every player represents one of *the residents of an imaginary town* . All inhabitants can be divided into two groups: *citizens and mafia members* . Of course every criminal looks the same as the citizens so a citizen can never know whether another person is a criminal or not. On the other hand every member of the mafia knows all the others. The citizens try to stop the mafia while the mafia tries to hide its members and assassinate the most dangerous citizens. The game is about the fight between this two group. One of these groups will win the game while the other will lose.

The main purpose for both of the groups is *to survive* - in this game this means the total destruction of the other party. The citizens looks for the members of the mafia and execute them while the criminals make an effort to mislead the citizens and annihilate them one by one. At the beginning of the game there is a lot more citizens than criminals.

To die means in this game to be out of the game. No dead person can exert influence on the game any longer.

The imaginary town is *democratic* . The citizens and also the mafia members decide the important problems by voting. If more than the half of the voters votes for something then it will be done, otherwise the voting will have no result. As the criminals seem to be innocent citizens they can vote in every case the citizens can vote.

The game is composed of *days and nights* . Every day all the inhabitants live their life: citizens look for criminals and mafia members defend their incognito. Nights on the other hand give place only the mafia to kill someone. Like in the real life nights and days periodically follow each other.

There is a special citizen that has exclusive rights: *the inspector* . The inspector has the right to check someone at the end of every night. This means the inspector asks the referee if that a certain player is criminal or not. Both the question and the referee's answer has to be quiet so that no one else should know

the information that the inspector has. That's why the inspector is the only one who knows somebody's real identity for sure (except the mafia members of course). It's clear that the inspector is the most powerful enemy of the mafia so the members of the mafia will immediately kill him when it turns out that he is the inspector. Consequently to reveal that you are the inspector is not a good strategy at the beginning of the game. After many nights you will know much more about the players so the later you share your information with the citizens the more benefit they will get from that. On the other side the risk of being killed by the mafia or even by the citizens (in some cases) raises as the time goes by. The question of the timing of reveal is maybe the most important for the inspector in the game.

Preparations

1. A *referee* needs to be chosen.
2. *The citizens and the criminals* must be selected. This can happen by random selection e.g., picking cards or some way like this. If you choose picking cards you have to know how many players will play. Then calculate the number of the Mafia members. The game is the most enjoyable if the citizens are about 3 times more than the Mafia members. (2 criminal against 6-8 citizens, 3 criminal against 9-11 citizens etc.) It is very important that no one would be able to discover what kind of cards the other players got.
3. Everyone but the referee should sit down. The "classical" way of placing during mafia is to sit in a circle. *Every player should be able to see all the others as clear as possible.*
4. *Be sure about that everyone knows the others' name.*

Rules

1. The basic rule : *one can do anything that doesn't violate the rules below* . Some ways of activity can be unethical but not prohibited. For example going out in the middle of the game and taking parts only in the votes is not forbidden but very unethical. Such behavior can easily be honored with execution by the other players.

Continued From Page 7

2. No one can reveal his role in a way that insures by 100% that he is not lying. This means anyone can argue for hours proving his innocence asking some others for help to verify it, but he doesn't have the right to show the card he picked at the beginning when the criminals were selected.

3. *Dead players* that are already out of the game *cannot influence the game and the players* still playing in any way. Any verbal or nonverbal message to the living inhabitants is forbidden.

4. *The referee should also be careful* what he says and does because he has no right to give any information to the players apart from some cases described below.

The game goes like this:

5. After the preparation *the game begins with a special night*. The actions made at this night are exceptional : they won't be repeated any more in the game. At the beginning of this night the referee requests the players to "sleep" : this means everyone should close his eyes, bow his head and be in silence. After that the referee order the members of the mafia to look up and recognize each other. Till this point nobody have known who are the criminals but from now the referee and the members of the mafia will know all the members of the mafia. The referee's duty to be sure that the same number of people looked up as the number of the Mafia members. After the recognition the referee requests the criminals to sleep again, and then says that the night is over and everyone can open his eyes and raise his head. This the first day starts.

6. *The days are all the same* in the game. Most of the time a conversation is going and anybody can take part in it. The aim of this conversation is for the citizens to find out who can be mafia member and who seems to be innocent. The citizens can use many things to decide who is suspicious and who is not: the noises heard during the nights, the behavior of the other players, the little signs players seem to make which can be some kind of secret communication, nonverbal signs coming from each other player, things other players say, opinions other players have, etc. If someone has a suspect against someone then a little trial would be held:

The player can "accuse" the other. This means he should tell the referee that he has the suspicion. Then the referee ask everyone for vote about the guy have fallen under suspicion. Everybody who thinks that the suspicion is correct should vote at the same time when the referee gives the sign. Everyone can vote but the fellow under suspicion. If more than the half of the potential voters has voted, the suspect will be charged. If only the half of them (or less) voted then the suspect will be claimed clear and the day continues as just nothing has happened before.

If the charge exists the player being charged get a chance to prove his innocence : the time of his "last words" has come. This means he get a short time to persuade the others to change their opinion about him. During this time only the accused person can speak. He can give the right to speak to anyone and can forbid anyone to tell anything. During this short period the charged player can direct the conversation. The last words are over when the charged player or the referee says so.

After the last words a new voting comes immediately about the charged guy's death. No one can say anything between the last words and the voting. If more than the half of the voters votes again, the person under suspicion will die. After his/her death the next night immediately begins. No one is allowed to say anything till the beginning of the next day.

A day can contain many accuses, last words and votings but only one successful execution. Some time after a failed charge or execution a new accuse on the same person is not against the rules. The important thing is that someone must die every day, and immediately after the execution a new night comes.

7. *After every single day a night comes*. Nights are going the same way except the special first night described previously. First, the referee requests the players to "sleep" in silence with closed eyes and bowed head. After this the referee lists the names of the players in some order. Every "living" player's name have to be mentioned. During this name list have the mafia the possibility of assassination using

Continued On Page 9

Continued From Page 8

the following method : Every member of the mafia have to decide who to shoot at. Everyone can shoot but only once pro night. The criminals have to make a well-visible sign when they hear their victim's name. This sign symbolizes the shooting. Of course the mafia members cannot raise their head or open their eyes so they won't know who the others have shot at. It is a wise thing to be as silent as possible because even an extremely low level noise can be a telltale sign. Only the referee will see the "shots" and his duty will be to summarize them as well. The assassinate is successful if more than the half of the criminals have shot to the same player. (This means if there are 3 mafia members alive, at least 2 of them should shoot at the same player to kill him. In the case of two living criminals they both have to shoot at the same person otherwise they fail.) Consequently if there is only one criminal alive he will successfully kill someone every night. None of the mafia members have the right to shoot at himself but they can shoot at the other fellows in the mafia if they want. If there is only 3 living criminal two of them can annihilate the third. Only in very extraordinary situations should they do that.

The rules above insure that only a cooperating mafia can be successful. The members should communicate and decide together who to kill at the next night. Days are the only platform for this kind of communication and the mafia members must be very careful. If the citizens observe someone sending secret signs to somewhere they will reward him with immediate execution. Anyway, there are many forms of cooperating and the criminals should find the way they can use by the minimal risk.

After the name list and the shots the referee should call the inspector to look up and "check someone". Checking means a silent pointing at the player to be checked. The inspector points at someone and the referee will inform him quietly whether that player is an innocent citizen or not. All the players but the inspector must not know whom the inspector checked and what was the result of this. After informing the inspector the referee orders everyone to "sleep" and after a short time he say that the night is over. If the mafia have killed someone successfully the referee have to tell it now the players. This is the moment the next day starts.

8. *The game is over* when the referee says so. This can happen when :

- Every criminal has died.
- The number of citizens is below the number of criminals. In this kind of situations the mafia can direct the game both at night and on the days because they can vote anything they want. That's why they can reveal they real identity and surely win.

Notes

1. Referee

It's not necessary to find a referee before the game starts if there are exercised players playing. While only the first not special night needs a really outsider referee the referee can be the first dead person killed in the first day. If this is the situation the special night and the first day should be regulated by a chosen player. This player cannot violate the rules either so e.g.. he/she must "sleep" at the spacial night unless he/she is a criminal, etc.

2. Time

Sometimes the days going for a long time when nothing important seems to happen. In the case of not skilled players can it be the situation. It can be a wise idea to limit the time one day can last. The time limit can be 10 or even 40 minute depending on the number of players and the time you have for the whole game. If the time is over and the players don't have someone to accuse and execute, the referee can randomly select one of them who will die. Of course the referee should warn the players when the time is close to the limit. If someone dies by this way it can be very useful to let him tell one or two sentences as his last words.

3. Versions

Almost every company playing Mafia often has their own corrections in the rules. I have heard about many versions myself and some of these were quite different from each other. The usability of a new version depends on two things: have the citizens and the mafia the same chance to win? and can the players play the version having enough fun? If the answer of both questions above is yes then you can play the game with changed rules. The rule set described above insures equal chances to both sides and the players usually love it. I offer to use it unless you are skilled players with special demands.

High Country River Rafters Membership Form

Please print and mail this form by regular mail

2004 Dues \$25 per year

Name(s) _____

Address _____

City _____ State _____ Zip _____

Phones ☐ (Home) _____ (Work) _____

Email ☐ Address _____

_____ New Member

_____ Renewing Member

Would you like to serve on a committee? _____

Would you like to receive the newsletter via e-mail? _____

It is understood that River-running involves inherent risks and dangers. I acknowledge that I am voluntarily participating in these activities with the knowledge of the danger involved and accept such risk.

Signature _____ Date _____

Signature _____ Date _____

Please enclose a check for \$25 with your completed membership form and mail to:

**HIGH COUNTRY RIVER RAFTERS
Post Office Box 317
Wheat Ridge, CO 80034-0317**