

CAMP JAMES RAY

AMERICAN HEROES



LEADERS' GUIDE



DISCLAIMER:

As with planning any Scouting event, planning Webelos and Cub Resident Camp is a fluid process. All information in this Leaders' Guide is subject to change as planning evolves. Camp Staff appreciate your understanding and flexibility.

Semper Gumby

2019 WEBELOS and CUB RESIDENT CAMP LEADERS' GUIDE

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GENERAL INFORMATION

Mailing Address

All Scouts enjoy receiving mail, especially those away at camp! Please mail letters no later than the day before the scheduled arrival day at camp to ensure delivery during the camp session.

Camp James Ray

Scout's Name/Pack Number

Session Number

2026 Mill Creek Road
Pottsboro, TX 75076

Emergency Telephone Number

(903) 786-2591 (June 1 – July 15)

Please note, the camp telephone number is for medical and family emergencies only. Camp James Ray is not equipped with a paging system. If a parent calls with a non-emergency, that message will be communicated at the next meal.

Camp Headquarters Hours

Sunday:	1:00 – 5:30 p.m. 7:00 – 10:00 p.m.
Monday – Friday:	8:30 – 11:00 a.m. 2:00 – 5:00 p.m. 7:00 – 10:00 p.m.
Saturday:	8:30 – noon

Camp Leadership

Camp Director

Charles Simmons

Charles.Simmons@scouting.org

Program Director

Michael Czawlytko

Michael.Czawlytko@gmail.com

Circle Ten Asst. Director of Support Service

Michael Prachar

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Camp Ranger

David Carson

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Camp Specifics

Camp James Ray is located on the banks of beautiful Lake Texoma near Pottsboro, Texas, on the Texas-Oklahoma border. From Dallas, take US 75 north to exit 69 (FM 120); turn left and follow FM 120 to Pottsboro. At the stop sign, proceed straight west on FM 996. Follow FM 996 approximately 4 miles as it curves north past the church on the right. About 1/2 mile past the church, take Locust Road on the left. Turn right at the 4-way stop sign onto Mill Creek Road. Follow Mill Creek Road past the Locust Cemetery and All Saints Camp until you come to the intersection of Mill Creek Road and Mill Creek Resort Road. The Camp James Ray entrance is on the right just past Mill Creek Resort Road. Camp maps can be found at <https://circleten.ihubapp.org/posts/1297>.

INTRODUCTION

CAMP DIRECTOR MESSAGE

We want to welcome you to Resident Camp at Camp James Ray. We are proud to deliver a camp experience that focuses on the fundamental skills that have made Scouting the successful program that it has been for over 100 years. Scouts will spend their days wandering through the oak, hickory, and Texas cedar trees, hiking, and discovering their place in the natural world.

The Camp James Ray staff continues to build a reputation for providing an exciting experience that every Scout will remember. Whether it's shooting targets at the archery and BB ranges, jetting down the water slide or practicing swimming skills at the Sanford Aquatics Center, learning conservation skills at the Nature center, or row boating and canoeing on Lake Texoma, Scouts will never forget the fun and experience they gained at Camp James Ray.

We look forward to seeing you at Camp James Ray this summer!

Yours In Scouting,

Charles Simmons

KEY DATES

Reservations Open	July 2018
Leaders' Guide Released.....	February 2019
First Payment Due (\$25/Scout)	15 January 2019
Program Course Guide Released	April 2019
Second Payment Due (\$50/Scout).....	15 March 2019
Leader Resident Camp Meeting (Fairview Office)	23 April 2019
Leader Resident Camp Meeting (Dallas Office)	02 May 2019
Balance Due	15 May 2019
Fees Increase \$20/Person	16 May 2019

Webelos Session 1	9 – 12 June 2019
Cub Session 1.....	13 -15 June 2019
Webelos Session 2	16 – 19 June 2019
Webelos Session 3	19 – 22 June 2019
Webelos Session 4	23 – 26 June 2019
Webelos Session 5	26 – 29 June 2019
Webelos Session 6	30 June – 03 July 2019
Webelos Session 7	07 – 10 July 2019
Cub Session 2.....	11 - 13 July 2019

THEME – AMERICAN HEROES

This year Circle Ten Council and the Camp James Ray Staff are proud to salute American Heroes. We will be honoring America's Service Members and First Responders through many activities, displays and discussions. We have even modified class activities to teach Scouts about the life and challenges of being an American Hero. We will have a special flag retirement ceremony, American Heroes guests and even this year's patch design is a salute to these brave men and women. We hope your Scouts will leave with a deeper understanding of the sacrifices these heroes make and an appreciation of the freedoms we all enjoy because of those sacrifices.

REGISTRATION

CAMPSITE REGISTRATION

Registration for campsites begins in July 2018 and runs through two weeks prior to the session. Please visit <https://circle10.camp-master.com/> to register your unit for camp and to choose activities. Your initial registration will 1) establish a key unit leader contact, 2) provide an estimate of youth and adult attendees and 3) Indicate your preferred campsite assignments.

You may also fill out and return the paper reservation form included in the appendix and return it to either of the Council Service Centers. We will create a CampMaster account for you based on the information on your paper form.

MANAGING YOUR RESERVATION

HOME PAGE (after logging in to CampMaster)

- My Current Reservation (mid-screen underneath bridge picture to the right)
 - Click on your current Webelos Resident Camp reservation
- Click 'Go To Reservation'

PARTICIPANT INFORMATION (left side of screen under 'Basic Instructions')

- Update participant counts (youth and adult)
- Add/remove participants (youth and adult)
- Once changes are made click 'Save Commitments' top of screen

PARTICIPANT SCHEDULING (left side of screen under 'Basic Instructions')

- Scouts must be added to schedule courses
- Click on Scout to add course (or to make changes)
- Must 'SAVE' for any and all changes



Participant Scheduling is not available in Cub Resident Camp reservations. All Scouts will enjoy the same round-robin style program.

FINANCIAL INFORMATION (left side of screen under 'Basic Instructions')

- Here you can see fees
- Select payment options
 - Current amount due
 - Make a specific amount to pay
 - Add to shopping cart
 - You must select your shopping cart (top right corner of screen) to make the payment.

ADDITIONAL INFORMATION

- This will show any documents for this event, such as:
 - BSA Medical forms
 - Adult In-State Compliance form
 - Leaders' Guide

COURSE REGISTRATION



Course Registration is not available in Cub Resident Camp reservations. All Scouts will enjoy the same round-robin style program.

In early April, a detailed Course Addendum to this leader guide will be published and course registration for individual courses will open up through CampMaster.

Course registration will close 2 weeks prior to the session start date.

FEES AND PAYMENT SCHEDULE

<u>Webelos Resident Camp Dates</u>			<u>Cub Scout Resident Camp Dates</u>	
Sessions 1 – 4 In-Council Youth \$155 Adult \$95	Sessions 1 – 4 Out-of-Council Youth \$165 Adult \$95	Sessions 5 - 7 All Youth \$145 Adult \$85	In-Council Youth \$105 Adult \$60	Out-of- Council Youth \$115 Adult \$65

Payment Schedule

\$100 DEPOSIT DUE WITH RESERVATION

\$25 per Scout due Jan 15, 2019

\$50 per Scout due March 15, 2019

Balance Due May 15, 2019 (to avoid additional \$20 participant fee increases)

There are additional fees for some courses. They will be listed in the Course Addendum, set for release in early April.



The deadline for payment is 15 May 2019. After 15 May, there will be a \$20 late fee per person. Please refer to Circle Ten refund policy in the appendix.



Camperships are available. Please see your Cubmaster and District Executive for details

[Circle Ten Campership Application](#)

UNIT LEADERSHIP REQUIREMENTS

At Resident Camp, all units are under their own leadership. Each unit must have at least two adult leaders, as required by BSA Youth Protection policy. Two adult leaders must be at least 21 years of age and the other leaders can be 18 years of age. Units serving females must have one female adult leader as well. At least one adult leader must have completed online Hazardous Weather Training (Course SCO_800). All adults staying overnight must complete BSA on-line YPT, submit a Sex Offender Registry Search, submit a Texas Adult In-Camp Compliance form and authorize a Background Check. How to complete these is in the Check in section of this guide. Circle Ten Council encourages adult leader participation by offering the opportunity for adult leaders to attend free of charge as follows:

One leader may attend free per PACK if the pack sends 5 Scouts or more.

Webelos must maintain a 1:5 ratio of adults to Scouts, while maintain two-deep leadership.

Cub Scouts must maintain a 1:1 ratio of adults to Scouts

Excerpt for *Guide to Safe Scouting*:

“Parents are responsible for the supervision of their children, and Youth Protection policies apply. In special circumstances, a Cub Scout whose parent or legal guardian is not able to attend an overnight camping trip may participate under the supervision of another registered adult member of the BSA who is a parent of a Cub Scout who is also attending. The unit leader and a parent or legal guardian must agree to the arrangement, and all Youth Protection policies apply. At no time may another adult accept responsibility for more than one additional “non-family member” youth.”



In past years, the State of Texas has required a special state-certified youth protection training for everyone 18+ years of age attending a youth camp greater than 72 hrs. **The State of Texas now accepts the new expanded BSA on-line YPT course that all registered Scouters are required to have.**

All adults staying overnight must take the new course and provide proof at check-in. This course may be taken online at any time prior to attending camp. Due to limited WiFi abilities, **there will not be an option to take a class at camp.**

ARRIVAL and CHECK IN



Due to limited copy paper and ink, no copies can be made at camp including printing any documents not brought to camp.

CHECK IN

Check in is open from 1:00 p.m. to 3:00 p.m. on session day 1.

When your unit arrives, only 1-2 adult leaders are needed at the Dining Hall/Headquarters building with your required paperwork.

Please DO NOT have your unit wait in the parking lot for you to get registered. The remainder of your unit will be assigned a Camp Guide and given a tour of camp, taken to Swim Checks, and given the opportunity to setup camp

Here is a list of the required paperwork for unit check in: **(Email will not be an option)**

- 2 copies of your complete roster of all youth and adults in attendance
- Completed medical form (A and B) and insurance card for every youth and adult in attendance. Hard copies of all BSA medical forms for all members in the unit (youth AND adult) attending Resident Camp are REQUIRED. Anyone who does not have a medical form on file will not be permitted to stay at camp. THERE ARE NO EXCEPTIONS.



[BSA Medical Forms - Parts A and B](#)

- New BSA youth protection completion certificate for every adult 18+ years old



[How-To Guide For Taking Youth Protection Training](#)

- Copy of State of Texas sex offender data base check for **every** adult 18+ years old



[Texas DPS Sex Offender Registry](#)

- Copy of Adult In Camp State Compliance Form for **every** adult 18+ years old



[Adult In Camp State Compliance Form](#)

- Copy of your unit's Hazardous Weather Training (SCO_800) certificate

MEDICAL CHECK IN

During check in your Unit Leader will visit with the Camp Health Officer. The Camp Health Officer will review all campers' (youth and adult) medical forms. Please have all medications ready to be turned in to the Camp Health Officer. All medications must be labeled with the person's name and Pack number.

SWIM CHECKS

Any Scout or leader who wishes to participate in aquatic activities must have completed the BSA swim check.

- Units can take the BSA swim test before arriving to camp. These swim check must be done in accordance with the Circle Ten Council Pre-Camp Swim Check Policy ([link below](#)). The camp adult leader must present a completed swim test roster signed by their Council-approved testing personnel to the Aquatics Director to receive swimming ability “buddy” tags for waterfront and pool activities.
- When swim tests are conducted prior to camp, the camp Aquatics Director reserves the right to review or retest any/all participants to ensure that standards have been maintained.



[Circle Ten Council Pre-Camp Swim Check Policy](#)

FINANCIAL SETTLEMENT

When you complete your paperwork check in, the unit leader at check in will sign-off on the registration information prior to receiving camp bands.

You will also sign up for a time later in the week for your unit leader to settle your account balance and pay any outstanding fees. All financial accounts will need to be settled before any merit badge information will be released or camp patches provided.

LEADERS' MEETING

Each day, there will be a formal Leaders' Meeting in the Scoutmasters Lounge (across the Activity Bldg from the Trading Post). It is important that each unit send a representative to this meeting each day. On check in day, the meeting will be at 7:00 p.m. after unit check in closes. The remainder of the session, the meeting will be a 7:30 a.m.

COURSE ADD/DROP

Course registration will close two weeks prior to the sessions day 1. Any additions or changes after that date will be solely at the discretion of the Camp and Program Directors based on current class sizes, resources and staffing.

CAMPING GUIDELINES

CAMPSITES

At Resident Camp, packs camp jamboree style with **multiple units** in a single campsite.

The map, at the end of this guide, shows the formal campsites that are used during Resident Camp.

Your unit will be assigned a campsite during check in. However, the Camp Director may make campsite and platform changes based on actual attendance.

TENTS

Camp provides canvas tents on wooden platforms. However, Units may use their own tents if desired. Tents must be placed inside of the campsite, within a 150-yard radius of campsite latrine to comply with the Camp James Ray Emergency Plan. Unit tents may not interfere with other units' use of the campsite features (fire ring, pavilion, latrines, entrances). Units may not remove or alter canvas tents. Please inform camp leadership if you will be using unit tents instead of camp tents, at check in.

CAMPSITE PAVILIONS

The pavilions in each campsite are for the **shared use of all units** assigned to that campsite. Exclusive use by a single unit is prohibited! In addition, the picnic tables under the pavilions are NOT be moved under any circumstances. Please practice the Scout Law and be friendly and courteous in treating those areas as part of the entire campsite community.



Camp James Ray camp policy prohibits cooking or open flames under the fixed pavilions.

WATER AND ICE

Each campsite will be provided 1 drink cooler full of ice prior to check in on session day 1. This cooler is to be used for drinking water **ONLY**. Water hoses at all campsites are potable. Please fill your campsite's cooler from these hoses. Upon check in each unit will receive two ice tickets. These tickets are redeemable at the Trading Post for 1 bag of ice each. Please coordinate with other units in the campsite to ensure cool water is always available. Ice tickets are not intended to be used for personal/unit coolers or air conditioning devices. Ice for personal use may be purchased at the Trading Post. In the event that ice is medically necessary (i.e., for medications), please discuss this with the Camp Health Officer.

MEALS AND DINING HALL



If your Unit has ANY dietary restriction it MUST be notated in the Campers' registration AND brought to the Kitchen Manager and Camp Health Officers attention at check in.

Each registered Scout and leader will be issued a colored wristband for the session which will serve as the meal ticket. If a Scout or leader does not have his/her wristband on, he/she will not be served a meal.

Guest meals may be purchased at the Trading Post for \$6 per meal.

Each pack will provide two waiters per table. These Scouts are responsible for set-up before the meal. Packs or dens are encouraged to send one adult to supervise the Scouts and assist where needed.

The first meal of each session is always the busiest. This meal will require the table waiters to arrive 30 minutes early at 5:45 p.m. The other meals during the week will require the table waiters to arrive 15 minutes prior to mealtime.

Meals are served "Family-Style". Staff will bring meals to each set of two tables in a "Hot Box". Leaders will take 1 tray of each item for their table. These boxes will feed both your table and the table on the other side of it, so please remember "A Scout is Courteous". Your table will serve themselves from these trays.

Clean-up is also a group effort. Following the marked path, Scouts and Leaders will empty trash into and take all dirty dishes to the appropriate receptacles. Units will then wipe down the tables and chairs, place chairs on the tables, and sweep their respective areas.

Scouts and leaders are asked to refrain from wearing non-religious headgear or bathing suits in the dining hall.

UNIFORM

Scouting has always been a uniformed organization and the Camp James Ray Staff takes great pride in presenting the image of Scouting by wearing the uniform properly.

Scouts, leaders, and staff should wear their complete official BSA Field Uniform to formal retreat and dinner. Scout shorts with camp or pack T-shirt or BSA shirt is acceptable for breakfast and during the program day. If an adjustment in uniform must be made due to weather considerations, the changes will be communicated not to wear the field uniform shirt.

GUESTS

Parents and family are welcome to visit packs while they are in camp and may dine with them at the dining hall. All persons entering camp must check in at Camp Headquarters immediately upon arrival and check-out at the time of departure. Guests, please inform the Business Manager of your intention to eat at the Dining Hall. Meal fees are \$6 per guest per meal and are payable at the Trading Post.

VEHICLES IN CAMP



Driving is not permitted in camp except for the loading/unloading of unit gear. Upon unloading, all vehicles should be parked in designated parking area.

Persons with disabilities may request a special permit from the Camp Health Officer.

Speed limit is 10 mph on all camp roads. (You should not have dust trailing your vehicle!)

One vehicle and connected trailer may be left in camp. The vehicle and trailer must to be placed off the road and stored in a safe location.



Vehicles parked inappropriately in campsites or outside of designated parking areas will be asked to move to the parking lot.

Anyone who compromises the safety of our Scouts by disobeying driving or parking rules may have their driving privileges revoked by the Camp Director and their vehicle towed at the owner's expense.

LATRINES

The shared shower houses / latrines are to be maintained by the campers during Resident Camp. Your latrines must be cleaned and inspected prior to checkout. If there are any issues with your latrines, please contact camp staff as soon as possible.

TRASH COLLECTION

With such a large number of people in camp, there will be an equally large amount of trash generated. Camp James Ray is home to many other animals that would love to take advantage of the convenient scraps of food and other lovely scents in your trash.

The Camp Staff will make a trash run each day, beginning at 9 a.m. Please have all of your camp and latrine trash BAGGED and TIED by your campsite sign BEFORE 9 a.m.

If you missed these pickup times, you may bring your trash to the dumpsters behind the dining hall to be disposed.

WI-FI ACCESS AT CAMP

We realize that a strong capable internet connection is a prerequisite for many adult Scouters to give a week out of their busy schedules. We pledge to do our best to provide that connection for every adult leader who comes to Resident Camp with their unit. You can expect to receive login credentials and a schedule of network availability during the Leaders' Meeting on Session Day 1.

With the limited bandwidth in mind, please do not plan on streaming any audio or video while at camp. If you must attend a webinar or other high bandwidth work-related event, please discuss with the Camp Director. It may be necessary to limit access to the connection at certain times to manage some of the online aspects of our camping operation.

Shared Wi-Fi is intended as a courtesy to your adult Scouters. Please encourage your youth to take full advantage of being in an outdoor environment and leave the internet alone for a few days. Please do NOT share the Wi-Fi access credentials with your youth campers.

CHECK OUT

Check-out will begin at 8:30 a.m. on Session Day 4 for Webelos Resident Camp, and Session Day 3 for Cub Resident Camp. All units must have all gear loaded and be out of camp no later than 10:00 a.m.

If your unit would like to leave prior to this time, please make arrangements with the camp leadership to check out early.

A camp staff member will visit your campsite to inspect it with the leader. Remember that all camp equipment that was borrowed must be returned to the Quartermaster before your unit will be cleared to leave. Once you have been cleared, take your check out form and the Camp Evaluation Forms to HQ. Camp patches, all medical forms and any remaining material will be issued when you check out at Headquarters. To ensure safety, follow all speed limits while driving on camp. Gates will open at 6:45 a.m. to allow vehicle access.

PROGRAMS AREAS

Each day, Scouts will work on adventures based on advancement, individual growth and exploration of the outdoors.

COMMUNICATIONS and TECHNOLOGY

WEBELOS: Scouts can explore a wide range of subjects from the world of robotics and its effects on society to conducting experiments and becoming a human solar system. Scouts may practice search and rescue while learning about radio technologies or learn the art of designing games and challenge their leaders to one they make themselves.

CUBS: Scouts will learn about motion and the forces exerted on them while riding in a car while racing fellow Scouts on 1:50 scale race tracks.

NATURE

WEBELOS: For the budding Ecologist or just the Scout who thinks that shiny rock is cool, Nature has something for every Scout. Learn about everything around you, from the ground you walk on, to the woods you walk through; even the snakes, spiders and other critters that we share our environment with.

CUBS: Scouts have a chance to learn about many different animals and their vital role in our lives. And if the mood strikes our furry, feathered, and/or reptilian friends, they may even get a chance to pet and feed them.

FIELD SPORTS/BMX

WEBELOS: An obstacle course, a climbing wall, BMX! What more adventure could you ask for? Scouts will learn about sports safety, teamwork, and even push themselves a further than they thought they could while mastering all our Field Sports/BMX area has to offer.

CUBS: Ultimate Frisbee, Rock Climbing, and every Scouts favorite game... Gaga Ball!!! These are just a few of the activities Scouts have a chance to enjoy while enjoying our Field Sports area.

HANDICRAFT

WEBELOS/CUBS: Get down and dirty and learn how to make useful and decorative objects with your hands.

OUTDOOR SKILLS

WEBELOS/CUBS: The Outdoor Skills program area is the headquarters where Scouts are taught skills that will enable them to "Be Prepared" while learning cooking, first aid and other essential outdoor skills.

SHOOTING SPORTS

WEBELOS/CUBS: Learn how to safely and effectively use BB guns, bow and arrows, and wrist rockets and then test your aim.

AQUATICS

SANFORD AQUATICS CENTER

WEBELOS/CUBS: Scouts have the amazing opportunity to practice swimming skills, ride two amazing water slides and soak up the rays, with sunscreen on of course, at Circle Ten Council's new 125,000 gal pool.

WATERFRONT

WEBELOS ONLY: Hosted on our very own Lake Texoma; Scouts can learn canoeing, rowing and seamanship.

TRADING POST

Camp James Ray has a great Trading Post! Scouts and leaders will enjoy cooling off in the air-conditioned facility while looking for camp souvenirs, Scout supplies, and buying refreshments. We recommend Scouts keep all monies in a safe place and plan for approximately \$20 - \$25 per person for spending money.

BRANDING

During the Dodgeball Tournament, Trading Post Staff have organized a branding station. Join us outside the Trading Post to leave your mark on your mugs, belts, hats and a plethora of other items. Brands include BSA and Camp James Ray brands.

AFTERNOON ACTIVITIES

Afternoons at Resident Camp are an opportunity for Scouts to try their hand at a myriad of fun and different activities. We pride ourselves on offering activities Scouts can't usually take part in other times of the year.

OPEN CRAFT TIME

Scouts have a chance to make a gift for a friend or a memento of camp. Leatherworking, rocket building and other crafts are available.

OPEN BMX

Camp James Ray is extremely proud to be the only Circle Ten camp to offer a fully equipped BMX course open to Cub Scouts. Challenge yourself to complete a set of progressively more difficult BMX tracks.

ADULT SAILBOAT REGATTA

Adult Leaders have to have their fun, too. Leaders compete to be the first to successfully pilot a sailboat onto Lake Texoma and back to camp. And don't worry if you've never been in a sailboat, there will be a practice scheduled (Details at Leaders' Meeting).

SWIM CHECKS

Did you have a late arrival or maybe a Scout feels they can do better on the BSA Swim Test? The Pool Staff will be offering swim checks on program day 1 from 1:15 p.m. to 1:50 p.m.

EVENING ACTIVITIES

OPENING CAMPFIRE

Our opening campfire program will be presented at 8:30 p.m. on session day 1. The program will include songs, skits, videos, and special announcements.

ROCKET LAUNCHES

Adventures in Science students will be launching rockets to finish their adventure. Marvel at Webelos engineering as these Scout made rockets are propelled to amazing heights with our compressed air launcher. Rocket launches will take place at 5:00 p.m. on program day between the Activity Center and Handicraft.

POOL PARTY

Who doesn't love to cool off with a dip in the pool after a hot day of Scouting. Our amazing Aquatics Staff opens the Sanford Aquatics Center for Scouts and Leaders to enjoy Camp James Ray's brand new 125,000 gallon pool's beach entry, 2 amazing waterslides and impromptu group karaoke. The pool party will take place in two rounds at either 7:30 p.m. and 8:30 p.m. on program day 1. Groups will be assigned at the morning Leaders' Meeting.

DUCK RACES

Don't forget to pick up your rubber ducks at the trading post, because while chilling at the pool we will host our Annual Duck Races. Cowboy ducks, horse ducks, purple ducks and MANY more zip down our largest water slide in an effort to edge out the competition across the slide landing zone.

ICE CREAM SOCIAL

If you're not cooling off in the pool, join staff at the Fry Center for friendship, fellowship, and ice cream. Cool off to frosty treats while hanging out with your fellow campers and listening to music.

DODGEBALL TOURNAMENT

Sportsmanship, team pride and competition. Webelo I's, leaders and staff will compete in a fast paced exciting tournament of athleticism, team spirit, and individual conquest.

GAGABALL TOURNAMENT

GA – GA – BALL!!! Webelos II's will take each other on in a tournament of athleticism, skill, and will power.

WEBELOS II ASH CEREMONY

As Webelo I's, Scouts added their wood chip to the Camp James Ray fire. In their final year as a Cub Scout they will, now as Webelo II's, fulfill their promise to continue in Cub Scouts and return to Camp James Ray.

HEALTH AND SAFETY PROCEDURES

Alcohol, Illegal Drugs, Controlled Substances: The consumption, possession or use of alcohol, illegal drugs, or controlled substances is not permitted. Violators will be asked to leave camp. Additional actions may be taken, including notification of local law enforcement officials

Camp Certification: Camp James Ray is inspected each year by the county and state health departments along with an inspection by the Boy Scouts of America. All areas of the camp meet or exceed standards for facilities, health and safety, and program. The camp is licensed to operate as a Resident Camp.

Camp Curfew: No Scout may be out of their campsite after 10:30 p.m., unless accompanied by adults or have authorization from the Program Director or Camp Director to participate in an activity.

Camp Emergencies: Only the Camp Director or the Camp Ranger can declare an emergency in camp. This could include, but is not limited to, thunderstorms, tornados, lost camper, or another camp-wide emergency. To report an emergency, a leader should contact the nearest staff member who will notify the Camp Director or Camp Ranger.

Firearms, Ammunition, Fireworks, Bows and Arrows: Personal firearms of any type (including rifles, shotguns, handguns, BB/paintball/air soft guns, black powder, cannons, potato/tennis ball bazookas, catapults, pigmy dart blow guns, bows, arrows, sling shots, etc.), laser pointers, ammunition, and fireworks are **not allowed** in camp.

Fires, Liquid and Propane Fuels: Fires are to be built only in designated areas and under proper supervision. Liquid or propane fuels are to be used only under adult supervision. Liquid fuel must be stored in approved containers and, along with propane cylinders, must be stored under lock and key. Under NO circumstance is any quantity of fuel to be stored in the campsite. Empty cylinders and cans must be given to the Camp Director for disposal. BSA policy prohibits the use of open flames in tents. This includes mosquito coils, catalytic heaters, gas lanterns, stoves, candles, and smoking material. This also includes cigarette smoking. Liquid fuels of any type cannot be used to start fires.

Guest identification: During the week, it is expected that new leaders, family members, and program guests will visit camp to share in the adventure. All guests must check in at Camp Headquarters to register and receive a camp wristband. Anyone without a wristband will be asked to immediately report to Camp Headquarters.

Health Lodge: The Health Lodge is staffed by a medical professional and is available for camp emergencies. In the event of a medical emergency such as broken bones, sprains, deep cuts or sickness, please send the Scout to the Health Lodge with buddy and/or leaders. **DO NOT LEAVE THE CAMP WITH A MEDICAL EMERGENCY WITHOUT HAVING SOMEONE CHECK IN WITH THE HEALTH LODGE OR CAMP DIRECTOR.**

Inclement Weather: Be assured that our biggest concern is the safety of our campers and staff. Should severe weather threaten camp, we will take the appropriate steps to ensure your child's safety.

Personal boats at camp:
No personal boats allowed at camp.

Personal Possessions: CIRCLE TEN COUNCIL IS NOT RESPONSIBLE FOR ANY LOST, STOLEN, OR BROKEN ITEMS.

Tobacco: Smoking is **PROHIBITED**, except in designated area.

Vehicles in camp: All vehicles must be parked in the camp parking lot during camp.

CODE OF CONDUCT

Scouts, adults, and staff are expected to follow and adhere to the Scout Oath and Scout Law always.

MEDICAL RESPONSE PROCEDURES

Each Scout and adult attending camp must bring to camp a current completed Annual Health and Medical Record Form Parts A and B. In compliance with Texas Department of Health Regulations, all health forms will be returned at the end of camp. Shots must be dated with month, day, year, or official shot records must be attached to the medical forms. We will accept photocopies.

A first aid station is located at camp and staffed by persons trained to handle minor accidents and illnesses. Special arrangements for treatment of more serious cases have been made with physicians and the hospital nearest the camp.

OFFSITE MEDICAL ASSISTANCE: Campers who are requiring the attention of a doctor or the services of a hospital:

- Except for emergencies, it is the responsibility of the unit leadership to provide transportation for unit member(s) requiring services from a doctor or hospital.
- YOU MUST CHECK OUT OF CAMP at Headquarters.
- Youth protection guidelines must be followed when transporting the unit member(s) to the doctor or hospital. Remember to take the insurance forms with you for completion at the doctor or hospital. You may obtain your Scout's health record from the Health Lodge before going to the doctor or hospital.
- The adult leader must be prepared to pay for any prescription that the doctor may prescribe for the patient. Circle Ten Council does not pay for prescriptions.
- The Camp Director will work with you to notify the parents in the event of any serious illness or injury. If parents will not be at home during the week of camp, have them advise you how they may be contacted, including phone numbers.
- Directions to doctor's offices and hospitals are available at the Health Lodge.

MEDICAL INSURANCE

Please visit <https://circleten.ihubapp.org/posts/17100> for the most current information on the Circle Ten Council Insurance Policy and coverage.

APPENDIX

WEBELOS DAILY SCHEDULE

Day 1



Camp Check in opens at 1:00 p.m. in the Dining Hall.

1:00 p.m. - 3:00 p.m.	Check in Opens Camp Tour Swim Checks Set-up Campsites
5:45 p.m.	Waiters report to Dining Hall
6:00 p.m.	Gathering and Flag Ceremony
6:15 p.m.	Dinner
7:00 p.m.	Leaders' Meeting
8:30 p.m.	Opening Campfire
10:00 p.m.	Lights Out



SCHEDULE IS SUBJECT TO CHANGE

WEBELOS DAILY SCHEDULE

Days 2 and 3

6:30 a.m.	Reveille
7:30 a.m.	Leaders' Meeting
7:50 a.m.	Gathering and Flag Ceremony
8:00 a.m.	Breakfast (Waiters report 15 minutes early)
9:00 – 9:50 a.m.	Session I
10:00 – 10:50 a.m.	Session II
11:00 – 11:50 a.m.	Session III
12:15 p.m.	Lunch (Waiters report 15 minutes early)
1:15 – 1:50 p.m.	Camp Quiet Time
2:00 – 2:50 p.m.	Session IV
3:00 – 3:50 p.m.	Session V
4:00 – 4:50 p.m.	Session VI
4:00 – 5:00 p.m.	Open Areas (Handicraft, Waterfront, Shooting Sports, Pool, BMX)
6:05 p.m.	Gathering and Flag Ceremony
6:15 p.m.	Dinner (Waiters report 15 minutes early)
7:30 p.m.	Evening Activity
10:00 p.m.	Return to Campsites
10:30 p.m.	Lights Out



SCHEDULE IS SUBJECT TO CHANGE

WEBELOS DAILY SCHEDULE

Day 4

7:50 a.m.	Gathering and Flag Ceremony
8:00 a.m.	Breakfast (Waiters report 15 minutes early)
9:00 a.m.	Clean Camp and Check-out

 **SCHEDULE IS SUBJECT TO CHANGE**

CUB DAILY SCHEDULE

Day 1



Camp Check in opens at 1:00 p.m. in the Dining Hall.

1:00 p.m. - 3:00 p.m.	Check in Opens Camp Tour Swim Checks Set-up Campsites
5:30 p.m.	Leaders' Meeting
5:45 p.m.	Waiters report to Dining Hall
6:00 p.m.	Gathering and Flag Ceremony
6:15 p.m.	Dinner
8:30 p.m.	Opening Campfire
10:00 p.m.	Lights Out



SCHEDULE IS SUBJECT TO CHANGE

CUB DAILY SCHEDULE

Day 2

6:30 a.m.	Reveille
7:30 a.m.	Leaders' Meeting
7:50 a.m.	Gathering and Flag Ceremony
8:00 a.m.	Breakfast (Waiters report 15 minutes early)
9:00 – 9:50 a.m.	Rotation I
10:00 – 10:50 a.m.	Rotation II
11:00 – 11:50 a.m.	Rotation III
12:15 p.m.	Lunch (Waiters report 15 minutes early)
1:15 – 1:50 p.m.	Camp Quiet Time
2:00 – 2:50 p.m.	Rotation IV
3:00 – 3:50 p.m.	Rotation V
4:00 – 4:50 p.m.	Rotation VI
6:05 p.m.	Gathering and Flag Ceremony
6:15 p.m.	Dinner (Waiters report 15 minutes early)
7:30 p.m.	Pool Party
10:00 p.m.	Return to Campsites
10:30 p.m.	Lights Out



SCHEDULE IS SUBJECT TO CHANGE

CUB DAILY SCHEDULE

Day 3

7:50 a.m.	Gathering and Flag Ceremony
8:00 a.m.	Breakfast (Waiters report 15 minutes early)
9:00 a.m.	Clean Camp and Check-out



SCHEDULE IS SUBJECT TO CHANGE

Camper Equipment Checklist

Each item of clothing and equipment should be labeled with the Scout's name, address, and pack number. This will be helpful in returning lost items to their owners.

Cub Scout Uniform

- Official shirt
- Official shorts/long pants
- Scout belt
- Scout socks (2 pair)
- Scout hat (if part of pack uniform)

Camp Uniform (used daily-3 days)

- Camp or pack T-Shirts
- Socks (3-5 pair)
- Sweater or jacket
- Swim trunks
- Raincoat or poncho
- Underwear
- Hiking shoes and tennis shoes (**closed-toe**)

Necessary Equipment

- Bath towel and soap with dish
- Shower shoes (closed-toe)
- Toothbrush and toothpaste
- Comb or brush
- Drinking cup
- Water bottle/canteen
- Sleeping bag or 3 blankets and pillow
- Cot or sleeping pad (**cots are NOT available at camp**)
- Sleepwear
- Flashlight (extra batteries)
- Bible or prayer book
- Small backpack (book bag)
- Notebook paper and pencil or pen
- Jeans (long pants)
- Insect repellent (non-aerosol)
- Hat or cap
- Sunscreen
- COMPLETED Annual Medical Form** (Parts A and B only)

Optional Equipment

- Wristwatch
- Sunglasses
- Personal first aid kit
- Camera
- Binoculars
- Clothes line (and clothespins)
- Mosquito netting
- Work gloves
- Battery operated fan
- Envelopes, paper, and stamps (don't forget to write home)
- Mask, fins, snorkel
- Fishing pole and tackle (*license if 17 or older*) for bank fishing only.
- Spending money

NOT SUGGESTED

- Cell phone
- MP3 player
- Other electronic devices

DO NOT BRING

- Fireworks
- Firearms
- Valuables
- Alcohol or drugs
- Generators
- Sheath knives
- Pets

Unit Equipment Checklist – What to Bring

We suggest that each pack bring these items to camp. Please label each item with your pack number. This will be helpful in returning lost items to the pack.

- US Flag
- Pack Flag
- Den Flags
- Pack First Aid Kit



CAMP JAMES RAY MENU



WILL BE ADDED UPON FINALIZATION

2019 RESIDENT CAMP RESERVATION FORM

PACK # _____ DISTRICT _____ COUNCIL _____ DATE _____

CHOOSE YOUR CAMPSITE

Circle the session and mark the campsite with your 1st, 2nd, and 3rd choices.

<u>CAMP JAMES RAY CAMPSITE CAPACITY</u>			
_____ Apache	36	_____ Hanta-Pa-Ha	46
_____ Cedar	52	_____ Lone Eagle	46
_____ Cherokee	46	_____ Navajo	46
_____ Cochise	44	_____ Sioux	30
_____ Comanche	36	_____ Tejas	36
_____ Geronimo	38		

Webelos Resident Camp Dates

Session 1 ~~_ June 9 - 12~~ *Full* Session 2 ~~_ June 16 - 19~~ *Full*
 Session 3 ~~_ June 19 - 22~~ *Full* Session 4 _ June 23 - 26
 Session 5 _ June 26 - 29 Session 6 _ June 30 - July 3
 Session 7 _ July 7-10

Cub Scout Resident Camp Dates

Session 1 _ June 13 - 15
 Thursday - Saturday
 Session 2 _ July 11 - 13
 Thursday - Saturday

Sessions 1 - 4
In-Council
 Youth \$155
 Adult \$95

Sessions 1 - 4
Out-of-Council
 Youth \$165
 Adult \$95

Sessions 5 - 7
All
 Youth \$145
 Adult \$85

In-Council
 Youth \$105
 Adult \$60
 Late Fee Youth \$125

Out-of-Council
 Youth \$115
 Adult \$65
 Late Fee Youth \$135

Payment Schedule

\$100 DEPOSIT DUE WITH RESERVATION

\$25 per Scout due Jan 15, 2019

\$50 per Scout due March 15, 2019

Balance Due May 15, 2019 (to avoid additional \$20 participant fee increases)

APPROX. # OF YOUTH MALE: _____ **APPROX. # OF YOUTH FEMALE:** _____

APPROXIMATE NUMBER OF ADULTS IN ATTENDANCE: _____

NAME OF LEADER: _____ **BUSINESS PHONE:** _____

MAILING ADDRESS: _____ **HOME PHONE:** _____

CITY AND STATE: _____ **ZIP CODE:** _____

E-MAIL: _____

Mail with payment to: Circle Ten Council, 8605 Harry Hines Blvd., Dallas, Texas 75235

 **CIRCLE TEN COUNCIL**
REFUND and CANCELLATION POLICY

1. All refund requests must be submitted in writing or by email to:

Accounting – Refund Request
8605 Harry Hines Blvd or lynette.hendricks@scouting.org
Dallas, TX 75235

2. The \$100 per pack deposit fee is part of the total camp fee and is non-refundable. Up to one week before scheduled arrival at camp, a refund of 85% will be made if a Scout must cancel after he has paid his full fee. A refund of 60% will be made for cancellations made between two and seven days before arrival date. A refund of 25% will be made for cancellations less than 48 hours before camp and up to the scheduled day of arrival.
3. Refund requests will be considered for accident, illness, or death in the immediate family, or due to family relocation. No refund requests will be accepted more than 5 calendar days following the start of an activity (postmark date or email send date).
4. Refund requests must include:
 - a. Name and date of the event
 - b. Name, telephone, email, and address of the person requesting refund
 - c. Name, telephone, email and address of the person or unit that made the payment, if different from item (b)
 - d. Unit number
 - e. Receipt or confirmation number, if available
 - f. Date and method of payment (online, in person, mailed in)
 - g. Reason for request
5. Refunds will be made by check to the person or unit that made the original payment and will be processed within 30 days