



Trevor Rees-Jones Scout Camp



SCOUTS
BSA

CIRCLE TEN COUNCIL

SUMMER CAMP



LEADER'S GUIDE



2019



Trevor Rees-Jones Scout Camp
2019 Program Guide
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Howdy!



By popular demand, This year at Trevor Rees-Jones scout camp we are bringing back the feel of the old west with our camp wide theme for 2019!

Trevor Rees-Jones Scout Camp

General Information

Mailing address

Trevor Rees-Jones Scout Camp
Scout's Name
Troop #
11217 FM 2970
Athens, Texas 75751

Ranch location:

From Athens:

- go South on State Highway (SH) 19 for 3.4 miles,
- turn right on Farm-to-Market (FM) 753 and travel 3.9 miles.
- Turn left on (FM) 2970 and travel 2.4 miles until you come to the ranch entrance.

The Trevor Rees-Jones Scout Camp is about 98 miles southeast of Dallas from the John D. Murchison Scouting Center.

Camp telephone number

903-675-0293

Please note, the camp telephone number is for **medical and family emergencies only**. Parents are asked to use this number only for emergencies. Trevor Rees-Jones Scout Camp is not equipped with a paging system. If a parent calls with a non-emergency, the message will be delivered at the next meal.

Camp Office Hours

Sunday
12:00 p.m. - 5:30 p.m.
Monday - Friday
9:00 a.m. - 11:30 a.m.
1:30 p.m. - 5:00 p.m.
Saturday
9:00 a.m. - 11:45 a.m.

Camp Leadership Team

Camp Director
Tamara Dreger
469-487-4190 (Before camp)
903-675-0293 (During Camp)
tamara.dreger@Scouting.org

Program Director
Wesley Gray
w3sl3y.gr4y@gmail.com

Assistant Camp Director
Laura Baxter
214-902-6750
Laura.baxter@scouting.org

Camp Ranger
Kevin Slater
903-681-1006
Kevin.Slater@Scouting.org

I have questions- is there a place
I can find someone to ask?

Let's Round up for the Summer Camp Leaders' Meeting

Tuesday, May 14, 7 p.m.

John D. Murchison Scouting Center, 8605 Harry Hines Blvd, Dallas, TX 75235

At that time you will be able to:

- **Sign up your troop for an arrival time**
- Sign up your troop to conduct one of our daily flag ceremonies
- Sign up for your unit balance settlement time
- **Make last minute merit badge schedule changes**
- Meet the Camp Director and Assistant Camp Director
- Get the latest and greatest updates to program and schedules
- Get answers to any other questions you may have

DAILY SCHEDULE

Sunday

- Noon Camp Office Opens -- Troops begin check-in
- 12:30 p.m. Camp Tours, medical re-checks and swim test
- 3:00 p.m. Check-in deadline
- 5:45 p.m. Table Waiters to the Dining Hall
- 6:10 p.m. Formal Retreat Ceremony at Flagpole (In uniform)
- 6:15 p.m. Dinner
After Dinner, (SM and SPL) meeting at the handicraft pavilion above the pool
- 8:00 p.m. Campfire/Sundown Sundaes
- 10:30 p.m. Lights out (Please be considerate of others)

Monday

- 7:00 a.m. Rise and shine!
- 7:45 a.m. Table Waiters to the Dining Hall (2 per table only)
- 7:55 a.m. Flag Raising Ceremony
- 8:00 a.m. Breakfast
- 8:45 a.m. Coffee with the Camp Director, Program Director, & Camp Ranger
- 9:00 a.m. Morning merit badges/classes (see troop schedule)
- 12:00 p.m. Table Waiters to Dining Hall (2 per table only)
- 12:15 p.m. Lunch
- 12:45 p.m. SPL meeting at Headquarters
- 1:00 p.m. QUIET HOUR
- 2:00 p.m. Afternoon merit badges/classes (see troop schedule)
- 4-5:30 p.m. Open Program Areas
- 5:45 p.m. Table Waiters to Dining Hall (2 per table only)
- 6:10 p.m. Formal Retreat Ceremony at Flagpole (In uniform)
- 6:15 p.m. Dinner
- 7:00 p.m. Monday Night Tourney
- 10:30 p.m. Lights out (Please be considerate of others)

Tuesday

- 6:45 a.m. Mile swim practice - Swimming Pool
- 7:00 a.m. Rise and shine!
- 7:45 a.m. Table Waiters to the Dining Hall (2 per table only)
- 7:55 a.m. Flag Raising Ceremony
- 8:00 a.m. Breakfast
- 8:45 a.m. Coffee with the Camp Director, Program Director & Camp Ranger
- 9:00 a.m. Morning merit badges/classes (see troop schedule)
- 12:00 p.m. Table Waiters to Dining Hall
- 12:15 p.m. Lunch
- 1:00 p.m. QUIET HOUR
- 2:00 p.m. Afternoon merit badges/classes (see troop schedule)
- 4-5:30 p.m. Open Program Areas
- 5:45 p.m. Table Waiters to Dining Hall (2 per table only)
- 6:10 p.m. Formal Retreat Ceremony at Flagpole (In uniform)
- 6:15 p.m. Dinner
- 7:00 p.m. Open Areas and Iron Chef Competition
- 10:30 p.m. Lights out (Please be considerate of others)

Wednesday

- 6:45 a.m. Mile swim practice - Swimming Pool
- 7:00 a.m. Rise and shine!
- 7:15 a.m. Chapel
- 7:45 a.m. Table Waiters to the Dining Hall (2 per table only)
- 7:55 a.m. Flag Raising Ceremony
- 8:00 a.m. Breakfast
- 8:45 a.m. Coffee with the Camp Director, Program Director, & Camp Ranger
- 9:00 a.m. Morning merit badges/classes (see troop schedule)
- 12:00 p.m. Table Waiters to Dining Hall (2 per table only)
- 12:15 p.m. Lunch
- 12:45 p.m. SPL meeting at Headquarters
- 1:00 p.m. QUIET HOUR
- 2:00 p.m. Afternoon merit badges/classes (see troop schedule)
- 4-5:30 p.m. Open Program Areas
- 5:45 p.m. Table Waiters to Dining Hall (2 per table only)
- 6:10 p.m. Formal Retreat Ceremony at Flagpole (In uniform)
- 6:15 p.m. Dinner
- 7:00 p.m. Rodeo
- 10:30 p.m. Lights out (Please be considerate of others)

Thursday

- 6:15 a.m. Mile swim
- 7:00 a.m. Rise and shine!
- 7:45 a.m. Table Waiters to the Dining Hall (2 per table only)
- 7:55 a.m. Flag Raising Ceremony
- 8:00 a.m. Breakfast
- 8:45 a.m. Coffee with the Camp Director, Program Director, & Camp Ranger
- 9:00 a.m. Morning merit badges/classes (see troop schedule)
- 12:00 p.m. Table Waiters to Dining Hall (2 per table only)
- 12:15 p.m. Lunch
- 1:00 p.m. QUIET HOUR
- 2:00 p.m. Afternoon merit badges/classes (see troop schedule)
- 4-5:30 p.m. Open Program Areas
- 5:45 p.m. Table Waiters to Dining Hall (2 per table only)
- 6:10 p.m. Formal Retreat Ceremony at Flagpole (In uniform)
- 6:15 p.m. Dinner
- 7:00 p.m. Open Areas and Cowboy Action shooting Open
- 10:30 p.m. Lights out (Please be considerate of others)

Friday

- 6:45 a.m. Mile swim
- 7:00 a.m. Rise and shine!
- 7:45 a.m. Table Waiters to the Dining Hall (2 per table only)
- 7:55 a.m. Flag Raising Ceremony
- 8:00 a.m. Breakfast
- 8:45 a.m. Coffee with the Camp Director, Program Director, & Camp Ranger
- 9:00 a.m. Merit badge make-up sessions (all areas)
- 9:00 a.m. Other Activities for those done with Merit Badges
- 12:00 p.m. Table Waiters to Dining Hall (2 per table only)
- 12:15 p.m. Lunch
- 1:00 p.m. QUIET HOUR
- 2-5:50 p.m. Tourney Madness
- 3-4:00 p.m. Honor Camper Trail Ride #1
- 4-5:00 p.m. Honor Camper Trail Ride #2
- 5:55 p.m. Formal Retreat Ceremony at Flagpole (in uniform)
- 6:00 p.m. Family Dinner
- 7:15 p.m. Closing Ceremony and Awards
- 8:00 p.m. Order of the Arrow Call-Out Ceremony

CAMP PROGRAMS

Overview

Trevor Rees-Jones Scout Camp offers a wide variety of fun and challenging programs for your Scouts. Scouts will have the opportunity to learn new skills that will help them on their trail to Eagle. The camp has thirteen program areas that are staffed by National Camping School certified area directors and fellow Scouts who are eager to teach. Leaders can be assured that each of the staff members are trained and knowledgeable in his/her area of skill and involvement. The program areas include:

- Citizenship and Communications
- C.O.P.E. and Climbing
- Conservation/Nature
- Horse Corral
- Field Sports
- Handicraft
- ATV
- Health Science
- Water Front
- Pool
- Scout Skills
- Shooting Sports
- Trail to First Class

There are numerous other trainings and awards ready for your scouts. They include:

- Mile Swim BSA
- Totin' Chip
- Firem'n Chit
- Baden-Powell Troop Award

Iron Chef Competition

(Tuesday Night after Dinner in SM Lounge)

(Bring your best recipe and compete against other unit leaders at Dutch Oven Cooking)

NOTE ON MERIT BADGE FEES

As a result of the feedback from leaders, we will be collecting all merit badge fees through the invoice process. Your Scouts will not have to go to the trading post prior to the merit badge class to buy supplies. For example, if you sign a Scout up for the Wood Carving merit badge your unit will automatically be charged \$8 on the invoice and the Scout can simply pick up their merit badge kit from their instructor. Kits will still be available for purchase at the trading post should a Scout want to do a project for fun, but they will no longer have to buy a kit from the trading post before class.

ATV!

We are pleased to feature a fleet of Polaris 4-Wheelers for the program offerings at Trevor Rees-Jones Scout Camp. This adventure is for Scouts 14 years or older. We will have two sessions per day and each session will last 2 hours. We can accommodate up to eight Scouts per session so space is very limited. There will be an additional \$50 charge to participate in the program which will be added to your invoice in CampMaster. During the course the Scouts will complete an ATV rider course : introduction to ATV's. Scouts will get to see parts of camp that are unreachable by other means. **IMPORTANT NOTE: Long pants, a long sleeve shirt, and shoes that cover the ankle must be worn while participating in the ATV program. There must be a leader on the first day of class to sign the waiver or they may not participate.**



Scout Skills

One of the mainstays of any Scout Camp program is the Scout skills area. Our qualified staff teaches the following merit badges:

- Hiking/Backpacking
- Orienteering
- Camping
- Signs, Signals, and Codes/Traffic Safety
- Fire Safety
- Wilderness Survival

In addition, the Wilderness Survival merit badge provides an opportunity for a Scout to test their survival skills on a Wilderness Survival Overnighter. Scouts hike to a remote site on the Ranch and stay overnight in a shelter constructed from natural material.

Health Science

This area provides more essential Scout Skills. We have added a new Eagle merit badge to this Area.

- Medicine and Disabilities Awareness
- First Aid
- Emergency Prep
- Cooking
- Personal Management

Also, there is an additional **\$25 charge for the Cooking** merit badge, but the fee will be invoiced through CampMaster and the badge can be completed at camp.

Citizenship and Communications

This very popular area continues in its endeavors to meet the needs of your Scouts by offering your scouts an opportunity to work toward earning a variety of fun and exciting merit badges.

- Theater
- Citizenship in the Nation
- Citizenship in the World
- Chess
- Photography/Movie Making
- Animation
- Robotics
- Communications
- Family Life

There will be an extra **\$15 fee associated with Robotics** merit badge for materials.

NOTE: Scouts participating in Photography will need to bring their own camera (with cable to connect to PC) and will be responsible for keeping it in a safe place.

Challenging Outdoor Personal Experience (C.O.P.E) and Climbing Tower

We invite all your older Scouts (13 and over) to take the C.O.P.E. Challenge. C.O.P.E. is a program designed to test the mental and physical skills of its participants. The program challenges your Scouts to work together to solve challenges, accomplish tasks and overcome obstacles while rappelling, swinging, jumping, zipping, and climbing. It is important that all participants bring jeans (not cut-offs or shorts) to wear during the high elements. There is an additional **\$40.00 fee for those participating in the course.**

This is great program for the third or fourth year Scout. C.O.P.E. is offered in one class from 9:00 to 12:00 every day. Adults will have the same opportunity to enjoy the C.O.P.E. program as space allows.

The Climbing Tower at Trevor Rees-Jones Scout Camp is proud to offer the Climbing merit badge and free climbs in the afternoon.

Nature

One of our busiest areas at camp is the Nature Area. The fifteen merit badges offered here are:

- Astronomy
- Insect Study/Reptile & Amphibian Study
- Fishing
- Environmental Science
- Fish & Wildlife Management/Soil & Water Conservation
- Chemistry
- Oceanography
- Forestry
- Geology
- Fly Fishing
- Mammal Study/Nature
- Weather

Aquatics

A variety of aquatic activities make up the Trevor Rees-Jones Scout Camp's Aquatics program. Not only can Scouts participate in the experience of gliding along on 18-acre Lake McElvaney while rowing or canoeing, but they can also experience kayaking across the lake, either by themselves or with a friend. We will also once again have Stand-up Paddleboards for the Scouts to enjoy in their free time. In order to participate in any of the Aquatics merit badges youth must be classified as a Swimmer according to your BSA swim check. Classes offered here are:

Waterfront

- Kayaking
- Canoeing
- Rowing

Pool

- Swimming
- Lifesaving
- Instructional Swim

Handicraft

Imagine yourself under the cool shade of the pavilion, carving a block of wood into your favorite animal or weaving cane into a basket proving you can take the simplest things and make a usable gift for Mom or Dad back home. All this can be accomplished at the Indian Village which is located between the swimming pool and Nature area. Troops that send a Scout to Wood Carving must also send an adult. Note on fees – fees for these merit badges will be added to your unit invoice and the participants can pick up their supplies from their merit badge instructors. Scouts will no longer be required to bring cash to camp to purchase supplies. Fees are as follows: **Basketry/Leatherwork - \$15, Indian Lore - \$8, Wood Carving - \$8, Space Exploration \$8**

Merit badges include

- Painting
 - Basketry/Leatherwork
 - Wood Carving
 - Indian Lore
 - Space Exploration
 - Welding *
- *(LONG PANTS REQUIRED)**

EXTRA OPPORTUNITY! ONE NIGHT ONLY MERIT BADGES

Do you have Scouts interested in earning extra Merit Badges? Come join us in the Indian Village on Tuesday or Thursday night during open areas. Please sign up in HQ for these extras.

Horse Corral

The Horsemanship merit badge is for all Scouts who want to learn more about the care and grooming of horses, as well as specific riding skills. This class is taught at the Lower Corral. **Must have long pants for Horsemanship and any horseback riding. Boots and gloves will come in handy for this class but are not required. Merit badges offered here are:

- Horsemanship
- Animal Science
- Veterinary Medicine

Shooting Sports

Another staple of any summer camp program is shooting sports and Trevor Rees-Jones offers some of the best shooting experience in the state. Our facility features three separate ranges for the disciplines of:

- Archery
- Rifle Shooting
- Shotgun Shooting

Note on range fees: There will be a one-time charge for the Scouts that are taking the **rifle (\$10)** or **shotgun (\$30)** merit badge that will appear on the unit invoice. These fees will cover the ammunition and targets that are consumed as part of the merit badge class. Participants in the rifle or shotgun merit badges will no longer need to purchase

tickets for class. **Archery (\$5)** will also have a one-time charge payable on the unit invoice for the arrow kit that the Scout uses to complete the badge. All shooting during the open area times will still require a ticket from the trading post. Rifle is \$1 for ten shots and target and shotgun is \$.50 for one shot and target.

Field Sports Area

Physical fitness is a core component of the Scout Oath. To that end, Trevor Rees-Jones Scout Camp offers the field sports area. The Cycling merit badge program will be offered to a limited number of 12 Scouts. We will have some bikes on camp but bringing your own bike is recommended. Helmets are required for anyone riding a bike on Camp. Other merit badges offered here are:

- Athletics
- Sports
- Cycling
- Personal Fitness

If you wish to ride your bike on camp you must first attend a bike safety class before you may ride on camp. These will be offered on Sunday and Monday.

First Year Camper

This is a 3 hour class that is offered from 9 a.m. to Noon. This program is intended for the Scout that is in their first six months with a Scout troop. Time here will be spent focused on basic Scouting skills and having FUN!!!

We know that many youth and parents expect summer camp to be an opportunity to earn merit badges. Consequently, these Scouts that are enrolled in the First Year Camper Program will have an opportunity to sign up for 2 merit badges in the afternoon with the general population at camp. We strongly recommend enrolling them in a selection from the following list.

First Year Camper Merit Badge Recommendations

- Basketry and Leatherwork (combo merit badge)
- Chess
- First Aid
- Fire Safety
- Indian Lore
- Swimming (if second class req 8a-8c and first-class rank req 9a-9c have already been completed)
- Nature/Mammal Study (combo merit badge)

If your Scouts would like this program, simply select First Year Camper from the drop-down menu and then the two merit badges they would like to take in the subsequent spots. As always, we will not sign off any requirements for rank advancement as a part of this program. The signing off of requirement remains the responsibility of the Scoutmaster or thier designee. We will only provide instruction in those requirements.

Trail to First Class

In this option, your first year Scout will decide before they come to camp whether they want to sign up for the half day program or individual rank classes in the new TFC area. In this program, if a Scout has already earned the Tenderfoot rank before coming to camp, they can specifically sign up for an hourly class offered in the afternoons for Second Class and/or First-Class rank. They are then encouraged to take other “first year” merit badges during the morning sessions.

There will be specific instruction time set aside to address the requirements for Second Class and First Class on an hourly basis in the afternoon. There are no requirements for participation, and a Scout may participate in one or both sessions. The requirements that will be covered are similar in content to the all-day course, and like the First Year Camper Program, our staff will not be signing off any requirements. Again, it remains the Scoutmasters’ responsibility to decide if advancement requirements have been completed.

Merit Badge Combo Classes

A special opportunity when it comes to merit badges is combo classes. In certain cases, merit badges overlap, and it makes sense to pair them together. In these instances, we have combined them into one class for one hour with one sign-up. It’s like two for the price of one! They are:

Basketry and Leatherwork
Insect Study and Reptile & Amphibian Study
Fish and Wildlife Management and Soil and Water Conservation
Mammal Study and Nature
Hiking and Backpacking
Signs, Signals, and Codes and Traffic Safety
Medicine and Disabilities Awareness
Photography and Moviemaking

Note to Scoutmaster: The form on this page is intended for you to photocopy and distribute to your youth as they make their merit badge selections for 2019. There is a list of merit badges on the following pages for your Scouts to reference.

Circle Ten CampMaster Course Selection Form

Scout Name: _____ **Rank:** _____

Years at Camp: _____

Signing up for merit badges is easy! List the courses you wish to take in priority order. See the detailed course list for the course names to choose. Up to 5 one-hour courses can be scheduled in the allotted summer camp day. Once you make your selections the CampMaster program will automatically assign times to your course schedule. Keep in mind some courses are two hours, three hours and in some cases all day. Remember – if you pick a two- or three-hour course, you will not be able to select 5 courses. Additional course names are collected in case some of the top 5 are not available. You may select an “off” hour at a specific time by choosing “[9 a.m., 10 a.m., 11 a.m., 2 p.m., or 3 p.m.] open”

Priority

Course Name

- | | | | |
|----|-------|--------------|-------------|
| 1. | _____ | Hours: _____ | Cost: _____ |
| 2. | _____ | Hours: _____ | Cost: _____ |
| 3. | _____ | Hours: _____ | Cost: _____ |
| 4. | _____ | Hours: _____ | Cost: _____ |
| 5. | _____ | Hours: _____ | Cost: _____ |

Two additional choices in case any of the above courses are not available:

- | | | | |
|----|-------|--------------|-------------|
| 6. | _____ | Hours: _____ | Cost: _____ |
| 7. | _____ | Hours: _____ | Cost: _____ |

2019 Trevor Rees-Jones Merit Badge Offerings

	Badge	Partial Only	Extra Fees	Eagle Required	1 hour class	2 hour class	3 hour class	All Day	Age requirement
1	Animal Science				YES				
2	Archery		\$5		YES				
3	Astronomy				YES				
4	Athletics	YES			YES				
5	ATV		\$50			YES			14
6	Backpacking/Hiking	YES			YES				
7	Basketry/Leatherwork		\$15		YES				
8	Camping	YES		YES	YES				
9	Canoeing				YES				
10	Chess				YES				
11	Chemistry	YES	\$10		YES				
12	Citizenship in the Nation	YES		YES	YES				
13	Citizenship in the World			YES	YES				
14	Climbing					YES			
15	Communication	YES		YES	YES				
16	Cooking		\$25	YES		YES			
17	C.O.P.E.		\$40				YES		13
18	Cycling	YES		YES		YES			
19	Disabilities Awareness/Medicine	YES			YES				
20	Dog Care	YES			YES				
21	Emergency Preparedness	YES		YES	YES				
22	Environmental Science			YES	YES				
23	Family Life	YES		YES	YES				
24	Fire Safety	YES			YES				
25	First Aid			YES	YES				
26	Fish and Wildlife Man./Soil and Water Con.	YES			YES				
27	Fishing				YES				
28	Fly Fishing				YES				
29	Forestry				YES				
30	Geology				YES				
31	Hiking/Backpacking	YES		YES	YES				
32	Horsemanship				YES				
33	Indian Lore		\$8		YES				

34	Insect Study/Reptiles and Amphibians				YES				
35	Instructional Swim				YES				
36	Kayaking				YES				
37	Leatherwork and Basketry		\$15		YES				
38	Lifesaving			YES		YES			
39	Mammal Study/Nature				YES				
40	Medicine/Disabilities Awareness	YES			YES				
41	Mile Swim BSA				YES				
43	Nature/Mammal Study	YES			YES				
44	Oceanography				YES				
45	Orienteering	YES			YES				
46	Painting	YES			YES				
47	Personal Fitness	YES		YES	YES				
48	Personal Management	YES		YES	YES				
49	Photography/Movie Making				YES				
50	Public Speaking				YES				
51	Rifle Shooting		\$10		TBD				
52	Robotics		\$15			YES			
53	Rowing				YES				
54	Shotgun Shooting		\$30			YES			
55	Soil and Water Con./Fish and Wildlife Man.				YES				
56	Space Exploration		\$8		YES				
57	Sports	YES			YES				
58	Swimming			YES	YES				
59	Theater								
60	Traffic Safety/ Signs, signals, and codes				YES				
61	Veterinary Medicine				YES				
62	Weather				YES				
63	Welding	YES	\$15		YES				
64	Wilderness Survival				YES				
65	Wood Carving		\$8		YES				
66	Woodturning		\$15		YES				

Other Programs and Special Events at Trevor Rees-Jones Scout Camp

Opening Campfire

Sunday night is our opening campfire program. Burn bans don't slow us down—whether we have fire or not, we are sure to amuse. After the campfire program, stay with us for ice cream sundaes on the lawn.

Monday Night Madness

Join us for Monday Night Madness, a camp-wide relay race. Put together a team of Young Guns or Big Guns for swimming, running, knot tying, boating, and more. For those who like to stay up late we will show a movie on the lawn behind the dining hall. If the weather does not cooperate do not worry we will move the movie indoors.

Tuesday and Thursday open areas

These evenings are open areas for shooting sports, climbing, waterfront, and the pool. There will also be plenty of action in the Field Sports Area. Adults can compete in the premier Iron Chef Competition on Tuesday.

Special on Thursday: we will have Cowboy Action Shooting!

Wednesday night— RODEO!

Join us for a Scout-friendly, animal-friendly, Trevor Rees-Jones tradition. Boys will participate in a variety of activities. Stay until the end and enjoy participation by our Scoutmasters.

Horse Back Tours

Thirty-minute trail rides will be offered throughout the day every day. Tickets will be available at the Lower Corral after breakfast daily. The Lower Corral is located near Headquarters. There is no charge, but availability is on a first come, first serve basis. Each rider will need to pick up their own ticket. Trail rides will start from the Lower Corral. We would like to remind all leaders to encourage their Scouts not to skip class to participate in trail rides. There are enough trail rides throughout the week to accommodate all who would like to go on a trail ride. Please wear long pants to ride the horses.

Friday Program

Friday mornings will be make-up sessions or final merit badge work for your Scouts. If you are finished with your merit badges check in at Headquarters to see what activities we may have to offer. In the afternoon we will have TOURNAMENT MADNESS! Every area will host their own competitions, and some will even have events for Scoutmasters

and visiting families! In the evening we will have dinner together followed by our awards ceremony and Order of the Arrow call-out.

Honor Trail Ride

At the end of the week on Friday, each unit will select one "Honor Camper," a younger Scout who has epitomized the ideals of Scouting throughout the week. This honored Scout will participate in an "Honor Trail Ride" at 3:00 or 4:00 p.m. as assigned by the program director. In addition, each "Honor Camper" can stop by the Trading Post for a free drink to cool off after his/her ride.

Overnight Horse Trek

Each Tuesday at 4:00 p.m. there will be an overnight horse trek. Space is extremely limited, so each unit will be offered one spot. The Scouts will meet at the Lower Corral to load up and hit the trail. The Scouts will have a campfire meal that they will help prepare. Then after spending a night under the stars, Scouts will return the next morning to eat breakfast in the dining hall with their troops. To participate, Scoutmasters will be asked to turn in the name of a Scout who is 13 or older. On heavy attendance weeks we may offer an overnighter on Thursday also.

Fishing

Trevor Rees-Jones Scout Camp is known throughout the Southwest for its excellent fishing. Scouts can fish Lake Perryman, Lake Allen, or Lake McElvaney, offering Scouts and Scouters over 15 acres of water opportunities to try their skill at landing a largemouth or Florida bass, perch, or catfish. All fishing at the ranch is catch and release. Bring your own equipment.

Climbing

Trevor Rees-Jones Scout Camp's climbing tower has four levels of climbing and rappelling-12, 24, 36, and 48 feet. The tower is designed to challenge both the beginner and the more experienced climber with its different challenges and levels. These may be used during open areas to meet the camping merit badge requirement of rappelling down a 30 ft. route (requirement 9b).

Trevor Rees-Jones Scout Camp Living History Museum

Located at the Upper Corral is a facility which exhibits many of the animals, birds, and beautiful creatures found at the Trevor Rees-Jones Scout Camp, in East Texas, and throughout the Southwest. No other Scout camp in America offers facilities for Scouts and Scouters alike to view these primitive animals in their natural environment like the Living History Museum. The Living History Museum is open on Wednesday evenings after the Trevor Rees-Jones Scout Camp Rodeo. It is also featured in several of our merit badge programs, and it can be viewed by appointment with the Nature Director.

ARRIVAL AND DEPARTURE PROCEDURES

CHECK-IN

To better serve your unit we are asking that you bring a BSA generated roster which indicates Scouts and leaders who will be camping with us during the week. All adults and youth that will be spending at least one overnight will need to be listed on your BSA generated roster. This roster can be retrieved from my.scouting.org. Simply log in to your my.scouting.org account and find the “Member Manager” tab on the left hand side. Roster information can be found there under “Roster Details”. You can export certain roster information from there including a list of every Scout registered in your unit. From there we would ask that you highlight those in attendance for your summer camp adventure. Your local council service center, or your district executive can also help you obtain a BSA generated roster.

We will be signing up for check in arrival times at the Leaders meetings on May 14 (see info on page 4). Please plan to arrive at your appointed time and please make sure that your unit brings the following for check-in (due to limited copy paper and ink, no copies can be made at camp):

- A copy of your BSA generated roster with the names of those youth and adults in attendance highlighted (see paragraph above for details on how to generate your BSA roster).
- A copy of your Complete Annual Health and **Medical Record (parts A, B and C)** for all Scouts and adult leaders attending camp. All medical forms will be returned to the troop after camp is concluded. Shots must be dated with year, or official shot records must be attached to the medical forms.

https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

All participants spending at least one night in the campsite will be required to submit all three parts of the BSA health and medical record signed and dated in the previous 12 months.

- A copy of your unit’s severe weather hazard training card
- For each adult attending camp, the following must be turned in upon arrival:
 1. Copy of the Sexual Offender database check (Instructions on page 26)
 2. Copy of a valid Youth Protection certification card YC06-0014. (Training valid for two years)
 3. Adult in Camp State Compliance Form (page 24)

If any of these forms are missing, the adult will not be allowed to remain at camp overnight.

- You will set an appointment with the Assistant Camp Director to reconcile your camp fees during the check-in process. It will be at that time that any outstanding payment will be collected.
- All Non-Circle Ten Council units and all LDS units will need to bring two (2) copies of their local council insurance claim form.

Camp check-in occurs at your designated time on Sunday afternoon.

When you first arrive at camp, a camp staff member, who will serve as your Staff Guide for the orientation period, will meet your troop to begin the check-in process and prepare your Scouts for medical re-checks, swim checks, and a tour of camp. One adult leader is responsible for checking in the troop at Camp Headquarters.

On the Sunday you arrive, we will have a combined Scoutmaster and Senior Patrol Leader meeting. We will cover lots of important information to make your experience at camp a safe and memorable stay. This meeting will be held in the old Handicraft Pavilion on the hill behind the swimming pool at 7:30 p.m.

NOTE: To ensure safety, only one vehicle per unit will be allowed into the campsite to deliver gear and must be returned to the parking lot after dropping off troop gear.

Although the camp needs an immediate head count for meals on arrival, you will set an appointment with the Assistant Camp Director to settle your financial position on Monday or Tuesday. After a brief visit with the Camp Director, you will immediately head to your campsite with your Staff Guide. After you and your Staff Guide inspect camp-supplied equipment for damage, your troop can begin to set up your site,

Other activities for Sunday include

- Swim check
- Participate in a camp tour
- complete medical re-checks

Please take the time to note any damaged equipment so that it may be repaired or replaced, and your troop won't be charged at the end of your week (troops must pay for any equipment they damage).

The Camp Director reserves the right to adjust campsite assignments.

PLEASE BRING A WATER COOLER FOR YOUR CAMPSITE

SWIM TESTS, MEDICAL RE-CHECKS AND FORMS

Swim Tests - Safety is our number one priority, and we have established some simple guidelines to ensure a safe stay. Any Scout or leader who wishes to participate in aquatic activities must have completed the BSA swim test.

Your troop can take their swim check prior to your arrival at summer camp. Details can be found on page 10 of the 2019 Leaders Guide for Summer camp.

At any time, the Aquatics Director reserves the right to make any Scout or leader re-take the swim check.

Medical Re-checks and Medical Forms - All Scouts and leaders attending camp must have completed a BSA Annual Health and Medical Record before attending camp. As part of your camp tour, leaders and campers will visit with the Camp Medic for a brief medical re-check. The purpose of this re-check is not to conduct a second physical, but to make the Camp Medic aware of any potential health problems, personal medications, or concerns that a camper or leader may have.

The form is available at http://www.Scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf.

All medical forms will be returned to the troop at the end of your week in camp. Shots must be dated with year or official shot records must be attached to the medical forms.

CHECK-OUT

Saturday breakfast is planned for your convenience. The menu is designed to be portable and starting at 7:00 a.m. you may send a representative to the Dining Hall and pick up your **Grab-n-Go meal**.

A camp staff member will visit your campsite to inspect it with the troop 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 clearance form and the Camp Evaluation Form to the office. Camp patches and any remaining material will be issued when you check out at the Headquarters building. Remember, to ensure safety, only one vehicle per unit will be allowed into the campsite to pick up gear. Gates will open at 6:45 a.m. to start packing your vehicles.

Prior to your final departure from camp please stop by the camp office to submit your recommendations for our 2020 camping season as well as sign up for another summer camp experience at one of the Circle Ten Council Camps if you have not done so during the week.

Departing on Saturday

Your Troop Guide will assist you in your check-out process. They will come to your campsite and inspect it with the Scoutmaster and Senior Patrol Leader. They will check the condition of the tents, latrine and the site in general. They will also confirm that the broom and hose are still in the latrine.

Prior to your final departure from camp please stop by the camp office to submit your recommendations for our 2019 camping season as well as sign up for another summer camp experience at one of the Circle Ten Council Camps if you have not done so during the week.

The Saturday Schedule is as follows:

- 7:30 a.m. Table Waiters to Dining Hall to pick up breakfast
- 7:45 a.m. Flag Raising
- 8:00 a.m. Breakfast at Campsite
- 8:30 a.m. Campsite breakdown and clean-up for final inspection

When you come to the Meals please be Polite. Please review the following information.

- Every unit will have an assigned table. Sometimes you may have to share with another unit. Please be Polite.
- Each feast you will assign 2 table waiters.
- The Table waiters will be the only Scouts to fill the drink pitchers and take the dishes to the window. Please do not allow every youth to get up. This causes a lot of congestion in the dining hall.
- Table Waiters, please put the utensils in the marked container. Please do not throw away any utensil.
- Please wait until the announcements are over before you clean your table. The sound is not very good in the dining hall and no one can hear if we are all up walking around and banging dishes.
- All troops will be responsible for cleaning their table after each Meal. This means taking dishes to the window, wiping of table, stacking chairs, and sweeping under your table.

ADULT IN CAMP STATE COMPLIANCE FORM

To be completed by each adult attending camp and submitted to the camp administration

Name: _____ Birth
Date: _____
First Middle Last mm/dd/yyyy
Unit: _____ District: _____
Council: _____
Type and Number

The Following questions are required by the State of Texas Youth Camp Safety Act and must be completed to attend a Texas Youth Camp.

Scouting Background (position, council, year): _____

Experience Working with Youth in other organizations: _____

Previous Residences (last 5 years): _____

Current Memberships (religious, community, business, labor, or professional): _____

References. Please list those who are familiar with your character as it relates to working with youth. References will be checked when necessary.

Name: _____ Phone: _____

Name: _____ Phone: _____

Name: _____ Phone: _____

Additional Information. Mark each answer Yes or No.

Do you use illegal drugs? ____ YES ____ NO

Have you ever been convicted of a criminal offense? ____ YES ____ NO

Have you ever been charged with child neglect or abuse? ____ YES ____ NO

Have your Driver's License ever been suspended or revoked ____ YES ____ NO

Other than the information above, is there any fact or circumstance involving you or your background that would call into question your being entrusted with the supervision, guidance, and care of young people?
____ YES ____ NO

A criminal background check is required by the State of Texas within 90 days of camp and will be conducted by the Circle Ten Council. I agree to this background check to be eligible to attend this camp.

Signature: _____

Date: _____



COWBOY ACTION SHOOTING RELEASE
PARTICIPATION AND HOLD HARMLESS AGREEMENT

Circle Ten Council will be conducting a Scout cowboy action shooting program. In this program, Scouts will shoot a rifle, pistol, and shotgun under the supervision of an NRA Range Safety Officer and NRA certified instructors. Scouts will be required to wear eye protection and hearing protection at all times while on the range. Scouts are expected to abide by all safety rules and the instructions of the Range Safety Officer(s) and rifle, pistol, and shotgun instructor(s).

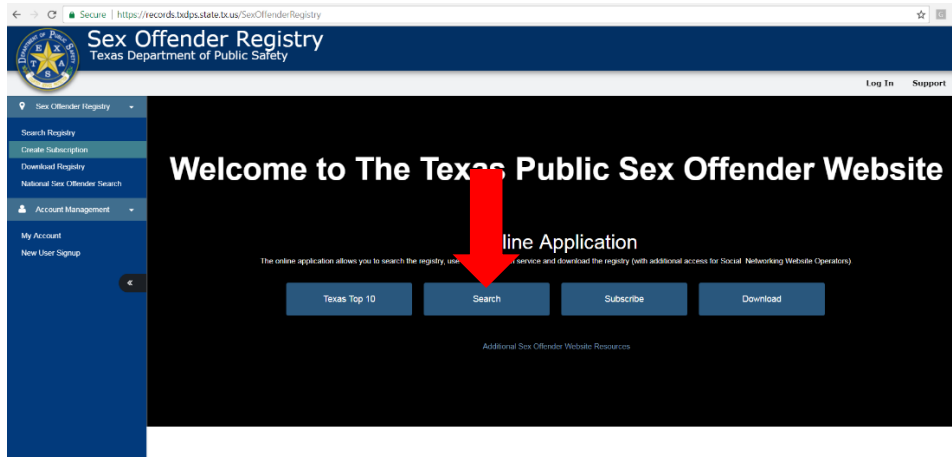
I, the undersigned, give my child, _____, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation. For safety, my child and I agree that he/she will do the following or he/ she will be removed from the program. I understand that any additional cost associated with participation in this program will not be refunded if my child is removed for not following the rules below.

- 1. Complete a range safety briefing.
2. Wear all safety gear AT ALL TIMES while on the range.
3. Follow all the safety rules provided in the Cowboy Action Shooting Program briefing.
4. Follow the instructions of the Range Safety Officer(s) and rifle, pistol, and shotgun instructor(s).
5. Do not handle the firearms until instructed to do so by the instructor(s).
6. Is 14 years of age, or 13 and has completed the eighth grade, as of the start of the class and will be in full compliance with all local, state, and federal guidelines, including age restrictions and original equipment manufacturer standards.

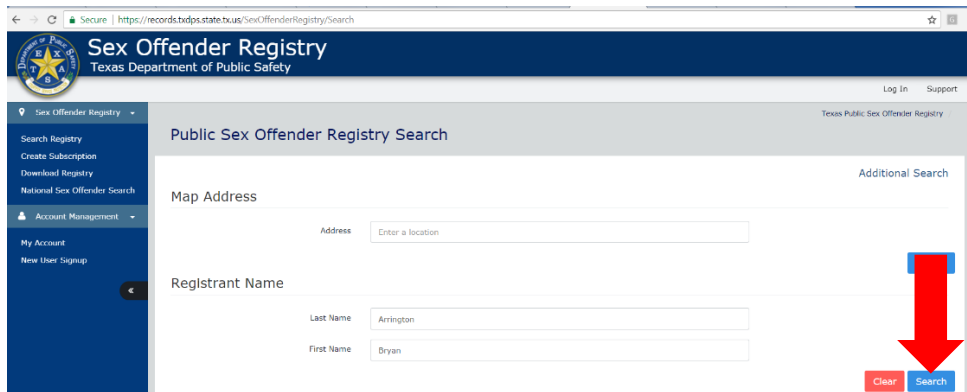
Participant signature: _____ Date: _____
Parent / guardian signature: _____ Date: _____
Parent / guardian printed name: _____ Date: _____
Home phone: _____ Cell phone: _____
Email address: _____

Texas Sex Offender Registry Search steps

1. Go to <https://records.txdps.state.tx.us/SexOffenderRegistry> or google search “Texas Sex Offender Registry and select “SEARCH”



2. Enter the adult participant first and last name in the designated fields and click on the “Search” button



3. If the next page shows “0” results, Print the page and you are done with that participant. It should look like the screenshot below. If there are results you will need to further refine your search by proceeding to step 4.



4. If the name is common, there may be results that are not connected with the adult participant. If so you will need to go back to the first search screen page and Click on “Additional Search”

Sex Offender Registry
Texas Department of Public Safety

Public Sex Offender Registry Search

Map Address

Address

Registrant Name

Last Name

First Name

Search Clear Additional Search

5. On the next screen click on “Name”

Sex Offender Registry
Texas Department of Public Safety

Search Type

Address | ZIP Code | County | Name

Address

Street Number

Street Name

City

State TX

ZIP Code

Search Clear

6. Enter the Adult Participants name and date of birth in the designated fields

Sex Offender Registry
Texas Department of Public Safety

Search Type

Address | ZIP Code | County | Name

Registrant Name

Last Name

First Name

Optional

Birth Date

Search Clear

7. Print out the search results page showing “0” results. The page should look like the screen shot from step 3.