



NATIONALLY ACCREDITED CAMPS



2020

SCOUTS BSA SUMMER CAMP LEADERS' GUIDE



CIRCLE TEN COUNCIL
BOY SCOUTS OF AMERICA

KEY DATES TO REMEMBER

January 15, 2020 - \$75 per Scout payment due

February 15, 2020 - Camp-specific program guide released

March 15, 2020 - \$100 per Scout payment due

May 2, 2020 - Week 1 Merit Badge Scheduling deadline

May 9, 2020 - Week 2 Merit Badge Scheduling deadline

May 12, 2020 - Trevor Rees-Jones Leaders' Meeting*

May 14, 2020 - Constantin Leaders' Meeting*

May 15, 2020 - Total registration balance due

May 16, 2020 - Week 3 Merit Badge Scheduling deadline

May 23, 2020 - Week 4 Merit Badge Scheduling deadline

May 30, 2020 - Week 5 Merit Badge Scheduling deadline

CAMP DATES

JUNE 7-13 - WEEK 1

JUNE 14-20 - WEEK 2

JUNE 21-27 - WEEK 3

JUNE 28-JULY 4 - WEEK 4

JULY 5-11 - WEEK 5

***Leaders' meetings will start at 7:00 p.m. at the Murchison Scouting Center**

(8605 Harry Hines Blvd, Dallas, 75235)

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**THERE'S SOMETHING FOR EVERYBODY AT OUR
CAMPS FROM WATER SKIING TO TRAIL RIDES, AND
CANOE TRIPS TO RODEOS. EVERY SCOUT IN YOUR
UNIT WILL HAVE THE CHANCE FOR A
A TEXAS-SIZED ADVENTURE.**

GENERAL INFORMATION/ ADMINISTRATION

Frequently Asked Questions

How do I pre-register for Merit Badges at a Circle Ten Camp?

All merit badge pre-registration is done through www.circle10.camp-master.com. If your unit completes inputting your Scouts' schedule six weeks prior to your arrival, you will have your Scouts' at-camp merit badge schedule within four weeks of your arrival.

CampMaster says I don't have "Unit Leader access," even though I am listed as the Scoutmaster on our charter. What does this mean?

In order to be granted unit leader status some one who already has that permission for your unit will need to do that for you. That person will start by logging in to their unit leader enabled account and find the "account settings" menu by clicking on their name near the top right portion of the screen. On that drop down, you will see an option to "Change Member Roles." From there, select the unit leader tab on the left-hand side and find the person that needs the access on the list and click on them. Follow the on-screen prompts to set them as a unit leader.

You can also use this same function to remove the unit leader access form those that no longer need it.

Can I view the times of the merit badges when I sign my Scouts up for merit badges?

Yes, but only after the schedule has been finalized. One of the advantages of the CampMaster system is that it allows the management team to balance the class size over several offerings of the same merit badge. (i.e. instead of 35 people in a class at 9:00 a.m. and 5 people in the same class at 10:00 a.m., we can balance it out automatically to 20 participants per class.) Keep in mind merit badges will be on a first come, first serve basis and popular classes do fill up. Individual class schedules will be available to the camp leader approximately 4 weeks prior to your arrival.

Why does the number of available classes reduce as I input my Scouts' merit badges?

Some classes are only offered at certain times of the day. Due to this fact there are some classes that are mutually exclusive to one another. Meaning, if you sign up for one, the other will not be available because they are only offered at the same time. CampMaster intuitively removes classes from the list that fall in to this mutually exclusive category and they are not selectable at a lower priority.

Who do I contact about special dietary needs?

Do you have Scouts that have dietary restrictions? We need to know, too. Please be sure to add that information into CampMaster at least 4 weeks prior to camp. Options include: vegetarian, vegan, no pork, no beef, etc. We will do our best to accommodate your Scouts. If you need to know the contents of the meals, we can provide that upon request. If you want to send us an additional email with the information, along with entering it into CampMaster, please send to the Business Manager/Assistant Camp Director or Camp Director.

SPECIAL DIETARY NEEDS SHOULD BE ADDED TO EACH PARTICIPANT'S PROFILE IN CAMPMASTER

Will I have Wi-Fi available at camp?

Wi-Fi will be available for ADULTS ONLY. Speeds and availability are subject to change, per the Camp Director.

What if our unit is changing out adult leadership during the week?

During the registration process, please pay for the total number of adults that will need tent space on a daily basis. For example, if you are changing out adults on Wednesday, with no overlapping evenings, simply account for both leaders with one adult registration. You may pay for any overlapping meals in the Trading Post (\$6 per meal). Please be sure to have all adults check-in/out at the camp headquarters. All paperwork will be required for all adults who will be spending the night in the campsite with the Scouts.

What if we have visiting adults that will not attend the full week?

EVERYONE should check in at Camp Headquarters. Any adult not accounted for in your registration fees will need to pay for any meals they eat in the dining hall. They can do this at the Trading Post (\$6 per meal).

What type of tent is provided to the troops?

One standard 7' x 9' BSA wall tent will be provided. Each tent will house two youth or two adults. Both adults and Scouts must share tents.

Does the camp have picnic tables and shelter in the campsites?

Most campsites have a permanent shelter in the campsite. Please see the campsite listing on page 7 to see which campsites have permanent pavilions.

Will we be sharing a campsite?

Be sure to check the campsite maximums on the reservation form. If you are bringing fewer people than the campsite will hold, chances are you will be sharing your campsite with another unit.

What Order of the Arrow Programs will be available at camp?

We will have a call-out ceremony on Friday night and will also offer the opportunity for qualifying Arrowmen to earn the Brotherhood honor during the week.

Is Monday morning check-in an option?

Yes. Please inform the Camp Director prior to your regularly scheduled arrival day that your troop will need to arrive on Monday. Monday morning check-in will begin at 6:00 a.m. The earlier you can arrive the better chance that your Scouts will not miss out on any of the fun.

Is there a way to get my swim check done before we arrive at camp?

Yes. On May 9, 2020, the council will provide an opportunity to complete your swim check. In order to participate, you must call the Camping/Program Administrative Assistant at (214-902-6714) and sign up for a time. The Aquatics Director reserves the right to re-test any camper. See page 15 if your unit would like to conduct their own swim check.

Can I add or cancel a youth or adult after we have made our final payment?

Yes, up until one week prior to your arrival at camp. It is a two part process to add or cancel participants. First, your "Participant Commitment Count" and you can update this number by logging in to your Campmaster account and selecting your camp reservation under "My Reservations" over on the right hand side. Near the top of your summer camp reservation page you will see a drop down menu labeled "Participants." The first selection on the menu is "Update Participant Commitment Counts." Click on that and you can adjust up or down how many participants you will be charged for. The second part involves either adding a participant profile or deleting the participant profile if you need to remove someone. However you will most likely not be able to add any merit badges for those Scouts until you arrive at camp.

Are there any leaders' meetings that I can attend to get more information that will help my troop prepare for a week at Summer Camp?

Yes, the schedule is as follows:

May 12, 2020 - Trevor Rees-Jones Leaders' Meeting

May 14, 2020 - Constantin Leaders' Meeting

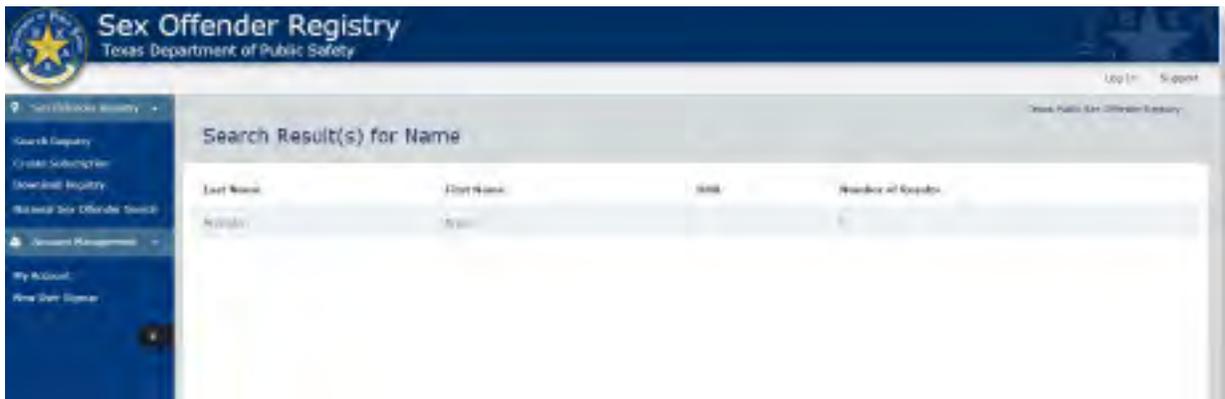
All meetings will be at the John D. Murchison Scouting Center located at
8605 Harry Hines Blvd, Dallas 75235

YOUTH PROTECTION AT CAMP

Your Circle Ten Council Camps are committed to providing the safest environment for your Scouts. To that end we need your help making sure every adult that will be spending the night in the campsite with your youth are in compliance with these state-mandated policies. These items will not be returned to you so photocopies are recommended. You will need to submit at check-in the following items for each adult spending the night:

1. A current valid Online Youth Protection Completion Certificate.
2. Turn in a screen print from the sex offender database check (photocopy is encouraged)

This is not a background check. Go to <https://records.txdps.state.tx.us/sexoffenderregistry> and select "Search" in the center of the page. Enter Last Name and First Name in the fields and click search. The very next page is what you need to print out and submit at check in. If there are results that show on the page it is most likely due to a common name and you should conduct the search again with the date of birth filled in. If there are results and they are legitimately connected to the adult planning to attend, that adult will not be allowed to stay onsite.



3. Turn in a completed Adult In Camp State Compliance Form (photocopy is encouraged).
This is a simple form that can be found on page 48 of this book that each adult will need to fill out.
4. Authorize a background check via email from CampMaster

About two weeks prior to your arrival, CampMaster will send out an email to all adult participants from your troop. That email will have a unique link for that person to click on and authorize a background check.

CAMP SITE RESERVATION

There are two easy ways to make a request. Once we have processed your request and your \$100 deposit, we will inform you that your reservation is confirmed. Once you have made the request, you will have a confirmation e-mail sent within 48 hours to the address listed in your CampMaster account. If you do not have a CampMaster account, you can create one or we can create one for you with the information from the paper form.

1. Turn in reservation form along with the \$100 deposit to either of the Circle Ten Council Service Centers (8605 Harry Hines, Dallas or 5600 US Hwy 75 South, Fairview)
2. Log on to and enter a request through our online portal.

SUMMER CAMP SESSIONS

Week	Date
STAFFERS	May 30 - June 6
ONE (1)	June 7-13
TWO (2)	June 14-20
THREE (3)	June 21-27
FOUR (4)	June 28-July 4
FIVE (5)	July 5-11

CAMP SITES AND CAPACITY

Trevor Rees-Jones Scout Camp at Clements Scout Ranch

Keep in mind that if you have fewer Scouts than the prescribed maximum for a campsite you will, in all likelihood, be sharing that campsite with another unit(s). Indicates female-only campsites

Camp Site	Capacity	Camp Site	Capacity
Armadillo Den	40	Hickory Hill	40
Beaver Lodge	40	Hillside	34
Black Bear	34	Howling Coyote	34
Cedar Gap	40	Lone Wolf	34
Cypress Knee	40	Pine Cove	40
Dagwood Ridge	40	Post Oak Point	40
Elm Flats	40	Prairie Dog Colony	40
Gum Ridge	40	Red Oak	40

Camp Constantin/Jack D. Furst Aquatic Base

(No campsites have electricity/*Pavilion)

Camp Site	Capacity	Camp Site	Capacity	Camp Site	Capacity
Antelope View	40	Echo Valley	50	Inspiration Point	40
Breezy Point	40	Hawks Nest	30	Possum Hollow	50
Crows Point	50	Hooten Hollow	50	Rocky Ledge	30
Deer Run	50	Indian Mound	40	Sandy Point	50
Eagle Wing	30	Morning Star	30	Skull Ridge	30

SUMMER CAMP FEES

	Weeks 1-3	Weeks 4-5
2020 Youth	\$285/each	\$265/each
2020 Adult	\$175/each	\$175/each

\$100 payment due with reservation

Jan. 15 - \$75 per Scout due

March 15 - \$100 per Scout due

May 15 - Total balance due

\$30 late fee for all participants not paid in full
by May 15

July Summer Special

We will once again be offering a special rate for units that choose to camp later in the summer.

Units attending weeks 4 and 5 will receive a \$20 per person discount!

ADULT LEADER FEES

BSA policy requires that at least two adult leaders accompany each troop to summer camp. One leader must be at least 21 years of age. Other leaders must be at least 18 years of age. Circle Ten Council encourages adult leader participation by offering the opportunity for 2 adult leaders to attend free of charge. If one or more leaders are switching out during the week your participant commitment count (the number that determines how much we charge you) should reflect the number of adults that you will need tent space. For example, if you have leaders swapping out during the week then you only need to pay for one leader. All adult leader fees will be based on the Camp Fee Schedule.

- a) \$100 deposit due with reservation
- b) \$175 for each Adult (2 leaders free regardless of number of Scouts attending)

CAMPERSHIPS

There are camperships available for Circle Ten Council Scouts to attend Circle Ten Council camps. Contact your district executive for the appropriate paperwork.

REFUND POLICY

Refunds will be reviewed with you during your camp week when you meet with the Assistant Camp Director, and processed from our Dallas office. To qualify for a refund, the changes must be made using the online registration system and a request must be made by the troop in writing or by e-mail. Communications must be received prior to your troop's arrival at camp. All refund checks are made payable to the troop, not to an individual. No refunds will be given to a Scout or adult who has not cancelled their reservation in writing prior to the troop's week at camp. There will be no refunds after October 1, 2020.

The \$100 per troop deposit fee is part of the total camp fee and is not refundable or transferable. Up to one week before your scheduled arrival at camp, a refund of 85% will be made if a Scout must cancel after they have paid their 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 the opening of your camp session and up to the scheduled day of arrival.

Email or mail refund requests to:

**Circle Ten Council,
ATTN: Lynette Hendricks
8605 Harry Hines Blvd.
Dallas, TX 75235-3014**

Email: lynette.hendricks@scouting.org

HEALTH AND SAFETY

WRISTBANDS IN CAMP

As part of the check-in process when you arrive, your unit will be issued one wristband per registered youth and adult. It is important that every registered person wears the wristband properly as this is part of our Youth Protection program. If a wristband is broken or lost during the course of your week, you may replace it at the camp office. During the course of the week, it is expected that new leaders, family members, and program guests will visit camp. 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 the Camp Director or Camp Ranger.

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.

TOBACCO

Smoking or the use of any tobacco product is not permitted in the presence of youth members at any Circle Ten Council Camp. Smoking or use of tobacco or e-cigarettes in or around buildings or around Camp Program Areas is prohibited. Every camp will have a designated area for smoking. Please ask the Camp Director where the appropriate smoking areas are when you arrive.

PRESCRIPTION/NON-PRESCRIPTION MEDICATION

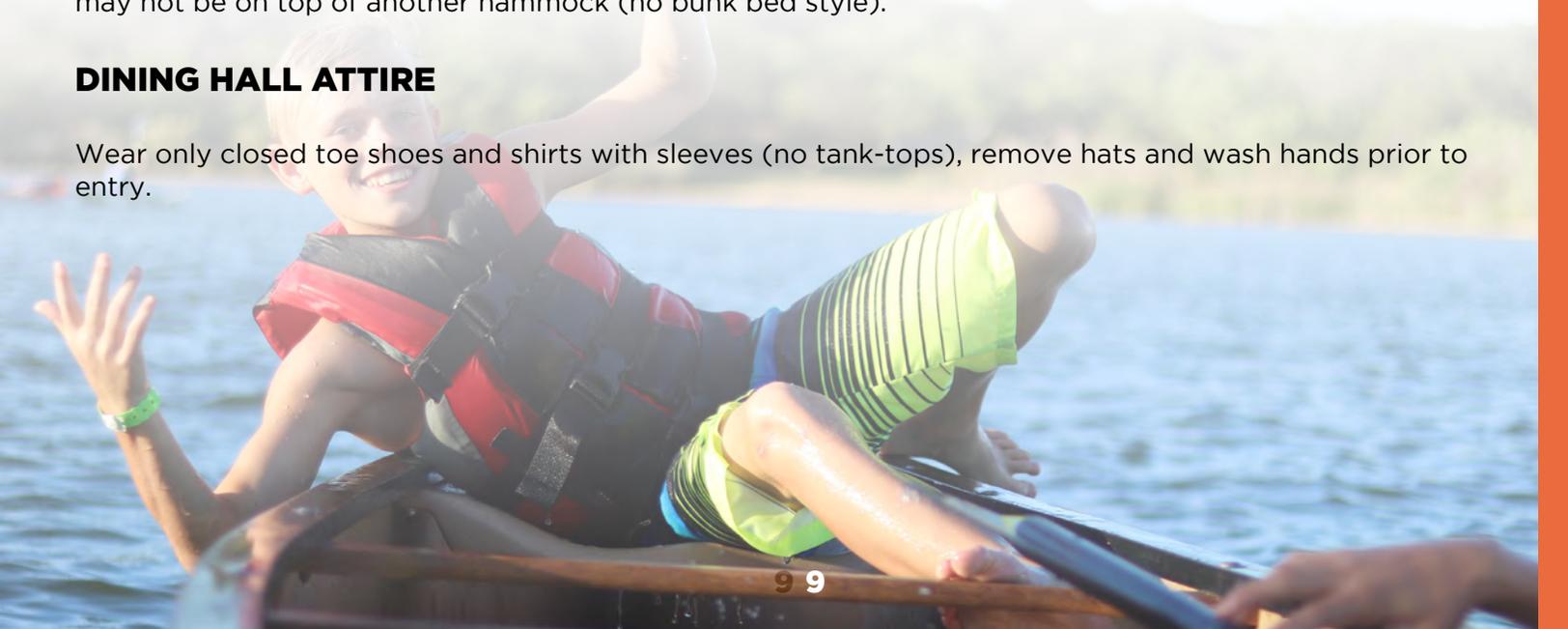
A Scoutmaster may dispense any prescription if properly labeled with frequency and dosage by the pharmacy and in its original container. If not properly labeled, the Health Lodge must administer medication. All prescription drugs dispensed by the unit must be locked with restricted access and records kept detailing dispensing activity. All drugs needing refrigeration may be kept in the refrigerator in the Health Lodge. All needles must be disposed of in a sharps container also located in the Health Lodge.

HAMMOCKS

Scouts may sleep in hammocks at camp as long as they are mounted no higher than 3 feet tall. A hammock may not be on top of another hammock (no bunk bed style).

DINING HALL ATTIRE

Wear only closed toe shoes and shirts with sleeves (no tank-tops), remove hats and wash hands prior to entry.



BUDDY SYSTEM

All programs stress the use of the buddy system, whereby campers engage in activities with at least one other person so that they can monitor and help each other. Using a formalized buddy system is mandated in certain adventurous or higher-risk activities.

DRINKING WATER

Proper amounts of water are important during hot weather. Troops are encouraged to use water coolers but must provide separate cups or water bottles (disposable/reusable) for each person. Each Scout and leader should be encouraged to carry drinking water with them. **HEAT INJURIES CAN BE SERIOUS! HIGH WATER INTAKE is a must.** NOTE: Soft drinks or coffee do not replace water!

STAFF HOUSING

Campers and troop leaders are not permitted in the Staff Housing areas. Remember, this is their camp home. Just as you deserve privacy in your troop site, the staff also deserves their privacy.

CAMP CURFEW

No Scout may be out of their campsite after 10:30 p.m., unless accompanied by an adult, following YPT guidelines, or with authorization from the Program Director or Camp Director to participate in an activity.

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, blow guns, bows, arrows, sling shots, or water guns), ammunition, laser pointers, and fireworks are not allowed in camp. The Camp Director reserves the right to confiscate and return upon departure from camp any item that may be considered a potential risk to the general health and well being of the camp.

FIRES, LIQUID AND PROPANE FUELS

When you arrive at camp your check-in procedure will include a fire ban status report. Due to the rural nature of our camps, often times the local Fire Marshal will mandate a burn ban. The camp management team has assured the local authorities of full cooperation when a burn ban is in effect. Please understand that at times special dispensation can be made at the discretion of the local marshal to allow programmatic burns when appropriate. If there is no ban, 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 fuels of any type cannot be used to start fires. Liquid fuel must be stored in approved containers and, along with propane cylinders, must be stored under lock and key. 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.



TRANSPORTATION

The troop must make arrangements for safe transportation of your Scouts to and from camp. Seat belts are required for all occupants of motor vehicles. The bed of a truck or a trailer is never an appropriate place for Scouts or Scouters to ride.

VEHICLES IN CAMP

Council policy requires that all leaders' and visitors' vehicles be parked in the camp parking lot while camp is in session. On Sunday, one vehicle may be designated, if you desire, to carry gear to your campsite after you check in. After unloading, it must be promptly returned to the parking area. Troops may leave one unattached equipment trailer at their campsite. No personal vehicles are permitted in camp past 5:30 p.m. on Sunday afternoon. Persons with physical disabilities will be accommodated on an individual basis. BSA policy does not permit personal watercraft (such as jet skis or equivalent). Any leaders bringing a personal watercraft will be asked to leave them trailered in the parking lot.

PERSONAL BICYCLES

We welcome anyone that would like to bring their bicycle to camp. Keep in mind that all BSA policies must be followed while riding, which includes wearing a helmet. No bicycles will be allowed until Monday afternoon after all cars have been removed from the campsites. This is for the overall safety of all of our participants.

PERSONAL BOATS AT CAMP

Many leaders own boats. Leaders can bring their own boat to camp if the leader understands that even though they bring their own boat, the camp is still responsible for the leader and any youth aboard the boat. The camp code of conduct and all BSA policies and procedures **MUST** be followed. While at summer camp, the Circle Ten Council has the responsibility to ensure safety of all activities.

Here are the rules about personal boats:

- Contact the Camp Director before bringing the boat to camp.
- Circle Ten Council camps do not have space to dock any personal boats.
- All boats must have current registration.
- All boaters must wear properly-fitted US Coast Guard-approved personal flotation devices (life jackets) at all times.
- Leaders must be trained in Safe Swim Defense and Safety Afloat.
- If, at any time, any leader demonstrates questionable boating safety, the Camp Director has the authority to ask the leader to remove the boat from the water and trailer it in the parking lot.
- BSA policy does not permit personal watercraft (such as jet skis or equivalent). Any leaders bringing a personal watercraft will be asked to leave them trailered in the parking lot.

PERSONAL POSSESSIONS

Camp is an outdoor experience. Personal items such as cell phones, MP3 players, CD players, radios, televisions, electronic games, etc. are not appropriate for an outdoor experience. Circle Ten Council strongly discourages bringing them to camp. In all cases, personal valuables (watches, wallets, and money) should not be left out in the open at camp. Nothing should be brought to camp that cannot be replaced. It is impossible to provide security for these items. It is recommended that each unit bring a lockable storage container to secure valuables while not in the campsite. **CIRCLE TEN COUNCIL IS NOT RESPONSIBLE FOR ANY LOST, STOLEN, OR BROKEN ITEMS.**

CLOSED TOED SHOES

While sandals and flip-flops are certainly comfortable to wear around town, summer camp is not the best place to wear them. There's a lot of walking over rugged and uneven terrain. All of our camps have a no open-toe shoes policy. Aqua-shoes are recommended for most lakefront activities. Please see your individual Camp Program Guide for specific requirements.

HEALTH LODGE

The Health Lodge is staffed by a medical professional and is available for camp emergencies. Leaders must conduct their own first aid in camp, just as if you were on a weekend camping trip. Please do not use the Health Lodge for minor injuries such as scrapes, splinters, or common bug bites. In the event of a medical emergency such as broken bones, sprains, deep cuts or sickness, please send the affected Scout to the Health Lodge with a buddy and/or leader.

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 everyone's safety. Please see the individual Camp Program Guides for specific procedures on inclement weather.

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 other camp-wide emergency. To report an emergency, a leader should contact the nearest staff member who will notify the Camp Director or Camp Ranger. You will receive a separate emergency procedures pamphlet when you arrive at camp with complete details on emergency situation procedures.

MEDICAL RESPONSE PROCEDURES

TRIPS TO HOSPITALS AND DOCTORS' OFFICES FROM CAMP

Except for emergencies, it is the responsibility of the unit leadership to provide transportation for campers who require the attention of a doctor or the services of a hospital.

YOU MUST CHECK OUT OF CAMP

Youth protection guidelines must be followed when transporting 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 will not pay for prescriptions, hospital, or emergency room bills. 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 doctors' offices and hospitals are available at the Health Lodge.

MEDICAL INSURANCE

Circle Ten Council registered Scouts and Scouters are covered by Circle Ten Council insurance. Out-of-council units must provide proof of insurance (you need to bring 2 insurance claim forms to Camp Headquarters when you arrive at camp). Parents attending camp must be registered as adult members of their troop in order to be covered by insurance.



DO NOT LEAVE THE CAMP WITH A MEDICAL EMERGENCY WITHOUT HAVING SOMEONE CHECK-IN WITH THE HEALTH LODGE OR CAMP DIRECTOR.

POLICY ON INSURANCE CLAIMS

It is necessary that all accidents, illnesses, or tick bites to be reported to the Health Lodge. Claims for treatments must be filed with HSR Insurance Company by the parents or guardian. Medical expenses incurred after leaving camp, due to an accident or illness first manifested while at camp must be submitted immediately to the HSR Insurance Company.

Information on coverage and claim forms are available online at

This supplemental insurance protection begins when the camper leaves home and ends upon their return home from camp. Dental: The policy only covers dental bills for broken teeth resulting from an accident at camp. All other dental bills must be paid by parents.

PHYSICAL EXAMS

Each Scout and adult leader attending camp must bring to camp a current completed Annual Health and Medical Record form 680-001 (parts A, B & C). It must be the latest BSA medical Item #680-001 (you can find this on the bottom right hand corner of every page of the current form).

You can find the current form at the following web address:

www.scouting.org/health-and-safety/ahmr

In compliance with Texas Department of Health Regulations, all health forms will be returned at the end of camp. Shots must be dated with year, or official shot records must be attached to the medical forms.

We recommend photocopies, but none can be made while at camp. Scouts and leaders are given a medical re-check upon arrival in camp by the camp medical officer, but no medical examinations can be given at camp. A first aid station is located at camp and staffed by persons trained to handle minor accidents and illnesses.

Camp Constantin and Trevor Rees-Jones Scout Camp Menu

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
BREAKFAST						
Food Item	Breakfast Burritos	French Toast Sticks	Biscuits & Gravy	Bacon and Eggs	Pancake on Stick	Grab & Go Continental
	Food Item	Food Item	Food Item	Food Item	Food Item	Food Item
	Scrambled Eggs ^{G V} Pre-cooked Bacon ^G Flour Tortilla ^V Corn Tortilla* ^{G V} Grated Cheese ^{G V} Salsa ^{G V} Assorted Cereal ^V Orange Juice ^{G V} Crispy Rice Cereal* ^{G V}	French Toast Sticks ^V Sausage Links ^G Assorted Cereal ^V Orange Juice ^{G V} Syrup ^{G V} Crispy Rice Cereal* ^{G V}	Biscuits ^V Sausage Patty ^G Sausage Gravy ^V Honey ^{G V} Jelly ^{G V} Assorted Cereal ^V Crispy Rice Cereal* ^{G V} Orange Juice ^{G V}	Scrambled eggs Diced Potatoes ^{G V} Bacon ^G Assorted Cereal ^V Orange Juice ^{G V} Syrup ^{G V}	Crispy Rice Cereal* ^{G V} Hash Brown ^{G V} Assorted Cereal ^V Orange Juice ^{G V} Syrup ^{G V}	Kolache Danish Assortment ^V Assorted Cereal ^V Crispy Rice Cereal* ^{G V} Granola Bar* ^{G V}
LUNCH						
	Chicken Fingers	Hamburgers	Cold Cut Sandwiches	Corn Dogs	Pizza	
	Food Item	Food Item	Food Item	Food Item	Food Item	
	Chicken Strips Grilled Chicken Strips* ^G Peppered Gravy ^V French Fries ^{G V} Ketchup ^{G V} Popsicle ^{G V}	Burger Patty ^G Veggie Patty* ^{G V} Hamburger Buns ^V Wedge Fries ^{G V} Lettuce ^{G V} Tomatoes ^{G V} Cheese Slices ^{G V} Ketchup ^{G V} Mustard ^{G V} Choc. Chip Cookie ^V	Sub Roll ^V Grilled Cheese* ^V Ham Cold Cuts ^G Turkey Cold Cuts ^G Cheese Slices ^{G V} Lettuce ^{G V} Tomatoes ^{G V} Assorted Chips ^V Mayonnaise ^{G V} Mustard ^{G V} Orange Sherbet ^{G V}	Turkey Corn Dog Veggie Patty* ^{G V} Tator Tots ^{G V} Ketchup ^{G V} Mustard ^{G V} Rips ^{G V}	Individual Pan Pizza Individual Pepperoni Pizza ^G Macaroni Salad ^V Pepperoni ^G Sugar cookie ^V	
DINNER						
Chicken Fried Steak	Beef Pot Roast	Turkey & Stuffing	Fajita Dinner	Spaghetti & Meat Sauce	Bar B Que Dinner	
Chicken Fried Steak Chopped Beef Patty* ^G Peppered Gravy ^V Green Beans ^{G V} Mashed Potatoes ^{G V} Dinner Roll ^V Vanilla Ice Cream ^{G V} Chocolate Ice Cream ^{G V} Strawberry Ice Cream ^{G V} Chocolate Syrup ^{G V} Caramel Syrup ^{G V} Sprinkles ^{G V} Ice Cream Sandwich ^{G V}	Beef Pot Roast ^G Rice* ^{G V} Mac & Cheese ^V Brown Gravy ^V Carrots ^{G V} Corn Bread ^V Cake (Yellow) ^V Icing (White) ^V	Turkey ^G Green Beans ^{G V} Cornbread Stuffing ^V Turkey Gravy Corn ^{G V} Roll ^V Ice Cream Sandwich ^V	Chicken Fajita Meat ^G Corn Tortilla* ^{G V} Flour Tortilla ^V Pepper Onion Faj Blend ^{G V} Beans ^{G V} Sour Cream ^{G V} Grated cheese ^{G V} Chips ^{G V} Salsa ^{G V} Jalapeños ^{G V} Churro ^V	Spaghetick ^G Sausage Rope ^G Baked Beans ^{G V} Potato Salad ^{G V} Pickles ^{G V} Onions ^{G V} Cake (Chocolate) ^V Icing (Choc) ^V	Drumstick ^G Sausage Rope ^G Baked Beans ^{G V} Potato Salad ^{G V} Pickles ^{G V} Onions ^{G V} Cake (Chocolate) ^V Icing (Choc) ^V	

THIS MENU SUBJECT TO CHANGE

Special dietary needs should be added to each participant's profile in CampMaster.

G - Gluten Free Option
V - Vegetarian Option
* - Prepared for Campers that are Gluten-free or Vegetarian
C- Campfire Treat

CIRCLE TEN COUNCIL PRE-CAMP SWIM CHECK POLICY

Conducting pre-camp swim checks on the unit level can ensure quicker check-in for units during the first day of camp. Pre-camp swim checks can also identify weak swimmers and give them a chance to improve their swimming skills before summer camp. Traditionally, swim tests were completed at summer camp. The aquatics director at the summer camp can accept swim test classifications from pre-camp swim checks, if the swim checks are conducted according to this procedure. The aquatics director at the summer camp reserves the right to retest any Scout or adult for any reason.

Swim Classification form, which can be found by accessing your reservation in CampMaster and clicking the additional information tab, must be completed within 90 days of arrival at camp. If a troop conducts multiple pre-camp swim checks (such as a retest, or makeup) separate forms must be filled out for each test date. All forms must be filled out at the location of the test and signed on the date the test was given. There are two forms that must be filled out: the Swim Test Verification Form, and the Swimmer Classification form. The Swim Test Verification Form verifies the certification of the supervisor and certifies that this policy was followed. A copy of a valid certification must be attached. The Swimmer Classification Form is used to note the swim classification of the Scout or adult who took the swim test. Additional Swimmer Classification Forms may be used. Any blank spaces on Swimmer Classification Forms must be crossed out before the form is signed. Any evidence of tampering of forms or not crossing out blanks will result in the pre-camp test not being accepted at the summer camp. The aquatics director at the summer camp reserves the right to reject pre-camp swim checks for any reason.

Conducting pre-camp swim tests improperly can put both youth and adults in danger during the test and at summer camp. Participants' swimming abilities must be classified according to this document even if the leader does not agree with Circle Ten Council's interpretation or implementation of the BSA swim test policy.

This policy is meant for swim tests conducted for participants at Circle Ten Council summer camp. This policy is not intended to apply to swim tests conducted for rank advancement or for summer camp programs outside of Circle Ten Council.

Pre-camp swim checks must be directly supervised by a certified lifeguard, a swim coach, a Swim Instructor, or a leader having BSA Swimming and Water Rescue certification. The certified supervisor must be directly supervising the swim tests at all times. A lifeguard performing surveillance duties, or a manager sitting in the office does not qualify. The certified supervisor is not required to supervise individual tests but there must be an adult or older Scout directly supervising each person taking the swim test.

The water depth at entry must be deep enough to allow water entry over head depth.

The testing area must be at least 15 yards long (backyard pools are not acceptable unless they are extraordinarily large).

Candidates taking the test will be placed in one of three categories: non swimmer, beginner, or swimmer.

OTHER PROGRAMS



ORDER OF THE ARROW

The Mikanakawa Lodge proudly supports our Circle Ten Camps by equipping and training a Camp Chief for each camp. During the week, your Scouts will have the opportunity to take their Brotherhood walk and ceremony. All eligible Arrowmen are welcome to attend. The Camp Chief will also conduct a Call Out ceremony on Friday night. There will be a meeting with the Camp Chief during your week of camp to discuss all of the details of the OA ceremonies that will take place. If you are coming from outside of Circle Ten Council and would like Mikanakawa Lodge to call out your youth, we will need you to bring with you:

1. A letter from your home lodge (not chapter) granting us permission to call out the person.
2. A listing from the lodge of names that are eligible to be called out.

TRAIL TO FIRST CLASS



In this option, your first year Scout will decide before they come to camp whether or not 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 actually be signing off any requirements. Again, it remains the Scoutmasters’ responsibility to decide if advancement requirements have been completed.

FIRST YEAR CAMPER



This is a 3 hour class that is offered from 9:00 a.m. to Noon. This program is intended for the Scout that is in their first six months with a Scouts BSA troop. Time here will be spent focused on basic Scouting skills and having FUN!!! We know that many Scouts 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 list on the right.

If your Scouts would like to

register for this program, simply select First Year Camper from the dropdown menu and then the two merit badges they would like to take in the subsequent dropdown menus.

As always, we will not sign off any requirements for rank advancement as a part of this program. The signing off of requirements remains the responsibility of the Scoutmaster or their designee. All we will do is provide instruction in those requirements.

RECOMMENDED FIRST YEAR CAMPER MERIT BADGE LIST:

- Astronomy
- Basketry and Leatherwork (combo merit badge)
- First Aid
- Indian Lore
- Mammal Study and Nature (combo class)
- Nature
- Fingerprinting and Crime Prevention (combo merit badge)
- Swimming (if second class req 8a-8c and first class rank req 9a-9c have already been completed)

MERIT BADGE GUIDE

The merit badge program is the backbone of any summer camp program. In this section you will find information on the policies and procedures at Circle Ten Camps in regards to the merit badge programs. Many merit badges can be completed at camp; however because of time requirements, special projects, or other considerations, some merit badges require pre-requisites or special skill levels.

Please consult the program guide section of this book for the camp you will be attending for summary information on merit badge offerings.

Your unit will be able to sign up individual Scouts for classes March 1. The sign up process will be delivered through the CampMaster website. You will sign up your Scouts for a class, not a specific class time. The CampMaster system will balance all of the Scouts that want a particular class over all of the times that the class is offered. If you can select the class in CampMaster, then the Scout will be scheduled in that class. Due to feedback from you (the unit leaders that have attended our camps in the past) we will be imposing hard caps on many of our most popular classes. Priority will be given to those units who submitted their schedules first and we will do our best to accommodate the class requests of every youth. If your Scouts would like to schedule an hour off, that is an option that will be available during the sign-up process. All fees for classes incurred through the course scheduling system are due when you arrive at camp.

If you can select the class in CampMaster, then the Scout will be scheduled in that class.

MERIT BADGE SCHEDULING DEADLINE BY WEEK



Our goal for the 2020 camping season is to deliver your Scouts' tentative class schedule back to you four weeks prior to your arrival. This should allow ample opportunity for you to communicate back to your Scouts and help you in your camp planning and preparation. During your camping session you will be able to log in to your CampMaster account and view a daily record of what your Scouts accomplished the previous day, including attendance and requirements completed. If you would like a printed daily report, you may request that through the Camp Director.

At the close of your session you will be provided, as part of your check-out packet, a written record of the unit advancements that your Scouts accomplished during the week. Circle Ten Council Summer Camps do not award any merit badges. That is the purview of your unit committee. This report does not tie into any other online advancement system that your unit may be using. It is strictly a record between the summer

Here are some other helpful hints as you go about including the summer camp merit badge program into your unit program:

- **Complete** the required online scheduling in CampMaster before the deadline for your week.

- **Avoid** scheduling and age conflicts by reviewing the merit badge sessions and activities for which your Scouts have registered.

- **A Scout** comes to summer camp to have fun, to have a learning experience, to learn a skill and, yes, possibly to earn a few merit badges. Encourage a Scout to take several merit badges, but not to schedule so many that camp is no longer fun.

- **Discuss** the merit badge requirements with your Scouts. You know each Scout's capabilities. Guide them to ensure that they have fun while experiencing new things at camp.

- If two Scouts would like to be in the same class, be sure to make them buddies on their profiles in CampMaster. You can make groups of three or more by buddying Scout 1 to Scout 2, Scout 2 to Scout 3, and then Scout 3 to Scout 1.

- **Give** a Scout alternatives and choices. Sometimes a Scout's desires are bigger than his abilities. Guide the Scout toward merit badges for which they are best suited. Remember some merit badge sessions are limited due to equipment limitations, skill level required, and safety considerations.

- **Check** requirements for any equipment the Scout may be required to bring.



- **The summer camp** merit badge program is designed so that Scouts teach Scouts. You may offer assistance to the staff member at the merit badge session, but remember the staff member is in charge.

- **The Scout** must successfully demonstrate the intent of the requirement to receive a completion for that requirement. This is the Merit Badge Counselor's call. Attendance is not justification for completion. Only those requirements that can be completed at camp will be recorded as complete. It will be the troop's responsibility to issue full credit/earned status.

- **No requirement** may be changed, deleted, or added to any badge.

- **Verify** your Merit Badge Completion record in CampMaster prior to departing camp to ensure Scouts get credit for their accomplishments.

- Most Aquatic Merit Badges require that the Scout pass the swim test. Be sure to discuss ahead of time alternative classes in case they cannot pass the swim test.

Per BSA Policy, we do not award merit badges. That task belongs to your unit committee. At the conclusion of your camping experience you will be given a report detailing the requirements that the Scouts completed for your committee to use in awarding any advancements.

Most merit badges can be completed at camp; however, because of time requirements, special projects, or other considerations, some merit badges require prerequisites or special skill levels. Merit Badges are listed alphabetically with a short description of each badge including any requirements that may or must be completed at home. Please note that some badges are taught at only one of the two camps. They are noted with the appropriate icon. We are always looking for skilled instructors for merit badges. If any unit leader possesses a skill that they would like to teach at camp, feel free to contact us. We will contact you directly to inquire about your specific request.

Merit Badge Key Legend

One Hour Class	Class Size Limit	Must Pass the BSA Swim Test	Age Requirement
Two Hour Class	Required for Eagle Rank	Camp Constant	Young Scouts
Three Hour Class	Program fee for Material Cost	Trevor Rees-Jones	Older Scouts
Award Only	Personal Equipment Required	Partial Only	

THE FOLLOWING LIST IS SUBJECT TO CHANGE. THERE WILL BE A CAMP-SPECIFIC PROGRAM GUIDE RELEASED IN FEBRUARY.



ADVANCED SAILING

This class is designed for the Scout that has taken small boat sailing and is ready for the next challenge. Participants will spend time in our larger boats that include 14' vanguard racing boats. They will also learn to maneuver a boat with multiple sails and advanced tacking techniques. This class is intended for older Scouts.



ANIMAL SCIENCE

Scouts will understand how cattle, horses, sheep, goats, hogs, poultry, and other domesticated animals are important to people for many reasons. Requirement 6 (Beef) a, (Dairy) f, (Horse) d, (Sheep) c, (Hog) c, (Avian) d may be done before or after coming to camp



ANIMATION

Animation merit badge is an introduction to the art of animation. In this merit badge you'll learn how to create animations; the ways in which animation is used and experienced not only in cartoons and movies, but also in everyday life; and the fun and exciting career opportunities in animation.



ARCHERY

Scouts receive experience shooting on Genesis bows. It is fun and challenging. Each session is limited to 16 Scouts. Scouts must be at least second year campers.



ART

This fun one hour merit badge session teaches Scouts to explore their creative side. They will paint, draw, and sculpt in a variety of media. Their completed artwork will be put on display.



ASTRONOMY

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.



ATHLETICS

Being involved in an athletic endeavor is not only a way to have fun, but it is also one of the best ways for a person to maintain a healthy and strong body, living up to the promise each Scout makes “to keep myself physically strong.”



ATV

This opportunity is for Scouts 14 years or older. We will have two sessions per day and each session will last 2 hours. We are limited 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 earn the ATV Safety Institute rider certification as well as get to see parts of camp that are unreachable by other means. Long pants and boots that cover the ankle are required to take this class.



AUTOMOTIVE MAINTENANCE/FARM MECHANICS

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.



BACKPACKING & BACKPACKING/HIKING

(One class-two merit badges.) This is recommended for older Scouts who are interested in high adventure. Scouts will be out and about most of the day learning about techniques, gear, Leave No Trace and trail maintenance. Scouts are encouraged to bring their own backpacks.



BASKETRY/LEATHERWORK

Each Scout will learn to weave their own basket and make one that they can take home. This is an excellent merit badge for young Scouts. There is a \$15 cost for basket materials needed.



BIRD STUDY

Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.



CAMPING

Scouts will be taught the basic skills of both front and back country camping. They will be taught the importance of Leave No Trace. Scouts are welcome to bring some of their own gear, but it is not required. Requirements 4b, 5e, 7, 8d and 9 may be done before or after coming to camp



CANOEING

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.



CHEMISTRY/NUCLEAR SCIENCE

This session explores the chemical aspects of the environment through laboratory work and interactive discussions. Because of the nature of this merit badge, it is recommended for older Scouts. This merit badge will be limited to the first twelve Scouts.



CHESS

Scouts will learn the classic game of chess. Going beyond the basics, they will learn different moves and tactics used in the game. A great way to start your career to becoming a Chess International Grandmaster!



CITIZENSHIP IN THE NATION

Citizenship in the Nation is an Eagle required badge. Scouts will learn about the U.S. Constitution and Bill of Rights. Scouts will learn about the unique history that formed our great nation.



CITIZENSHIP IN THE WORLD

This is a 1-hour badge and is Eagle required. Scouts will learn about diplomacy, international trade, and foreign relations. It is recommended that Scouts have already earned Citizenship in the Nation



CLIMBING

Scouts will learn the skills of climbing, rappelling, and belaying. They will have many opportunities to practice these throughout the week on our 48 ft. climbing tower.



COMMUNICATION

Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication.



COMPOSITE MATERIALS/PAINTING

Composites can be found just about everywhere: in airplanes and sports cars, golf clubs and guitars, boats and baseball bats, bathtubs and circuit boards, and even bridges. Composites make bicycles and skis lighter, kayaks and canoes stronger, houses warmer, and helmets tougher.



COOKING

The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.



C.O.P.E.

Challenging Outdoor Personal Experience, or C.O.P.E., is the challenge course program of the Boy Scouts of America. It is a series of physical, mental and emotional challenges facilitated by a trained staff directed at enhancing personal growth.



CRIME PREVENTION

Preventing crime, which can be as simple as reducing the opportunities for crime to occur, is far less costly than apprehending and bringing legal action against those who break the law and it helps save people from the anguish of being victims.



CYCLING

This Eagle required badge (alternate for Swimming) will teach Scouts how to take care of a bike and will utilize the trails around camp for mountain biking. This is a physically demanding badge, but we will try to complete all cycling requirements with the group! Bikes are provided but you may bring your own. Proper safety helmets are required.



DIGITAL TECHNOLOGY

Technology has come a long way since Computers merit badge was first introduced in 1967. This badge will teach Scouts about technology in the digital age.



DISABILITIES AWARENESS

This merit badge will show the participants how to look around at the Scouts in their unit, the members of their sports teams, and the kids in their class - they will see that each person has their own personalities, distinct interests and ideas, different physical features, and different strengths and needs.



ELECTRONICS

Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field. This is recommended for older Scouts because they will be soldering and building their own circuits.



EMERGENCY PREPAREDNESS

Scouts will learn how to Recognize, Prevent, Prepare for and Respond to a wide variety of emergency situations. They will need to bring pen and paper with them to class. First Aid merit badge is a prerequisite. Requirements 2c, 8c have to be done at home because they involve the Scout's family



ENGINEERING

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.



ENVIRONMENTAL SCIENCE

This badge is required for Eagle and is a two-hour session. It requires daily hikes, field notes, and experiments. There is a great deal of written material, but some of it (Requirements 1 and 4) can be completed before coming to camp. Younger Scouts are discouraged from taking this badge. Scouts will need to bring a notebook.



FARM MECHANICS/AUTO MAINTENANCE

From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder - this is the story of farm equipment. Today, most farms are mechanized and farmers can do most of their own maintenance work and make the adjustments needed on their many intricate farm implements.



FINGER PRINTING

In earning the Fingerprinting merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.



FIRST AID

Scouts will learn what to do first when a medical emergency strikes. They should come with pen and paper so they can take notes about skills such as splints, bandages and CPR. They should come with a serious attitude because the skills they learn here might save someone's life.



FISH AND WILDLIFE MANAGEMENT

Scouts will learn to conserve and manage the world's natural resources. Scouts taking this merit badge will learn about the importance water plays in our environment. They will also do an in-depth study on the conservation of soil and how soil plays an important role in environmental protection. Scouts should bring old shoes to wear in the creek.



FISHING

In this one-hour class, Scouts will learn how to use a regular spin cast and an open-faced reel. In order to complete this merit badge, Scouts must catch at least two fish and clean one. Scouts are encouraged to bring their own fishing pole.



FLY-FISHING

Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.



GEOCACHING

Scouts will be introduced to the growing sport of geocaching. Geocaching is a modern form of treasure hunting. They will be using GPS's to hide and find hidden caches around camp.



GEOLOGY

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.



HIKING

Hiking is a terrific way to keep your body and mind in top shape, both now and for a lifetime. Walking packs power into your legs and makes your heart and lungs healthy and strong. Exploring the outdoors challenges you with discoveries and new ideas. Your senses will improve as you use your eyes and ears to gather information along the way.



HORSEMANSHIP

In addition to learning how to safely ride and care for horses, Scouts who earn this merit badge will gain an understanding of the instincts and behaviors of horses and humane and effective methods for training horses.



INDIAN LORE

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. Participants in this class will learn about these different groups and take an exciting journey of discovery in which you will meet some of America's most fascinating people.



INSECT STUDY

In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.



KAYAKING

This merit badge can be earned concurrently with the Kayaking BSA Award but earning one does not automatically qualify the Scout as earning the other.



LEATHERWORK/BASKETRY

This is another good badge for young Scouts. There is a small cost for materials available at the Trading Post. Requirement 3 may be done before coming to camp.



LIFESAVING

No Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.



MAMMAL STUDY/NATURE

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal. The Mammal Study merit badge is a fun one for Scouts to work on and has many options for Scouts in order for the Scout to complete with either study or hands-on requirements.



MEDICINE

The practice of medicine has a rich history that spans several centuries. Since the first use of plants and other items as simple medicines and balms, many men and women have contributed to the advancement of the “healing arts.”



METALWORK

Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.



MOTORBOATING

In this one hour merit badge, Scouts will learn the proper techniques for operating a motorboat, dropping anchor, fueling, and much more.



MOVIEMAKING

Moviemaking includes the fundamentals of producing motion pictures, including the use of effective light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories.



NATURE/MAMMAL STUDY

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.



NUCLEAR SCIENCE/CHEMISTRY

Earning the Nuclear Science merit badge is a chance for Scouts to learn about radiation, atoms, electrons, elements from the periodic table, and more.



OCEANOGRAPHY

The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.



ORIENTEERING

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.



PAINTING/COMPOSITE MATERIALS

This merit badge provides an opportunity for Scouts to learn more about painting, focusing on the practical aspects of painting. From surface preparation to proper techniques of applying coatings. This class does not necessarily focus on the artistic part of painting - rather it develops the skill set needed to successfully work with finishes for both preservation and beauty.



PERSONAL FITNESS

This required badge will give Scouts the opportunity to develop a fitness plan that they must maintain for 12 weeks. Scouts will also learn about different diseases related to lack of fitness and nutrition and learn different methods to help prevent them. Some requirements may conflict with certain religious views. Please review the requirements of this badge before enrolling.



PERSONAL MANAGEMENT

The Personal Management merit badge is earned by Scouts who have mastered long-term and short-term life planning. This badge is primarily for Scouts to understand how to prepare for life events, budget, and the value of money. This badge is a requirement for the Eagle Scout Award.



PHOTOGRAPHY

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots.



PIONEERING

Pioneering—the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars—is among the oldest of Scouting’s skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations; ancestors who used many of these skills as they sailed the open seas and lived in America’s forests and prairies.



PLANT SCIENCE

Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.



PLUMBING

Scouts learn important basic plumbing skills while earning their Plumbing merit badge. Requirements include learning about different pipes, safety practices, tools, and more!



PULP AND PAPER

Here's an astonishing number to digest: Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.



REPTILE AND AMPHIBIAN STUDY

Developing knowledge of snakes, turtles, lizards, and alligators, as well as frogs and salamanders leads to an appreciation for all native wildlife. Understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.



RIFLE SHOOTING

Shooting experience is highly recommended, and this merit badge requires a lot of time to qualify. Scouts should have the strength and size to manage a 10-pound target rifle. As a means of determining this, the Scout should have a distance of at least 13 inches between the tip of their thumb and the top of their upper arm. Each session is limited to 16 Scouts.



ROBOTICS

Scouts will dive into the amazing world of robotics. They will have the unique opportunity to build, program, and control a robot of their own! This will give them a jump start into this ever growing field of study in our technology-driven world.



ROWING

In this one hour session, your Scouts will learn this unique skill that can turn into a hobby, or competitive sport.



SCULPTURE

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what they see and feel by using three dimensions by shaping materials such as clay, stone, metal, and wood.



SEARCH & RESCUE

Scouts aiming to earn the Search and Rescue merit badge will first learn the important differences between a search and rescue. A search is an emergency situation requiring a team of trained searchers to locate, access, stabilize, and transport a lost person to safety. A rescue is an emergency situation where the person's location is known but he or she must be removed from danger and returned to safety.



SHOTGUN SHOOTING

This program will teach Scouts the basics of handling and shooting a shotgun as well as safety precautions for firearms. They will have the chance to shoot both skeet and trap as well as practice to sharpen their skills. Each session is limited to 12 Scouts.



SIGNS, SIGNALS AND CODES

American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives?



SMALL-BOAT SAILING

Have your Scouts climb aboard and set sail in this two-hour merit badge. Your small sailors will learn the necessary skills to command sailing vessels including knots and rigging. This badge is not for land lubbers! It's Big Fun in Small Boats!



SOIL AND WATER CONSERVATION

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.



SPACE EXPLORATION

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there. It is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.



SPORTS

Millions of people participate in sports every year. Some revel in the joy of victory and lessons of defeat. For some, personal fitness is so important that exercise becomes a daily need. And still others desire the feeling of achievement, that feeling of measurable improvement that comes with dedication to a sport.



SUSTAINABILITY

This badge focuses on lifestyle adaptations which use our planet's natural resources more wisely. Either Sustainability merit badge or Environmental Science merit badge is required for the rank of Eagle.



SWIMMING

This is a good entry-level Aquatics badge and is required for Eagle. It is strongly suggested that Scouts take this before other Aquatic badges. Be sure to bring a long-sleeve shirt, long pants, and shoes that can get wet. Scouts must pass the BSA Swimmer Test in order to take this badge.



SWIMMING - INSTRUCTIONAL

This session is for Scouts in the Non-Swimmer and Beginner ability groups. The instruction will work to improve their swimming skills and aim toward advancing to the next ability group. The Beginner's test completes requirement 7 for Second Class, and the Swimmer's test completes requirement 9 for First Class.



TRAFFIC SAFETY

Staying safe in traffic wherever you live is getting more difficult all the time, as more and more people take to the road. Earning the Traffic Safety merit badge will give Scouts some crucial tools to stay safer, when driving a car on a highway, riding a bike across town, or jogging across a busy street.



VETERINARY MEDICINE

The field of veterinary medicine in the 21st century is one of the most exciting medical professions in which to work. The skills of a veterinarian are practiced with cutting-edge technology and treatment options, and the profession offers a wide range of career choices.



WATER SPORTS

At Camp Constantin we use the water skiing option for this badge. Water sports are a fun and exhilarating way to enjoy being outdoors while developing strength, coordination, and fitness. By developing experience with water sports and practicing good judgment, Scouts will gain skills that will serve them well for a lifetime and have extreme fun while they do.



WEATHER

Scouts will build a weather instrument and use it to track the weather during the week. This badge covers a lot of material. An interest in weather is helpful. Requirements 8, and 9 may be completed before coming to camp.



WELDING

Part of our STEM area, Scouts that participate in this class will learn the fundamentals of a skilled profession as well as learn about job opportunities associated with it.



WILDERNESS SURVIVAL

This merit badge requires an overnight camping trip. Requirement 5 requires putting together a personal survival kit. This may be done before coming to camp. Scouts should bring these materials to camp.



WOOD CARVING

This merit badge is recommended for first-year Scouts. There is a small cost for materials needed. Knives are available for Scouts to use or Scouts may use their personal carving knives. Personal knives should be sharp and pocket knives are highly discouraged.

CAMP CONSTANTIN/ JACK D. FURST AQUATIC BASE

RANCH LOCATION:

3003 Park Rd 36, Graford, TX 76449

Camp Location: From Dallas take I-20 west to US 180. Take US 180 west through Mineral Wells to SH 337. Turn right (north) on SH 337 and proceed 11.2 miles to SH 254. Turn left (west) on SH 254 and proceed 7.1 miles to SH 16 South. Follow SH 16 south for 1.8 miles to Park Road 36. Turn right (west) on Park Road 36 and proceed 1.9 miles to the junction of Park Road 36, FM 2351 and FM 2353. Continue west on FM 2351 and Park Road 36 for 2.5 miles. Turn left (south) on Park Road 36 and proceed 2 miles to the camp entrance. Contact Information: (940) 779-2131. The camp telephone number is for medical and family emergencies only. Parents are asked to use this number only for emergencies. Camp Constantin is not equipped with a paging system. If a parent calls with a nonemergency, that message will be communicated at the next meal. The Camp Office operates from June 7th through July 11th.

OFFICE HEADQUARTER HOURS:

Sunday: 12:00 p.m. - 5:30 p.m.

Monday - Friday: 9:00 a.m. - 11:00 a.m.

2:00 p.m. - 5:00 p.m.

Saturday: 9:00 a.m. - 12:00 p.m.

CAMP LEADERSHIP TEAM

Camp Director

Chris Wilt

cd.constantin.bsa@gmail.com

(972) 974-1861

Camp Ranger

Shae Smith

shae.smith@Scouting.org

(940) 779-2131

Business Manager/Asst. Camp

Director

MAILING ADDRESS

Camp Constantin

Scout's Name / Troop Number

3003 Park Road 36

Graford, Texas 76449





PROGRAM OVERVIEW

Jack D. Furst Aquatic Base at Camp Constantin is known for its aquatics programs but we also have nine different program areas, filled with a diverse merit badge selection, and staffed by fellow Scouts and Scouters who are ready and eager to help your Scouts on their trail to Eagle.

These areas include:

AQUATICS

BRAZOS BUCCANEERS (FIRST YEAR CAMPER)

“TFC TAILORED TRAINING”

SUSTAINABILITY AND TECHNOLOGY

EAGLE’S LANDING

HANDICRAFT

INDUSTRIAL ARTS

NATURE

SCOUTCRAFT

SHOOTING SPORTS

SPECIAL EVENTS AND EVENING ACTIVITIES

POSSUM FEST

We'll have a DJ spinning up some tunes and ice cream sundaes will be served!

ASSAULT ON JOHNSON'S PEAK

Wednesday will feature a chance to challenge your Scouts to climb the tallest summit in Parker County - Johnson's peak. From the top you will see breathtaking views of the Central Texas Hill Country and see the beauty of Possum Kingdom Lake in its entirety.

CINEMA P.K.

Join us in the air-conditioned dining hall for a movie.

FAT BAT TOURNAMENT

It's softball with no glove required. It takes nine to ten youth to field a team and participate in a week-long bracket tournament.

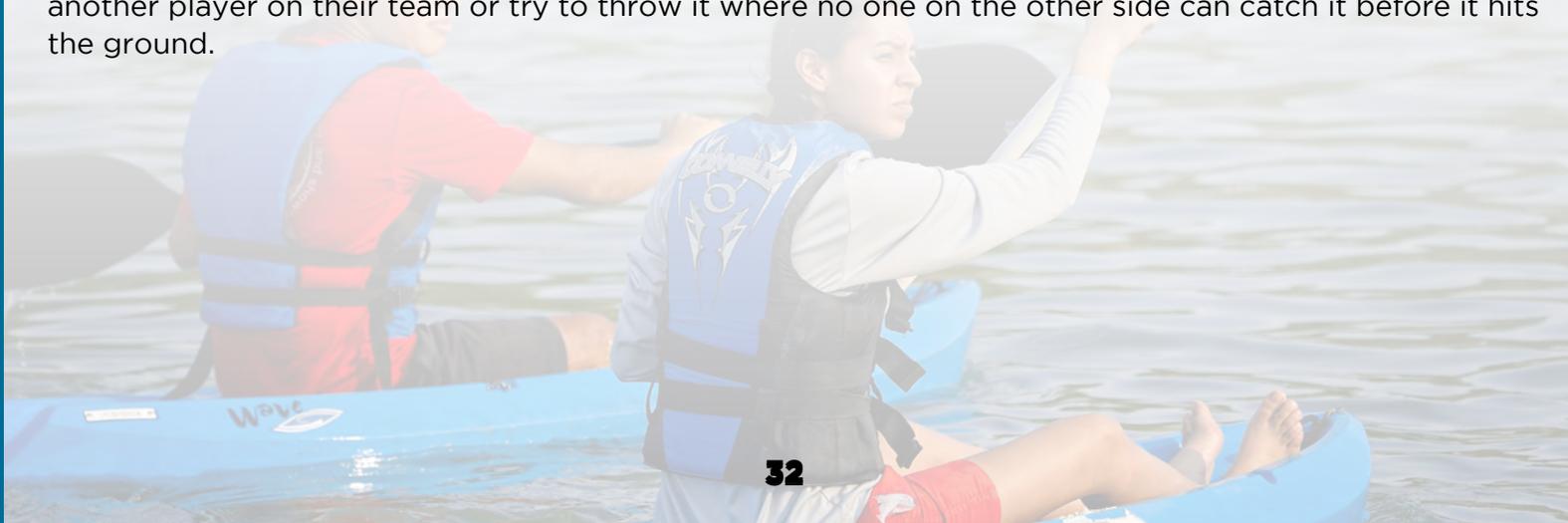
HELL'S GATE CANOE TRIP

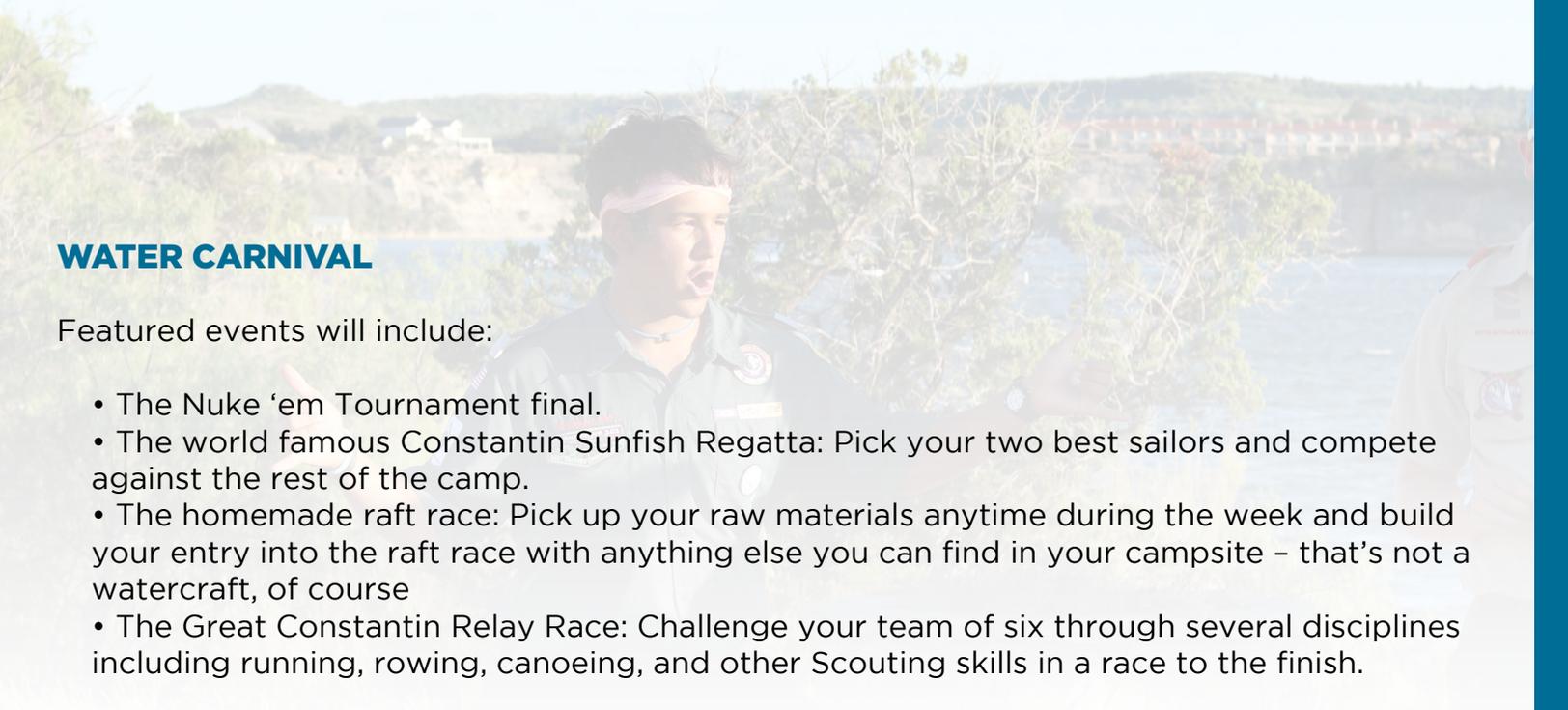
One of the highlights of a week at Camp Constantin is the opportunity to take a canoe across the lake and visit one of the most striking features of Possum Kingdom Lake, Hell's Gate. The Hell's Gate Canoe Trip will be Tuesday and Thursday mornings before breakfast. There's no better place to be than on the lake in the early morning hours!

NUKE 'EM TOURNAMENT

Also a perennial favorite, the annual Nuke 'em Tournament will once again offer your Scouts the opportunity to win the title NUKE 'EM CHAMPION OF THE WEEK.

This game is played with the same basic rules as the traditional volleyball game, except the ball is caught rather than hit. Players may catch the ball and take a limited number of steps and pass it to another player on their team or try to throw it where no one on the other side can catch it before it hits the ground.





WATER CARNIVAL

Featured events will include:

- The Nuke 'em Tournament final.
- The world famous Constantin Sunfish Regatta: Pick your two best sailors and compete against the rest of the camp.
- The homemade raft race: Pick up your raw materials anytime during the week and build your entry into the raft race with anything else you can find in your campsite - that's not a watercraft, of course
- The Great Constantin Relay Race: Challenge your team of six through several disciplines including running, rowing, canoeing, and other Scouting skills in a race to the finish.

CLOSING

We will close with a recognition ceremony for all of the fantastic achievements that were earned during your week of summer camp. Following the closing campfire, there will be an Order of the Arrow Call-Out ceremony. All parents and guests are invited to watch, but please no flash photography.

FRIDAY OPEN AREA EXTRAVAGANZA

Every Friday from 2:00 p.m. to 4:00 p.m. will be the open area with several bonus activities for your Scouts' enjoyment.

AQUATICS

Get the last of your blobbing, rowing, canoeing, kayaking, and swimming before the water carnival.

HANDICRAFT

Bring anything brand-able that you may have because the fires will be hot and the brands will be smoldering on anything you bring in.

NATURE

Come see our live snakes get their weekly meal, or get to know some of our animals a little better with an intimate wildlife encounter.

SHOOTING SPORTS

Teams of three (3) from each troop will compete in the Constantin Shoot Out. One participant for each discipline we offer at camp (Rifle, Shotgun, and Archery), your team may even include one adult!

WATER ODYSSEY

The Water Odyssey is a series of aquatics-based activities available for the older Scouts attending camp. This will allow these Scouts to take merit badge classes in the morning and enjoy afternoons on beautiful Possum Kingdom Lake.

Scout Prerequisites:

- 14 years of age
- Life Scout or higher
- Swimmer classification on BSA Swim Test
- Small Boat Sailing merit badge

Pre-registration will be available via CampMaster for the Water Odyssey!
The fee to participate in the week's Water Odyssey activities is \$25.

WATER ODYSSEY SCHEDULE

	Monday	Tuesday	Wednesday	Thursday
2:00 – 4:00 p.m.	Sailing	Canoeing	Waterskiing/ Wakeboarding	Catamaran Trip
Evening			Overnighter Bug Beach	

ADULT PROGRAM OPPORTUNITIES

We know that Scouts would not be able to enjoy Summer Camp if it weren't for the adult leaders that donate their time. The staff at Camp Constantin would like to extend our thanks by offering opportunities, exclusively for the adult leaders.

- SM/ASM Position-Specific Training (SALT)
- Introduction to Outdoor Leadership Skills (IOLS)
- Swimming & Water Rescue (includes Safe Swim Defense)
- Paddle Craft Safety (Includes Safety Afloat)
- NRA Training programs

ADULT WATER ODYSSEY

For many years the youth visiting Camp Constantin have been enjoying all that Possum Kingdom Lake has to offer. The Adult Water Odyssey allows the adults to do the same! This program is offered free of charge to any adult leaders wishing to see what all the buzz is about and get out on the lake! **Program is flexible**, based on staff and equipment availability.

	Monday	Tuesday	Wednesday	Thursday
9:00 - 11:00 a.m.	Catamaran Trip	Canoeing and Rowing	Kayaking/ Sailboarding	Sailing

NATIONAL RIFLE ASSOCIATION (NRA) CERTIFICATION PROGRAM

The Boy Scouts of America National Shooting Sports Manual indicates that a certified NRA range safety officer is to directly supervise all live fire on the range. Additionally, the instruction offered must be done by a currently certified National Camping School Shooting Sports Director certified as an NRA rifle instructor or an NRA certified rifle instructor or an NRA/USA Shooting/CMP certified rifle coach. These must be two separate individuals.

The classes offered will allow you to meet these requirements and bring a shooting sports program back to your units! To start, Basic Instructor Training, BITS, will be offered and is required for each of the certifications below.

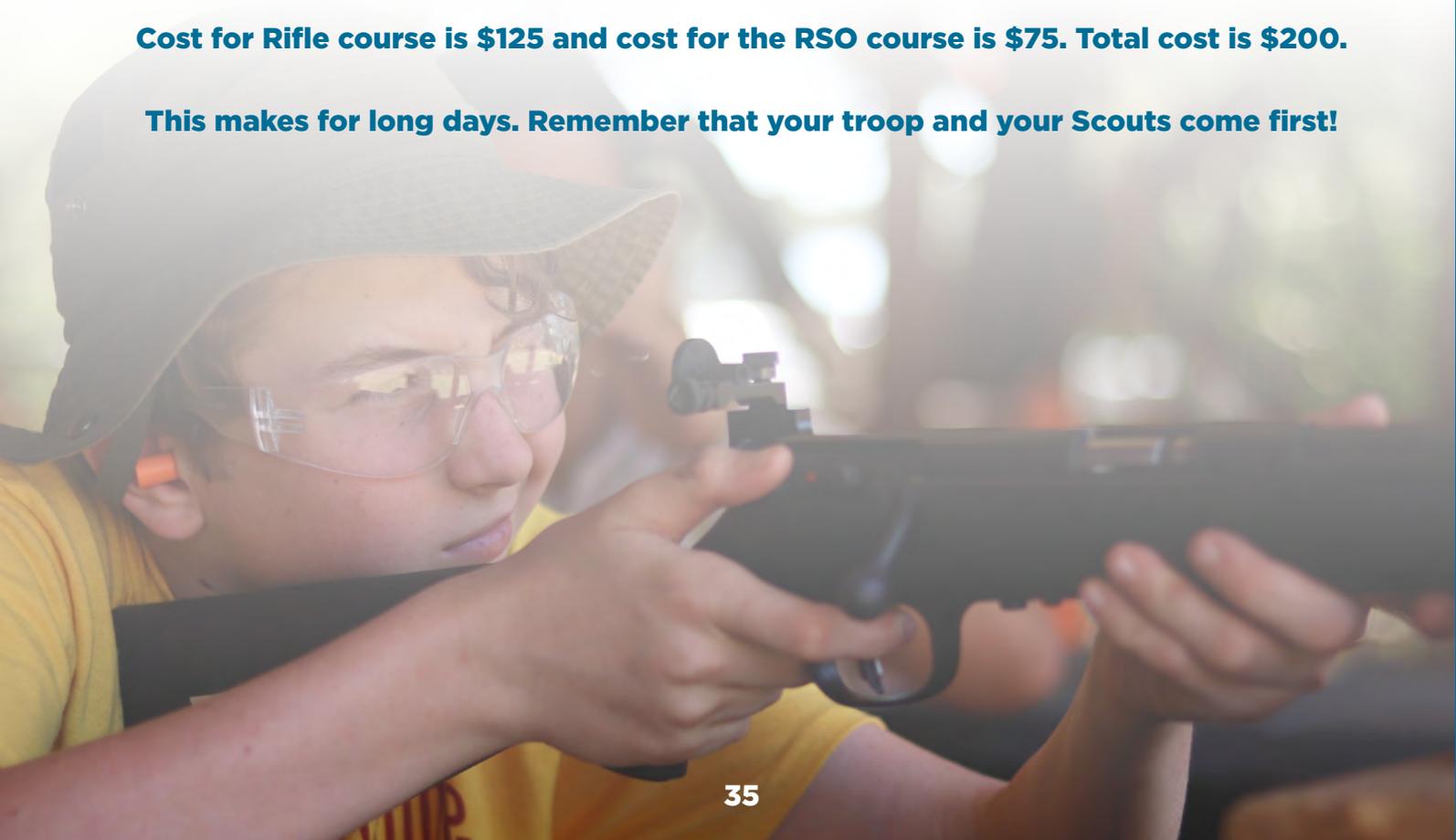
BASIC RIFLE SHOOTING teaches the basic knowledge, skills, and attitude necessary for the safe use of a rifle in target shooting.

RANGE SAFETY OFFICER (RSO) teaches the knowledge, skill, and attitude for the safe and proper use of a shooting range. Every rifle range needs an RSO.

For those highly motivated, you can actually take both Rifle and RSO disciplines during your time at camp.

Cost for Rifle course is \$125 and cost for the RSO course is \$75. Total cost is \$200.

This makes for long days. Remember that your troop and your Scouts come first!



DAILY SCHEDULE

7:55 a.m. Morning Assembly/Flag Ceremony

7:45 a.m. Breakfast Table Waiters Report

8:00 a.m. Breakfast Starts

8:25 a.m. Breakfast Ends/Clean-Up

9:00 a.m. Program Session 1

10:00 a.m. Program Session 2

10:30 a.m. Scoutmaster Meeting in Upper Deck

11:00 a.m. Program Session 3

12:00 p.m. Lunch Table Waiters Report

12:10 p.m. Lunch Starts

12:35 p.m. Lunch Ends/Clean-Up

1:00 p.m. SPL Meeting on Quarter Deck

2:00 p.m. Program Session 4

3:00 p.m. Program Session 5

4:00 p.m. Open Activities Start

5:15 p.m. Open Activities Close

5:55 p.m. Evening Camp Assembly/Flag Ceremony

5:45 p.m. Dinner Table Waiters Report

6:00 p.m. Dinner Starts

6:35 p.m. Dinner Ends/Clean-Up

7:30 p.m. Evening Activities Start



MAP NOT TO SCALE



CAMP CONSTANTIN JACK D. FURST AQUATIC BASE

POSSUM KINGDOM LAKE

Sturges Guest Cabins

OA Field

Crows Point

Morning Star

Skull Ridge

Hawks Nest

Deer Run

Action Archery

Hooten Hollow

Inspiration Point

Echo Valley

Sustainability/Technology

Eagle's Landing

Quartermaster Warehouse

Archery Area

Rifle Range

Shotgun Range

Ranger House

Ranger Office

Computer Lab

First Aid Lodge

Headquarters

Fat Bat

Dining Hall

Trail to First Class

Chapel/Amphitheater

Jack D. Furst Aquatic Base

Nautilus Bath House

Shelter

Boating Dock

Commissioner's Cove

Johnson's Peak Trail

Observation Area

Rocky Ledge

Antelope View

Indian Mound

Sandy Point

Breezy Point

Eagle Wing

Possum Hollow

ARRIVAL AND DEPARTURE PROCEDURES

CHECK-IN

Camp check-in occurs between 12:00 p.m. and 3:00 p.m. upon arrival

On the Sunday you arrive, we will have a combined Scoutmaster and SPL 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 Dining Hall immediately following dinner.

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).

Here is what you will need to collect and submit when you check in at camp:

A) Official roster from the online unit advancement system with all youth and adults in attendance highlighted. See note on page 49 of the appendix for further details

B) A completed copy of parts A, B, and C of the official BSA medical form with a physician signature dated within the last 12 months for all youth and adults no matter how long they will be staying in camp. NO EXCEPTIONS.

Official medical can be found here: www.scouting.org/health-and-safety/ahmr

C) A copy of your unit's Severe Weather Hazard training card (1 adult's card)

Only one person in attendance needs to have this training and it can be completed online at <https://my.scouting.org>. That person (or combination of people) must be present at camp for the entire week.

D) A copy of all financial records for your unit concerning your 2020 summer camp reservation

While you will not need these items to complete check in, you will need them later in the week when you meet with the Assistant Camp Director to reconcile your camp fees.

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.

NOTE: TO ENSURE SAFETY, ONLY ONE VEHICLE PER UNIT WILL BE ALLOWED INTO THE CAMPSITE TO DELIVER 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 Tuesday or Wednesday. After you and your Staff Guide inspect camp-supplied equipment for damage, your troop can begin to set up your site, take the swim check, go on your tour, and 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 stay at camp—troops must pay for any equipment they damage. The Camp Director reserves the right to adjust campsite assignments.

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.

The form is available at www.scouting.org/health-and-safety/ahmr

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. 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.

CHECK-OUT

Saturday breakfast is built for your convenience. The menu is designed to be portable and starting at 7:30 a.m. you may send a representative to the Dining Hall and pick up your Grab-n-Go meal. You will be issued enough food for your entire unit to take back to your campsite.

The Program Area Directors will be available inside the computer lab after breakfast to answer any questions that unit leaders might have concerning merit badges or advancement reports. Please take advantage of this service, so we can solve any problems before your unit leaves camp. 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.



TREVOR REES-JONES SCOUT CAMP AT CLEMENTS SCOUT RANCH

RANCH LOCATION

11217 FM 2970, Athens, Texas 75751
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.

CONTACT INFORMATION

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, that message will be communicated at the next meal. The fax machine is not for personal correspondence.

903-675-0293 main / 903-677-3971 fax

OFFICE HEADQUARTER HOURS

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.
Sunday: 12:00 p.m. - 5:30 p.m.

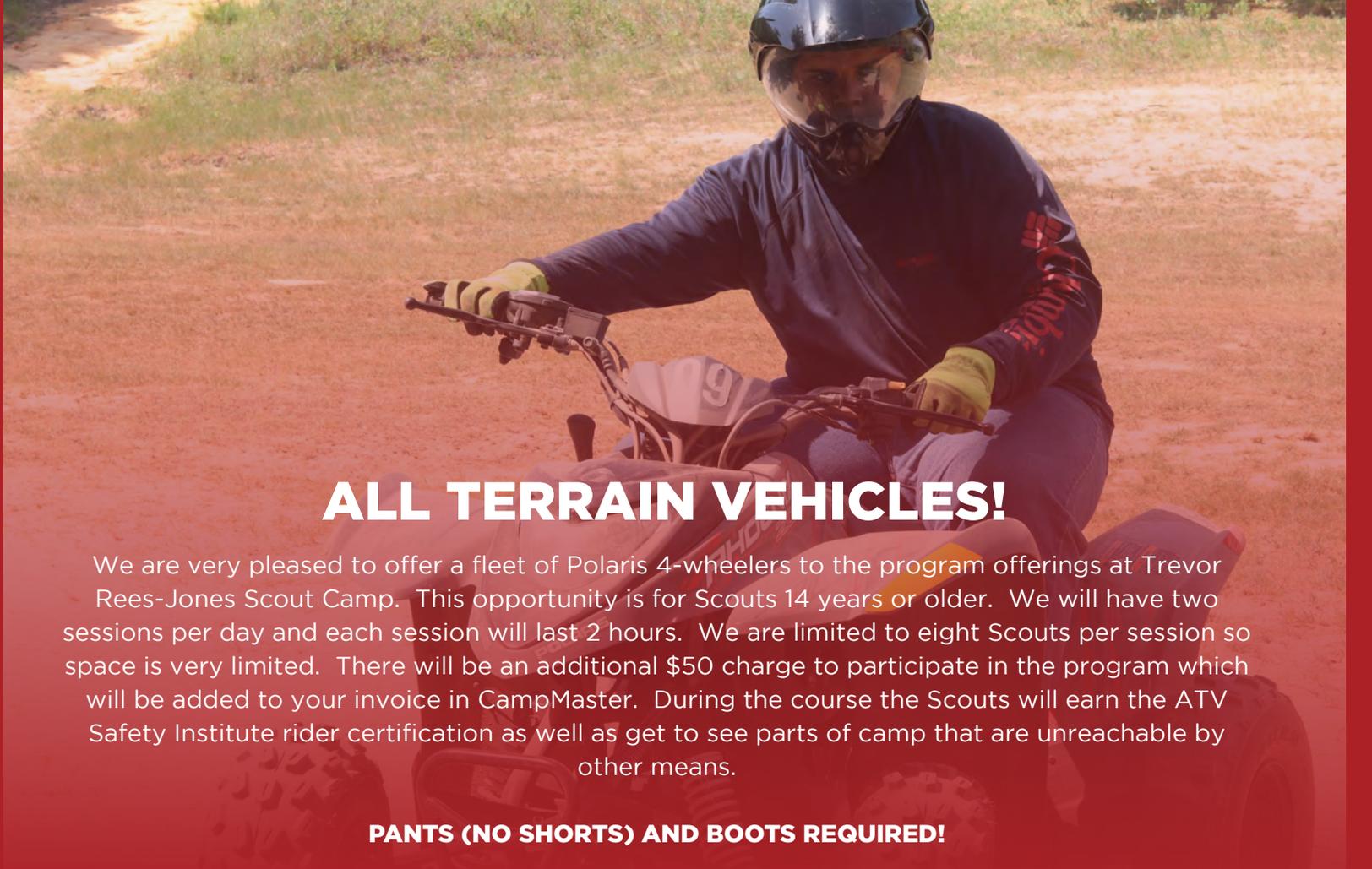
CAMP LEADERSHIP TEAM

Camp Director
Brian Lamirande
Brian.Lamirande@scouting.org

Camp Ranger
Dale Wiseman

MAILING ADDRESS

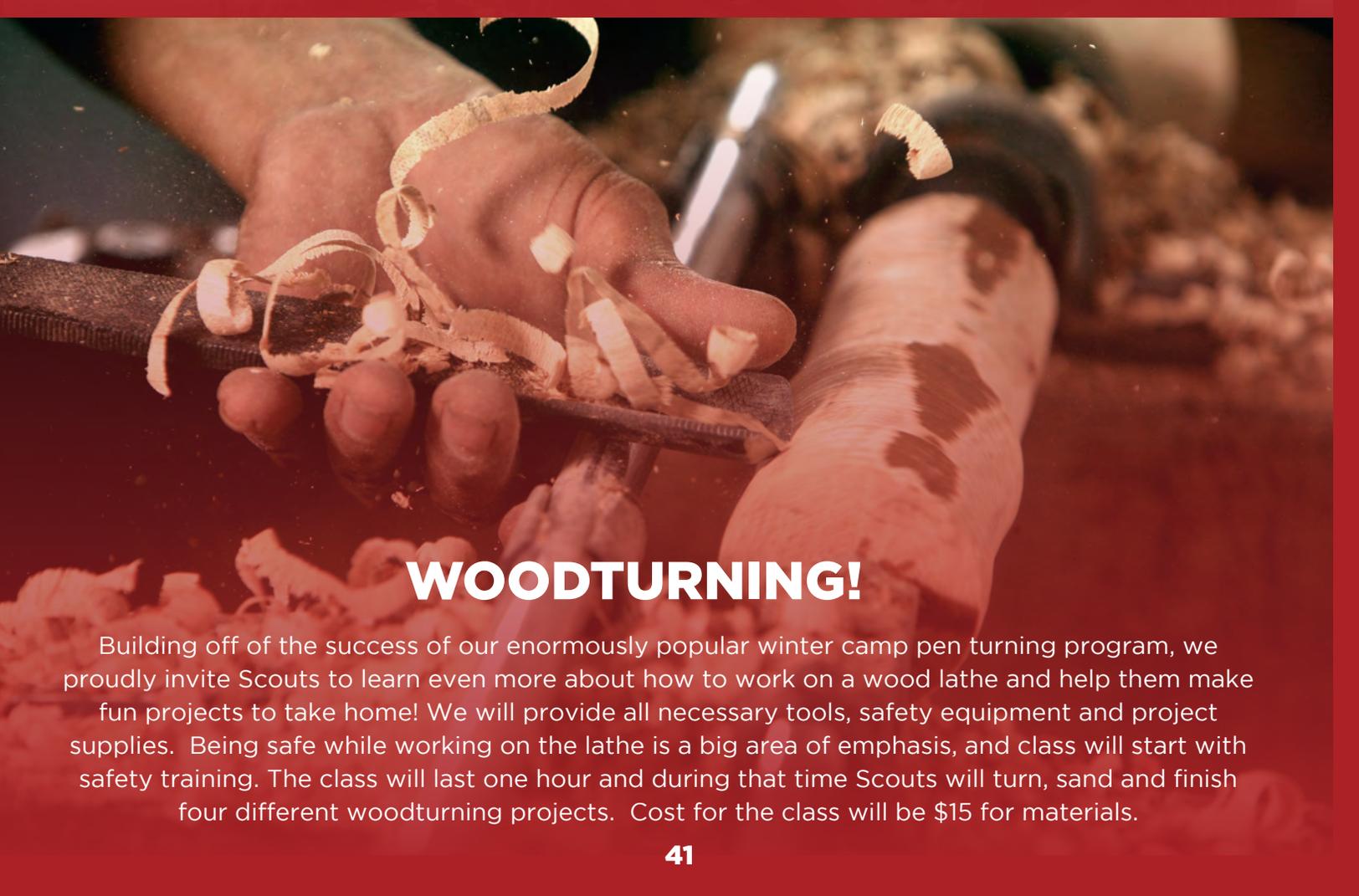
Trevor Rees-Jones Scout Camp
Scout's Name
Troop # 11217 FM 2970
Athens, Texas 75751



ALL TERRAIN VEHICLES!

We are very pleased to offer a fleet of Polaris 4-wheelers to the program offerings at Trevor Rees-Jones Scout Camp. This opportunity is for Scouts 14 years or older. We will have two sessions per day and each session will last 2 hours. We are limited 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 earn the ATV Safety Institute rider certification as well as get to see parts of camp that are unreachable by other means.

PANTS (NO SHORTS) AND BOOTS REQUIRED!



WOODTURNING!

Building off of the success of our enormously popular winter camp pen turning program, we proudly invite Scouts to learn even more about how to work on a wood lathe and help them make fun projects to take home! We will provide all necessary tools, safety equipment and project supplies. Being safe while working on the lathe is a big area of emphasis, and class will start with safety training. The class will last one hour and during that time Scouts will turn, sand and finish four different woodturning projects. Cost for the class will be \$15 for materials.

PROGRAM 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 twelve 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 is trained and knowledgeable in his/her area of skill and involvement.

These areas include:

CITIZENSHIP AND COMMUNICATIONS
C.O.P.E. AND CLIMBING
CONSERVATION/NATURE
CORRAL
FIELD SPORTS
HANDICRAFT
LAKE FRONT
POOL
SCOUT SKILLS
SHOOTING SPORTS
TRAIL TO FIRST CLASS
WOODTURNING

There are also numerous other trainings and awards ready for your Scouts to earn.

They include:

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

SPECIAL EVENTS AND OTHER PROGRAMS

OPENING CAMPFIRE

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

MONDAY NIGHT MADNESS

Join us on Monday nights for Monday Night Madness, a camp-wide relay race. Put together a team of Young Guns or Big Guns for swimming, running, knot tying, and boating. For those who like to stay up late, join us for a movie after the race.

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.

WEDNESDAY NIGHT—“3, 2, 1, RODEO!”

Join us for a Scout-friendly, animal-friendly Trevor Rees-Jones tradition. Scouts will participate in age-appropriate events for an overall best time. Stay until the end, and enjoy participation by our Scoutmasters.

FRIDAY NIGHT IS FAMILY NIGHT

The waterfront will be open in the afternoon. In the evening we will have dinner together followed by our awards ceremony and Order of the Arrow call-out.

WRANGLER PROGRAM

Trail Rides: Trail rides will be offered throughout the 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 served 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.

HONOR CAMPER TRAIL RIDE

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



BICYCLE SAFETY BRIEFING CLASS

Bikes are certainly allowed at Trevor Rees-Jones Scout Camp. However – due to the popularity of bicycles we have found it necessary to include a bicycle safety briefing which will be MANDATORY for any youth or adult who would like to ride a bicycle on the camp.

OVERNIGHT HORSE TREK

Each Tuesday and Thursday Night at 5:00 p.m. there will be an overnight horse trek. Space is extremely limited so every unit will be offered one spot. If there is still space we will extend an invitation for more of your youth. The Scouts will meet at the Lower Corral to load up and hit the trail. The Scouts will have a campfire meal that evening that they will help prepare. Then after a night out under the stars, Scouts will return the next morning to eat breakfast in the dining hall with their troop. In order to participate, Scoutmasters will be asked to turn in the name of a Scout who is 13 or older.

FISHING

Trevor Rees-Jones Scout Camp is known throughout the Southwest for its excellent fishing lakes. Scouts can fish from 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.

OVER THE EDGE-RAPPELLING

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.

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. Recently refurbished, the facility offers such exhibits as birds, fish, a 10' mountain bear, snakes, fossils from the prehistoric East Texas area, 9.5-foot alligator, and an American Bald Eagle. The museum rivals many natural history museums located at other Texas State Parks and should not be missed. The Living History Museum is open on Wednesday evenings after the Trevor Rees-Jones Scout Camp Rodeo, it is featured in several of our merit badge programs, and it can be viewed by appointment with the Nature Director.

DAILY SCHEDULE

7:00 a.m. Mile swim practice - Swimming Pool

7:00 a.m. Rise and shine!

7:15 a.m. Chapel (Wednesday only)

7:45 a.m. Table Waiters to the Dining Hall

7:55 a.m. Flag Raising Ceremony

8:00 a.m. Breakfast

8:45 a.m. Coffee with the Camp Director

9:00 a.m. Program Session 1

10:00 a.m. Program Session 2

11:00 a.m. Program Session 3

12:00 p.m. Table Waiters to Dining Hall

12:15 p.m. Lunch

12:45 p.m. SPL meeting at Headquarters

1:00 p.m. QUIET HOUR

2:00 p.m. Program Session 4

3:00 p.m. Program Session 5

4-5:30 p.m. Open Program Areas

5:45 p.m. Table Waiters to Dining Hall

6:10 p.m. Formal Retreat Ceremony at Flagpole (In uniform)

6:15 p.m. Supper

7:00 p.m. Evening Activities

10:30 p.m. Lights out (Please be considerate of others)

Friday Special Events

3-4:00 p.m. Honor Camper Trail Ride

4-5:00 p.m. Honor Camper Trail Ride

4:15 p.m. Open waterfront

6:20 p.m. Formal Retreat Ceremony at Flagpole (in uniform)

6:30 p.m. Dinner

7:15 p.m. Awards Ceremony

8:00 p.m. Order of the Arrow Call-Out Ceremony

ARRIVAL AND DEPARTURE PROCEDURES

CHECK-IN Camp check-in occurs between 12:00 p.m. and 3:00 p.m. on Sunday afternoon

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); one adult leader and the Senior Patrol Leader are responsible for checking in the troop at Camp Headquarters.

Here is what you will need to collect and submit when you check in at camp:

A) Official roster from the online unit advancement system with all youth and adults in attendance highlighted. See note on page 49 of the appendix for further details

B) A completed copy of parts A, B, and C of the official BSA medical form with a physician signature dated within the last 12 months for all youth and adults no matter how long they will be staying in camp. NO EXCEPTIONS.

Official medical can be found here: www.scouting.org/health-and-safety/ahmr

C) A copy of your unit's Severe Weather Hazard training card

Only one person in attendance needs to have this training and it can be completed online at <https://my.scouting.org>. That person (or combination of people) must be present at camp for the entire week.

D) A copy of all financial records for your unit concerning your 2020 summer camp reservation

While you will not need these items to complete check in, you will need them later in the week when you meet with the Assistant Camp Director to reconcile your camp fees.

When you first arrive at camp you will be greeted by your Troop Guide, who will be your troop resource for the remainder of the week. They will be there for you at meals and will be checking in on your troop during the week. They will guide you through the check-in, medical re-check, camp tour, and swim check process.

NOTE: To ensure safety, only one vehicle per unit will be allowed into the campsite to deliver gear.

Once your unit has checked in at Headquarters, your Troop Guide will show you immediately to your campsite. After you and your Staff Guide inspect camp-supplied equipment for damage, your troop can begin to set up your site, take your tour, and 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 at camp—troops must pay for any equipment they damage. The Camp Director has the right to move any unit to another campsite due to overcrowding or to make units fit in more comfortably.

SWIM TEST

A BSA regulation swim check will be conducted to determine the proper swimming ability for everyone that wishes to participate in aquatic activities while at Trevor Rees-Jones Scout Camp. If your unit chooses to do their swim checks before camp, our Aquatics Director reserves the right to retest those they see fit for any reason.

MEDICAL RE-CHECKS AND MEDICAL FORMS

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 Medic aware of any potential health problems, personal medications, or concerns that a camper or leader may have. Copies of each Medical History form are adequate and they will be returned to your unit upon your departure.

CHECK-OUT After breakfast Saturday morning, our Area Directors will be available at the Headquarters building to discuss any questions that you may have regarding merit badges taken by your Scouts during the week.

- After breakfast, units will be able to return to their campsite to pack up and clean the campsite.
- 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 2021 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.



**TREVOR REES-JONES
SCOUT CAMP
CLEMENTS SCOUT RANCH**



To
Camp Meisenbach

Main
Entrance

Museum
Rodeo Arena/Upper Corral
Parking

Howling
Coyote

Lone
Wolf

Black
Bear

Prairie Dog
Colony

Armadillo
Den

Beaver
Lodge

Swimming
Pool

TRADING
POST

Rappelling
Tower

Sports Field

Dining
Hall

ALLEN LAKE

Headquarters

Lower Corral

Training Lodge

Parking

Gum
Ridge

Pine
Cove

Elm Flats

Cypress
Knee

PERRYMAN LAKE

Hickory
Hill

Cedar
Gap

Staff Center

Dogwood
Ridge

Red Oak

Hillside

Cope Course
Area

OA
Ring

Waterfront
MCELVANEY LAKE

Staff Cabins

Unit
Check-in

Scout
Skills

Nature

Ecology
Area

Chapel

Indian
Village

H. Adult in Camp State Compliance Form

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

Name (First Middle Last) _____ DOB (mm/dd/yyyy) _____

Unit (Type & Number) _____ District: _____ Council: _____

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
Has 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 you 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: _____

Downloading Your Unit Roster

This year we are asking you to bring your unit's official roster that can be found in the internet advancement system. To use the Internet Advancement system, you will need your unit's ID number and password (if you do not have this, please contact your local council office). To print your unit roster please use the step-by-step instructions listed below.

If you are a new user:

1. At the Internet Advancement home page (<https://scoutnet.scouting.org/iadv/UI/home/>) click the First Time User button.
2. At the registration page, enter your information into the following fields:
 - Unit ID (the unit ID number is provided by the council)
 - Unit Type (choose one from the drop-down list)
 - Unit Number
3. Click Continue.
4. Read the confidentiality statement. Click **I Agree**.
5. At the contact information page, enter your information. All fields are required.
6. Click **Register**.

If you are a returning user:

1. At the Internet Advancement home page, click the **Returning User** button.
2. At the log in screen, enter the unit ID and the password.
3. Click **Log In**.

The next screen to appear will have two options:

Load Roster – Click to load roster with your advancement information from the council.

Upload Advancement – Click to upload your advancement records from an advancement file.

Click to **Load Roster**.

Once your roster has loaded, in the upper left-hand corner select Review Roster and Print. Once your roster is printed, please highlight the names of the youth and adults in attendance and submit during check in. If you have Scouts that are coming to camp that are not on this roster, then you will need to bring with you a completed youth or adult application and corresponding fees to be submitted at the time of check in.

CAMPER EQUIPMENT CHECKLIST

We suggest that each item of clothing and equipment be labeled with the Scout's name, address, and troop number. This will be helpful in returning lost items to their owners.

Scout Uniform

- Official shirt
- Official shorts/long pants
- Scout belt
- Scout socks (2 pair)
- Scout hat (if part of troop uniform)
- Camp uniform (USED DAILY – 6 DAYS)
- Camp or troop t-shirts
- Socks (3 – 5 pair)
- Swim trunks
- Raincoat or poncho
- Underwear
- Hiking shoes and tennis shoes (closed-toe)
- Survival kit (for Wilderness Survival merit badge)
- Fishing pole and tackle (license if 17 or older)
- Spending money
- Ear plugs
- Water shoes
- Day pack or fanny pack
- Camp box or locker with lock
- Small rug or mat

Necessary Equipment

- Bath towel and soap with container
- Shower shoes (closed-toe)
- Toothbrush and toothpaste
- Comb or brush
- Drinking cup
- Water bottle
- Lightweight sleeping bag or 2 sheets and 1 blanket
- Cot or sleeping pad (Camp does not provide cots)
- Sleepwear
- Flashlight (extra batteries)
- Religious materials
- Boy Scout Handbook
- Small backpack (book bag)
- Notebook paper and pencil or pen
- Jeans (only if horseback riding)
- Insect repellent (non-aerosol)
- Hat or cap
- Sunscreen
- COMPLETED Annual Health and Medical Record (680-001) – including doctor's signature
- Individual First Aid kit

Optional Equipment

- Wristwatch
- Sunglasses
- Personal first aid kit
- Musical instrument
- Sewing kit
- Pocket knife
- Binoculars
- Clothes line (and clothes pins)
- Work gloves
- Battery operated fan and extra batteries

NOT SUGGESTED

- Cell phone
- MP3 Player
- Other electronic devices
- Collections of value
- Other valuables

DO NOT BRING

- Fireworks
- Firearms
- Valuables
- Alcohol or drugs
- Sheath knife
- Pets (including parents' night)

Unit equipment Checklist – What to bring

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

Necessary Equipment

- US Flag
- Troop flag
- Patrol flag
- Troop library
- Troop first aid kit
- Rake
- Shovel
- Broom
- Troop bulletin board
- Rope (for camp gadgets and knot instruction)
- Axe yard items (hand axe, bow saw, sharpening stone, etc.)
- Secure (lockable) storage bin
- Water containers
- Drinking cups
- Ice cart
- Lanterns
- Trash Bags

CAMP CONSTANTIN

Home of Jack D. Furst Aquatic Base

KAYAKING
ROWING
FISHING

HIKING
SHOTGUN
SAILBOATS
BLOBBING
WATER SKIING
ARCHERY



**ATTEND MAVERICK CAMP AT
EITHER OF THESE STELLAR CAMPS
WEEKS 4 & 5 ONLY**

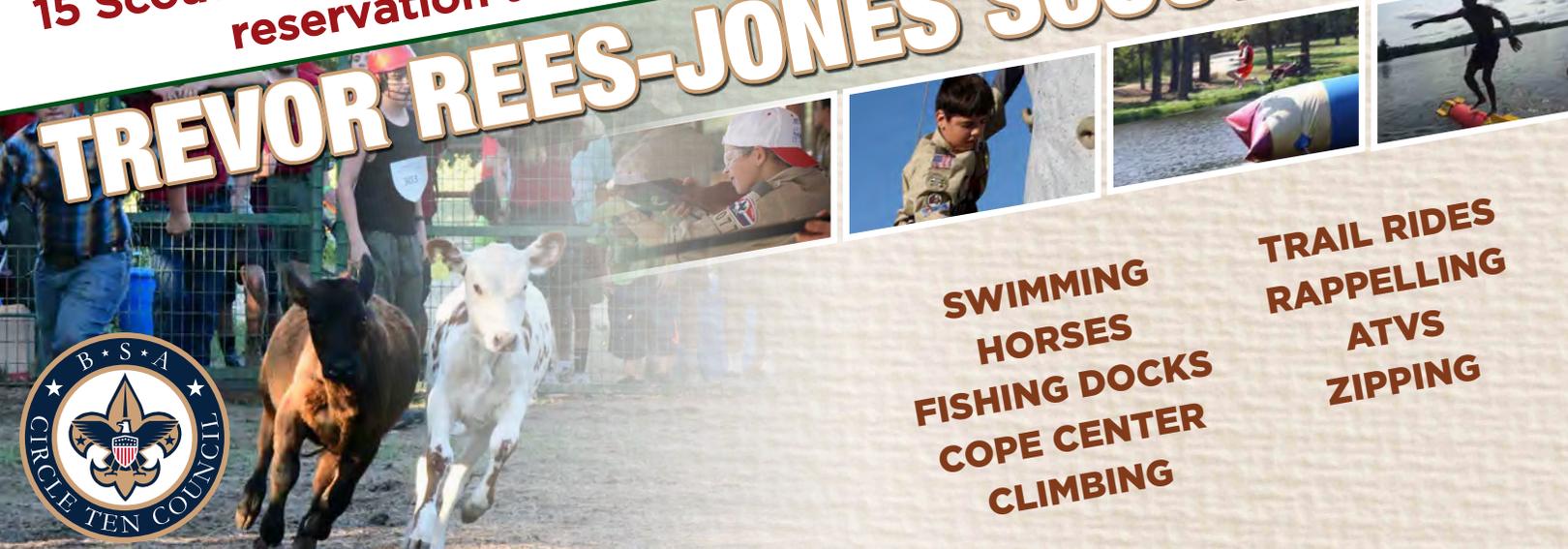
Cost: \$300 per Scout

**This is SUMMER CAMP for
individual Scouts,
NO UNIT SIGN UP NECESSARY!**

- Earn merit badges
- Participate in fun activities
- Make new friends
- Take advantage of all the fun that a week of Scouts BSA SUMMER CAMP has to offer

**Sign up through CampMaster.
Full time summer camp staff will be
overseeing each contingent of up to
15 Scouts - so hurry and make your
reservation today.**

TREVOR REES-JONES SCOUT CAMP



SWIMMING
HORSES
FISHING DOCKS
COPE CENTER
CLIMBING

TRAIL RIDES
RAPPELLING
ATVS
ZIPPING





John D. Murchison Scouting Center
8605 Harry Hines Blvd.
Dallas, Texas 75235
214-902-6700

Bobby Lyle ♦ Billy Gamble Scouting Center
5600 US Hwy 75 South
Fairview, Texas 75069
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