

**CLEMENTS  
SCOUT RANCH**



**CAMP LEADERS  
GUIDE  
2009**

Dear Scoutmasters:

I would like to personally say "THANK YOU" for choosing CLEMENTS SCOUT RANCH as your troops' destination for summer camp in 2009.

Lots of changes were made during 2008 at Clements! You were responsible for many of these changes...changes that came directly from the information provided when you took the time to fill out the evaluation and suggestion forms at the end of each week of summer camp. Our staff strives to update and improve our camp each year. If you are not aware, our motto here at Clements Scout Ranch is "IF WE DON'T KNOW ABOUT IT ... WE CAN'T FIX IT".

The requests and changes are as follows:

**MOVIE NIGHT REQUEST:** Monday night following MONDAY NIGHT MADNESS AND SUNDOWN SUNDAES, we will have MONDAY NIGHT AT THE MOVIES, outside on a large screen. The concession stand will be open. I already smell the popcorn cooking!

**OVERNIGHT HORSE TREKS REQUEST:** As per your requests, we will continue with the overnight treks. Make plans to do this on Tuesday and Thursday nights. Please refer to your leader's guide for details.

**DINING HALL SOUND SYSTEM REQUEST:** We are aware that the sound system is inadequate and does not cover the entire new air-conditioned dining hall. As per your suggestions, it will be upgraded by summer camp.

**SCOUTMASTER LOUNGE REQUEST:** The lounge will be complete before your arrival at summer camp and will include a phone for outgoing calls, operational internet, cold drink machine and coffee and tea service.

**CHAPEL SERVICES REQUEST:** This was a big success in 2008 and suggestions were to continue with this service and only improve on it. In conjunction with the chapel service we will add a choral group and a small band. We would welcome your Troop Chaplain or any musicians in your troop to take part. Please let me know so we can plan accordingly.

**CLEMENTS NATURE MUSEUM REQUEST:** Yes, we will continue with the guided tours at the museum. We are continuing to improve and update the contents and building. Scouts touring the museum will receive a patch.

**FIRST TIME CAMPER PATCH REQUEST:** We will continue to present these patches to adults and Scouts who are attending Clements Scout Ranch for the first time.

**WEDNESDAY NIGHT RODEO REQUEST:** We look forward to an even bigger and better rodeo in 2009. Smaller calves will be used. The lovely geese and squealing pigs will be back. Our theme is always western at Clements and you are encouraged to dress accordingly, especially on Rodeo Night.

**TROOP PICTURE REQUEST:** Again, we will have troop pictures made here during your stay at summer camp. We have approximately 1,200 pictures that were taken by troops last year showing activities while at camp. Our staff will be working to complete a video about "Camp Life". We would welcome volunteers, both adult and Boy Scouts, to help with this project. If interested, contact "Big Don".

**REMEMBER:** CLEMENTS SCOUT RANCH in beautiful East Texas offers: BIG WATER SLIDE, THE BLOB, CANOEING, CLIMBING, COPE COURSE, CYCLING, FISHING/TOURNAMENT, GOLF, HANDICRAFT, KAYAKING, NATURE, OUTDOOR SKILLS, ROW BOATING, SHOOTING SPORTS, SWIMMING TRAIL TO FIRST CLASS and TRAIL RIDES/DAILY.

Too important not to mention: One whole year of hard labor has been provided by the Order of the Arrow members to transform the "Old Staff Lounge" at Clements Scout Ranch to the Mikanakawa Training Lodge...now the showplace of our camp.

It is indeed my pleasure to be serving as Camp Director for the third year here at Clements Scout Ranch. We have made several changes in our Staff Leadership positions this year and know this will enhance your summer adventure.

I hope that I have addressed most of your requests and concerns in this letter. But, if I have overlooked some item(s), please feel free to contact me.

Sincerely,  
Don L. (Big Don) Lindsey  
Camp Director, Clements Scout Ranch

# Clements Scout Ranch Program Guide

## **Ranch location:**

From Athens, go South on State Highway (SH) 19 for 3.4 miles, turn right on Farm-to-Market (FM) 753 and travel 3.9 miles. Turn left on (FM) 2970 and travel 2.4 miles until you come to the ranch entrance on your left. Clements Scout Ranch is about 98 miles southeast of Dallas from the Circle Ten Council Service Center.

## **CSR mailing address:**

Clements Scout Ranch  
Scout's Name  
Troop #  
11217 FM 2970  
Athens, Texas 75751

## **Emergency telephone numbers**

Ranch Phone (*FOR EMERGENCY USE ONLY*)

903-264-1692

903-677-3971 fax

NOTE: Fax machine is not for personal correspondence of any kind.

Circle Ten Council  
8605 Harry Hines Blvd.  
Dallas, Texas 75235  
214-902-6700

## **Camp Office Hours**

|                  |  |
|------------------|--|
| Sunday:          | 12:00 p.m. - 5:45 p.m.   |
| Monday - Friday: | 9:00 a.m. - 11:30 a.m.<br>1:30 p.m. - 5:30 p.m.<br>(Evening hours will vary) |
| Saturday:        | 9:00 a.m. - 11:45 a.m.   |

|                          |   |
|--------------------------|---|
| <b>Ranch Director:</b>   | Scott Arrington <a href="mailto:barringt@bsamail.org">barringt@bsamail.org</a>            |
| <b>Camp Director:</b>    | Don L. Lindsey <a href="mailto:a390scoutdad@sbcglogal.net">a390scoutdad@sbcglogal.net</a> |
| <b>Program Director:</b> | Wesley Reel   |
| <b>Business Manager:</b> | Eddie Rodriguez <a href="mailto:erodrigu@bsamail.org">erodrigu@bsamail.org</a>            |



## Upon your arrival

When arriving on Sunday, you will be greeted by a "Ranch Hand." Your guide will give you a tour of the property and get you through the check-in process. Please follow these 5 simple guidelines to insure you a *speedy* check-in:

1. Please come to the camp office when arriving at camp. We only need one adult leader to check-in. (Check-in starts at **NOON**)
2. Please bring copies of the following medical forms:  
\*\*Youth and adults under 40 must have "Personal Health and Medical Record - Class 1 and 2 form #34414" or the new **Annual Health and Medical Record.**

\*\*Adults over 40 must have "Personal Health and Medical Record, Class 3 form #34412-A" or the new **Annual Health and Medical Record.**

**SPECIAL NOTE:** All medical forms will be returned to the Troop at the end of camp. We will ***NOT*** be able to make copies at camp. Shots ***MUST*** be dated with month, day, year or official shot records must be attached to the medical forms.

3. A complete roster of Scouts and adults who will be attending camp during the week. Please include the name, address, contact person and emergency phone numbers. A printed list of youth and adults in Excel, TroopMaster or printed from online merit badge registration will work.
4. Summer camp payment records and other information that will help with check-in, plus be ready to make any final payments to the Business Manager. A record of payments received is on your CampMaster account.
5. Insure all troop members have a swimsuit readily available for a swim check upon arrival at camp. You may not go to your campsite before the swim check.

\*\*Please bring additional tents to accompany any additional Scouts and Scouters that put your unit count over the campsite maximum.

Each unit will be allowed **ONE** vehicle at a time in camp to transport camp gear to and from the campsite. All other vehicles ***MUST*** remain in the camp parking lot. Once all gear is transported to the campsite all vehicles must return to the parking lot. Each unit may leave a troop trailer in the campsite for storage of camp gear. The gate to base camp will remain locked at all times. The only traffic allowed in camp will be official camp vehicles. The medical passes issued are not a pass in and out of the gate. They are a pass for medical usage inside the gate.

**NO VEHICLES WILL BE ALLOWED TO REMAIN IN THE CAMPSITE AFTER TRANSPORTING CAMP GEAR.**

**(Accommodations can be made for persons with disabilities)**

### **Swim test & Medical Re-checks**

When your unit arrives on Sunday, one leader needs to check the unit in at HQ and the rest of the unit will be escorted by a member of the staff who will conduct a camp tour that will include swim checks and medical re-checks. Some medical re-checks may take place at the Medical Lodge (located at HQ), Please be sure that all Scouts and Scouters who plan on doing any water activities while at camp bring are dressed in their swimsuits and have their proper medical forms with them. A swim check will be conducted to determine the proper swimming ability for your safety. **If your unit chooses to do their swim checks before camp, our Aquatics Director reserves the right to retest anyone for safety reasons.**



# CAMP FEATURES

## Dining Hall

The family style dining experience of our Dining Hall can be one of the best experiences you will have. You will enjoy singing, laughter, a place to make new friends, and we provide three hot meals each day. Family Style Dining allows us to make every meal an important part of the camp program. Each troop will provide one table waiter for every 8 members of the unit. 15 minutes prior to each meal, the table waiters will arrive to set tables for your unit. It is important that every unit have their table waiters arrive on time before each meal to allow for adequate time to set up the table for the troop's meal.

PLEASE ARRIVE ON TIME -- BE SURE TABLE WAITERS ARE ON TIME.

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

As with all Circle Ten Council camps, visitors are always welcome to join the Troops for meals and other activities. The cost of visitors' meals is \$6.00 per person. Please let the Business Manager know of any guest(s) you have joining your troop for meals.

On Friday, table waiters will need to arrive at 6:10 p.m. for the 6:30 p.m. Barbeque dinner. This meal is served buffet style, and the cost is \$6.00 for visitors.

## These regulations are enforced at Clements Scout Ranch.

- ◆ No Scout may be out of his campsites after 10:30 p.m. unless accompanied by an adult or have authorization from the Program Director or Camp Director to participate in an activity.
- ◆ There are NO pay phones available. Calls should be made from the troop cell phones. Do not allow Scouts to bring cell phones to camp.

Note: Please remind parents that the camp telephone number is for medical and family *emergencies only*! Parents are asked to use this number only for emergencies. Clements Scout Ranch is not equipped with a paging system. If a parent calls with a non-emergency, that message will be communicated at the next meal.

## Summer Theme

Clements Scout Ranch uses an Old West theme in its programs. On Wednesday evening we ask each troop to come to dinner in the Scouting appropriate western attire and be prepared to Rodeo!

## The Program

Clements Scout Ranch offers a variety of programs and advancement opportunities that are both fun and challenging to most Scouts. For complete details on Circle Ten Summer Camp Advancement Program see the Advancement section. The Boy Scouts of America – National Camping School certifies many area directors, all of whom are over the age of 18, many over 21. Leaders can be assured that each of the staff members is trained and knowledgeable in his/ her area of skill and involvement.

### Scout Skills

Our staff teaches Pioneering, Orienteering, Camping, Fishing, Indian Lore, First Aid and Emergency Preparedness merit badges. In addition, Wilderness Survival Merit Badge provides an opportunity for a Scout to test his survival skills on a Wilderness Survival Overnighter. Scouts hike to a remote site on the Ranch and stay overnight in a lean-to constructed from the pine trees.



### Nature/Ecology Conservation Area

Environmental Science, Fish & Wildlife Management, Fishing, Forestry, Mammal Study, Nature, Reptile & Amphibian Study, and Soil & Water Conservation Merit Badges are taught in the Nature area. In this area, Scouts and Scouters can learn to be a responsible member of the ecosystem and learn more about our planet. From the petting zoo to catching Bass, the Nature/Ecology Conservation area is a must see when at camp.

### Aquatics

Canoeing, Rowing, Swimming, Lifesaving and BSA Lifeguard make up Clements Scout Ranch's Aquatics program. Scouts will be instructed in basic water skills as well as what to do when someone is in distress and needs to be rescued. Not only can Scouts experience gliding along on McElvaney Lake while rowing or canoeing, but they can also experience kayaking across the lake either by themselves or with a friend. They can swish down a 153-foot waterslide that dumps into the lake. Experience not only swimming in lake water, but also having the opportunity to swim in the crystal clear water of a swimming pool or diving in to cool down after a hot summer day. Enjoy the best of both worlds...a pool & lake for swimming. In order to take any of the Aquatics Merit Badges you must be classified as a swimmer according to your swim check. **BSA Lifeguard is an all day class.**



## **BSA Lifeguard**

To earn the BSA Lifeguard is an extreme test of an individual's desire to go "above and beyond" the minimum required of a Scout. To earn this honor, the candidates **must be at least 15 years old** and are encouraged to have completed: rowing, canoeing, lifesaving, swimming and first aid merit badges.



BSA Lifeguard is open to Scouts at least 15 years old as well as adults who wish to meet the challenge. Candidates will spend a considerable amount of time training each day they are at Clements Scout Ranch. Additional time spent on training will be at the discretion of the Aquatics Director.

## **Handicraft**

Basketry, Woodcarving and Leatherwork Merit Badges are taught in the James Sweat Indian Village. Imagine yourself under the cool shade of the pavilion, carving a block of wood into your favorite animal or weaving a basket proving you can take the simplest things and make a usable object for Mom or Dad back home. You can experience these activities, or just relax during the afternoon. All this can be accomplished at the Indian Village which is located between the swimming pool and Nature area. Troops that send a Scout to Woodcarving must also send an adult.

## **Field Sports**

Archery, Rifle Shooting & Shotgun Shooting Merit Badges are taught in the Field Sports Area. Scouts learn how to make a bow string and use it in archery, fire a .22 caliber rifle, or even shoot a shotgun. All are offered in the Field Sports Area. Golf and Sports merit badges are available in the sports field by appointment.



Note: The Rifle and Shotgun Shooting Merit Badges can be expensive. Shotgun ammunition costs \$.50 for 2 shells and the clay birds to go with them. The average cost is around \$10.00 - \$20.00 to complete the badge, depending on the skill level of the Scout. Rifle ammunition cost is \$1.00 for each ten shots. Archery has a minimal cost of \$3.00 for the arrow kit that the Scout uses to complete the badge. Tickets for ammunition can be purchased from the Trading Post and redeemed at the Range.

## **CHALLENGING OUTDOOR PERSONAL EXPERIENCE**

We invite all your older Scouts to take the **COPE Challenge**. Project COPE is a program at camp designed to test the mental and physical skills of its participants. The program challenges your Scouts to work together to solve challenges, accomplish tasks and overcome obstacles while repelling, swinging, jumping, zipping, and climbing. By National Standards this program is restricted to Scouts 13 and older. It is important that all participants bring jeans (not cut-offs or shorts) to wear during the high elements. There is an additional \$35.00 fee for those participating in the course. This will cover the cost of all supplies, a C.O.P.E. bandana, T-shirt and a patch. This course is strongly encouraged for older Scouts. COPE is offered in one class from 9:00 to 12:00 every day. Adults will have an opportunity to enjoy the COPE program.



## **RANGER PROGRAM**

This program is designed for your first year Scouts. Monday the groups will start in the Ranger area where they will be split into patrols where a Life or Eagle Scout will serve as a patrol guide. This patrol guide will instruct them in basic Scout skills; the patrol method is emphasized. Our staff will provide adequate structure and supervision to your Scouts giving them a strong start on their advancement trail.

Wednesday each Scout will be given a hiking stove that he should keep with the rest of the week. This stove will be the basis of many of the skills he will learn. On this stove, he will keep, in the form of beads, a record of what he has accomplished during the week. We believe that instant recognition is a valuable tool, especially to Scouts in this age range, and their stove will help them display the achievements they have earned.

There are several criteria that are suggested before a Scout enters the Ranger program. First of all, age plays an important role. Experience has proven that Scouts older than 13 generally benefit less from this program. Another consideration to be made prior to enrolling in the Ranger program is the time that the Scout has actually been involved. This program was designed primarily for those who have been in a troop less than 6 months.

The Ranger program lasts all week, from 9am to 4pm each day, and includes a wide variety of games, activities, and lessons. During this time, your Scouts will also have opportunities to earn several merit badges, in sessions taught specifically to First Year Campers. All of the activities and events promote great Scouting spirit, as well as a great sense of accomplishment.

We know that many Scouts and their parents expect summer camp to be an opportunity to earn merit badges. That is why we have built into it the teaching of several "first year" merit badges. We will teach, to classes made up of only first year camper patrols, swimming, basketry, and leatherwork. For the supplies used, we do charge and extra \$15 for all Scouts taking the first year camper program.

No Rank Advancement requirements are signed off in the Ranger program. At the start of the week, all Scouts will be given a "passport" that lists all of the sessions that will be taught. A record of the skills taught is kept on CampMaster to let the Scoutmaster know which requirements are taught with each session. The Scoutmaster decides whether to use the information to pass the Scout on the requirements or to retest.

A pocketknife, poncho, flashlight, and a canteen full of water, are essential for each Ranger participant. If the Scout has a compass, that will also be useful. The Scout should be prepared to have fun. Adults are welcome to attend with the Scout; all activities are designed to use the patrol method among the Scouts.

## **Fishing**

Clements Scout Ranch is known throughout the Southwest for its excellent fishing lakes. At CSR, Scouts can fish from Perryman, Allen or McElvaney Lakes giving Scouts and Scouters over 15 acres of water opportunities to try their skill at landing a Largemouth or Florida bass, perch or catfish.



**Bring your own equipment**

## **Wrangler Program:**

### **Trail Rides:**

Trail rides are offered throughout the day. Tickets are available at the Trading Post at no charge on a first come, first serve basis. Trail rides start from the Lower Corral near Headquarters. 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.



## **The Horsemanship & Animal Science Merit Badges:**

The Horsemanship Merit Badge is for the serious and not so serious Scout who wants to learn more about the care and grooming of horses, as well as specific riding skills. This class is taught at the teaching corral between Nature and Scoutcraft. Boots and gloves are recommended for this class.

The Animal Science Merit Badge is also taught at the Lower Corral. Those taking Horsemanship Merit Badge will ride the horses back from the Lower Corral each morning.

### **Honor Camper Trail Rides:**

At the end of the week on Friday, each unit selects an "Honor Camper," a younger Scout who throughout the week has epitomized the ideal of Scouting. This Scout participates in an "Honor Trail Ride." Scoutmasters are issued a special ticket during the Scoutmaster meeting after Friday's lunch. With this ticket, an "Honor Trail Ride" is awarded to the Scout selected from his unit (1 ticket per unit) for the 3:00 or 4:00 p.m. trail ride. In addition, each "Honor Camper" ticket is good for a free drink to cool off after their ride the Trading Post.

### **Go Over the Edge-Rappelling**

Have you ever wanted to feel the rush of going over the side of a six-story building or test your strength by using every muscle you have to climb to the top of the tallest climbing wall around? Clements Scout Ranch's tower is a 60 foot climbing and rappelling tower. The tower is designed to challenge both the beginner and the most experienced climber with its different challenges and levels. CSR offers several different programs to introduce you and your Scouts to the world of climbing.

### Cycling Merit Badge

The Cycling Merit Badge program is offered to a limited number of Scouts. Scouts must supply their own bikes and helmets.

### Golfing Merit Badge

The Golfing Merit Badge program is offered to a limited number of Scouts. Scouts must supply their own clubs and shoes.

## Evening Programs:

### Sunday Night Camp Fire

The fun of camp begins with campfire. Come and join the staff for a night of lights, music, skits, and fun.

### Monday Night

#### Madness

Monday Night Madness is a camp-wide game. Troops compete in an unusual water relay race. So get your troop ready for a night of challenge, competition and fun.

**Sundaes after Monday Night Madness are offered outside the dining hall.**



### Tuesdays and Thursdays Nights

Tuesday and Thursday nights are a time for troop activities. Senior Patrol Leaders reserve areas in camp for troop activities. The areas available are the swimming pool, waterfront, rifle range, climbing tower and archery range. Senior Patrol Leaders will be able to sign up for these areas after lunch on Monday at the flagpole. **Overnight Horse Trek** – Scoutmasters will turn in names of 13 year old and older Scouts that would like to be placed in a drawing for approx. 16 Scouts each night to participate in this experience. Chuck Wagon meal will be served at arrival at overnight camp. The Scouts will arrive back at base camp for breakfast with their troops.

### Everyone's a Fisherman

Clements Scout Ranch for the summer 2009 will host the "**Bigger is better fishing contest**". The contest will be held on Tuesday night from 7:00 P.M. till 8:30 P.M. Scouts and leaders are invited to bring their "BIG" catch to the north end of Perryman Lake for weighing and measurements. The Scout and Scouter who catches the biggest fish will be crowned "**Camp Fisherman of the Week**". **Bring your own equipment.**

## Its Wednesday - Lets Rodeo



The Clements Scout Ranch Rodeo is an experience that may not be offered at any other Scout camp in America. Complete with rodeo pageantry, music, rodeo clowns, skits and cowboys. This promises to be a lasting memory for all. There are three individual rodeo events: "The Wild Pig Chase", "Quacking Duck Chase", and "Bell Doggin'". An award to the overall winner of each event based on the best time of all participants in that event is given at the Friday night award ceremony. We encourage all Scouts to wear their jeans, boots, western shirt and straw hats to the Rodeo, although not required.

The rodeo begins after dinner on Wednesday night.

### Almost time to go home but not yet (Friday)

Let's end the week with bang!! Friday night is parents' night. We would like to invite all parents out for a Clements Scout Ranch Western Barbeque to see the camp, and attend the end of the week awards ceremony in the piney woods. This evening proves to be fun for all. Following the awards ceremony will be the Order of the Arrow call out ceremony.

Remember:

On Friday, table waiters will need to arrive at 6:10 p.m. for the 6:30 p.m. Barbeque dinner. This meal is served buffet style, and the cost is \$6.00 for visitors. Table waiters will need to arrive early.

## Clements Scout Ranch Natural History Museum

Located at the Upper Corral is a facility which exhibits many of the animals, birds and beautiful creatures found in East Texas and throughout the southwest. No other Scout camp in America offers a facility like this for Scouts and Scouters alike to view these animals in their natural environment. The museum features



birds, fish, mammals including a 10' brown bear, cougar and wolves, snakes, and fossils from prehistoric East Texas, 9.5-foot alligator, and a Bald Eagle. The museum rivals many natural history museums located at other Texas State Parks and should not be missed. The Natural History Museum is open on Wednesday evenings after the Clements Scout Ranch Rodeo or can be viewed by appointment.

## Departing on Saturday

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 your campsite to pack and clean the campsite. Your Ranch Hand will assist you in your check out process. They will come to your campsite and inspect it with the Scoutmaster and Senior Patrol Leader.

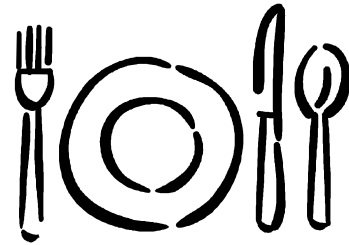


Prior to your final departure from camp please stop by the camp office to sign up for another summer camp experience at one of the Circle Ten Council Camps for 2010 if you have not done so during the week.

The Saturday Schedule is as follows:

### Saturday

- |           |  |
|-----------|--|
| 6:30 a.m. | Reveille   |
| 7:30 a.m. | Table Waiters to Dining Hall                         |
| 7:45 a.m. | Flag Raising   |
| 8:00 a.m. | Breakfast  |
| 8:30 a.m. | Campsite breakdown and clean-up for final inspection |



## Few reminders while at camp:

### Scoutmasters and Leaders

While your Scouts are attending classes at Clements Scout Ranch, you are welcome to relax and enjoy your stay here during the week. We would like to invite you to enjoy the AIR CONDITIONED Scout Leaders' Lounge, which is just behind the Dining Hall. You can enjoy a cool soda, coffee or juice throughout the day and even use the telephone to keep in contact back home. We also have Internet access available for Scoutmasters to use. We have opportunities for you to participate in a shotgun shoot, merit badge classes and even an opportunity to play a round of golf. We also encourage you to drop in on our program areas and observe our staff in action instructing classes during the day. If you have any suggestions about camp or any classes being taught, feel free discuss these with the Program Director or Camp Director.



### **Cots for leaders**

We value the time that leaders will spend to bring their Scouts to Clements Scout Ranch. We provide (2) cots per troop for the leaders to better rest themselves. If the troop has more than (2) leaders stay throughout the week, the troop is responsible for any extra cots needed. Cots are not provided for Scout use.

### **Uniforming**

Scouts and leaders are encouraged to wear their complete official B.S.A. uniform to the Sunday evening meal and Friday night Barbeque dinner as well as to each evening formal retreat. Scout shorts with camp or troop T-shirt is suggested for lunch. Swimsuits are not acceptable attire in the dining hall. Dress appropriately for your activities. Please use proper discretion.



### **Shoes, shirts & pants**

All Scouts and leaders must wear shoes at all times at Clements Scout Ranch. There are all kinds of bugs that bite, rocks, thorns and other things that might not agree with bare feet. For your safety, and to not overwork our camp medical staff, shoes must be worn at all times. **NO OPEN TOED SHOES ARE ALLOWED AT CAMP.**

### **No Fans or Extension Cords**

Circle Ten Council does **NOT** allow units to bring extension cords or fans. Fans and extension cords throughout camp create a very serious safety issue. Please help us continue to make the Clements Scout Ranch a safe and fun camping experience.

### **Ice**



We have plenty of ice available. All we ask is that you use the ice in the 5-gallon water coolers at each campsite for drinking purposes only. Since ice is a luxury and helps keep the water cool for drinking, we don't want to waste ice. In addition, each program area at Camp Cherokee has a 5-gallon water cooler with ice to provide drinking water to Scouts, keeping them and you refreshed as the day goes on. If you are out and about visiting areas, stop by and have a cup of water on us.

### **Camp Trading Post**

For any Scouts and Scouters looking for cold drinks of all varieties, ice cream, or candy, the Trading Post is the place to be during those warm camp days. In addition to snacks, other items including BSA supplies and equipment, handicraft materials, merit badge books and Ranch T-shirts and other souvenirs are available. Ice cold drinks are also available from soft drink machines located throughout camp.

Our Trading Post is open for program supplies after breakfast each weekday morning.

## CLEMENTS SCOUT RANCH DAILY SCHEDULE

### Sunday

|              |  |
|--------------|--|
| Noon         | Camp Office Opens -- Troops begin check-in   |
| 12:30 p.m.   | Camp Tours, medical re-checks and swim test  |
| 3:00 p.m.    | Check-in deadline  |
| 5:45 p.m.    | Table Waiters to the Dining Hall   |
| 6:00 p.m.    | Formal Retreat Ceremony at Flagpole (In uniform)   |
| 6:15 p.m.    | Supper   |
| After Dinner | Scoutmasters Meeting in Jim Tarr Hall in front of stage<br>SPL Meeting (To be announced) |
| 8:30 p.m.    | Campfire   |
| 10:30 p.m.   | TAPS (Please be considerate to your neighbors)   |

### Weekdays

|            |   |
|------------|---|
| 7:00 a.m.  | Polar Bear Club at Swimming Pool (M, W, F) at Waterfront (T, TH)    |
| 7:00 a.m.  | Reveille  |
| 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   |
| 9:00 a.m.  | Program -- areas open (see Troop schedule)                          |
| 12:00 p.m. | Table Waiters to Dining Hall  |
| 12:15 p.m. | Lunch   |
| 12:45 p.m. | Leaders Mtg. in Scout Master's Lounge                               |
| 1:00 p.m.  | Safe Swim/Safety Afloat Training (Thursday) Leaders only            |
| 1:00 p.m.  | QUIET HOUR  |
| 2:00 p.m.  | Program -- areas open (see Troop schedule)                          |
| 5:00 p.m.  | Overnight Horse Trek departs from lower corral (Tuesday & Thursday) |
| 5:45 p.m.  | Table Waiters to Dining Hall  |
| 6:00 p.m.  | Formal Retreat Ceremony at Flagpole (In uniform)                    |
| 6:15 p.m.  | Supper  |
| 7:00 p.m.  | Evening activities  |
| 10:30 p.m. | TAPS (Please be considerate to your neighbors)                      |

### Friday Special Events

|             |   |
|-------------|---|
| 3-4:00 p.m. | Honor Camper Trail Ride   |
| 4-5:00 p.m. | Honor Camper Trail Ride   |
| 6:20 p.m.   | Formal Retreat Ceremony at Flagpole (Scouts & Leaders in uniform) |
| 6:30 p.m.   | Dinner (picnic style)   |
| 7:30 p.m.   | Awards Ceremony – Piney Woods                                     |
| 8:15 p.m.   | Order of the Arrow Call Out Ceremony                              |

## *Circle Ten Council Summer Camps*

Clements Scout Ranch – June 7 through July 4  
Camp Constantin/Jack Furst Aquatic Base – June 7 through July 18  
Camp James Ray – July 5 through July 11

A full week of summer camp offers your Boy Scout Troop the best opportunity to maintain a strong program throughout the year. We have put together a full range of programs that are designed with the purpose of strengthening your Troop. Our individual activities are designed to cover the broad range of skills and abilities of your Scouts. Starting with a strong program for your newest Scouts and continuing with increasingly challenging activities that hold the attention of your older Scouts as well. We know that Troops have a broad range of goals and we work hard to provide a program that helps meet those goals. We also have many programs that are designed to be done as a patrol to help to develop the leadership skills of your Scouts. Our camp wide activities are designed to help to build Troop spirit as well.

### **CAMP COMMUNITY**

Just being at Summer Camp is valuable to a Scout. The experience of working and interacting with other Scouts teaches life lessons and develops life-long friendships. Keeping this in mind it is important not to schedule so many activities that the Scout won't have the time to enjoy himself at camp. Time spent with his patrol or Troop learning new skills, teaching others or just having fun is probably the most important time he will spend at camp.

Each boy becomes a Scout citizen when he arrives at camp with rights, privileges and responsibilities. The Scout Oath and Scout Law are the foundation of the camp experience. Scouts and leaders alike are challenged to live up to the high standards of the Oath and Law. We all have the ability to serve as a powerful example of what Scouting is about. By living up to these standards we will ensure that all Scouts and leaders will leave camp with a rich experience and many memories.

Circle Ten Council Summer Camps are available to every Boy Scout and Boy Scout leader regardless of race, sex, color, national origin, age, political belief, religion, or disability. If you believe you have been discriminated against, contact the Camp Director or Mr. Ponce Duran at Circle Ten Council Service Center (214) 902-6700 immediately. Also write:

Civil Rights Department  
701 West 51 Street  
Mail Code E-609  
Austin, Texas 78751

(512) 450-3630 - voice  
(512) 450-4313 - TDD  
(512) 450-4748 – fax

# Health and Safety in Camp

## PHYSICAL EXAMINATIONS

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

Scouts and leaders under age 40 who are attending camp must use the "Personal Health and Medical Record, Class 1 and 2" form #34414B or the new "[Annual Health and Medical Record](#)" form #34605. **An annual health history attested by parents or guardian supported by a medical evaluation completed within the last 36 months by a physician licensed to practice medicine is required. Current immunization information must be included.**

Adult leaders 40 and older attending camp must also use the "Personal Health and Medical Record, Class 3" form #34412B or the new "Annual Health and Medical Record" form #34605. **A current health history supported by a medical evaluation within the past 12 months performed by a physician licensed to practice medicine is required. Current immunization information must be included.**

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**NOTE: Texas Department of Health Regulations *DO NOT* require us to retain medical forms. After camp is concluded all forms will be returned to the unit.**

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Scouts and leaders are given a medical recheck upon arrival in camp by the camp medical officer, but **no medical examinations can be given at camp.**

The medical forms are available at [this link](#).

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

### **TRIPS TO HOSPITALS AND DOCTORS OFFICES FROM CAMP**

Campers who require the attention of a doctor or the services of a hospital:

1. Except for emergencies, it is the responsibility of the unit leadership to provide transportation for unit member(s) requiring services from a doctor or hospital.

#### **YOU MUST CHECK OUT OF CAMP.**

2. Youth protection guidelines must be followed when transporting the unit member(s) to the doctor or hospital. Remember to take the insurance forms with you for completion at the doctor or hospital. You can obtain your Scout's health record from the health lodge before going to the doctor or hospital.
3. 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.
4. 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 can be contacted including cell phone numbers.
5. Directions to doctor's offices and hospitals are available at the health lodge.

## INSURANCE POLICY

*Only Non-LDS Circle Ten Council registered Scouts and Scouters are covered by Circle Ten Council Insurance.*

*LDS Chartered Troops need to bring insurance claim forms to the camp office. OUT OF COUNCIL UNITS MUST PROVIDE INSURANCE CLAIM FORMS. (You need to bring 2 insurance claim forms to the CAMP office when you arrive at camp.)*

### **NOTE:**

*Parents attending camp must be registered as adult members of the Troop in order to be covered by accident and sickness insurance.*

NON-DUPLICATION PROVISIONS - VERY IMPORTANT - READ CAREFULLY!

When emergency room or extended treatment of hospital care is involved, benefits in excess of the first \$300.00 will be payable only for the expenses shown previously which are not recoverable under any other policy or service contract. If no other collectible insurance is available, this non-duplication provision will not apply. This means the parent's personal insurance carried on the Scout or Scouter is responsible for payment of charges above \$300.00 and to its limits. The HSR Accident and Sickness Insurance will pay up to \$15,000 after the parent's personal insurance has reached its limits or if the parents have no insurance on the Scout or Scouter.

Read Carefully

### Policy on Insurance Claims

It is necessary for all accidents, illness or tick bites to be reported to the First Aid Station. 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 camps must be submitted immediately to the HSR Insurance Company. Information on coverage and claim forms is available online at: <http://www.circle10.org>

This supplemental insurance protection begins when the camper leaves home and ends upon his 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.

## CAMP FEES

The camp fee for *Summer Camp 2009* is \$230.00. *Early bird* fee is \$200.00.

To qualify for the early bird fee you must follow the following guidelines:

- a. Deposit \$100.00 per Troop.
- b. Pay the first installment of \$100.00 per Scout by March 31st.  
The \$100.00 deposit may be applied to the \$100.00 per Scout due.
- c. The Adult Fee is \$100.00 and is due with the final payment by May 29<sup>th</sup>.
- d. Pay the final payment of \$100.00 per Scout by *May 29th*.

One half of the camp fee for 2009 is due on *March 31, 2009 AND* the balance is due in the council office *no later* than May 29, 2009. Plan to send your fees so that your payment is in the council office by the date due. We will accept payments mailed with a postmark of the due date as on time payments. *To qualify for the early bird fee, the full fee must be paid by May 29, 2009.* Payments can be made at the Dallas Service Center Reservation Desk, the Collin County Service Center, and the Sherman Service Center or by mail. We will accept postmarks by the deadline date as on time payments.

Mailing Address: Circle Ten Council  
8605 Harry Hines Blvd.  
Dallas, Texas 75235-3014

### Adult Leader Fees

BSA POLICY REQUIRES THAT TWO ADULT LEADERS ACCOMPANY EACH TROOP ON ANY SCOUT OUTING. ONE LEADER MUST BE AT LEAST 21 YEARS OF AGE. THE ASSISTANT LEADER MUST BE AT LEAST 18 YEARS OF AGE.

|                                    |                          |
|------------------------------------|--------------------------|
| Two leaders may attend free with   | 1-29 paid Scout campers  |
| Three leaders may attend free with | 30-39 paid Scout campers |
| Four leaders may attend free with  | 40-49 paid Scout campers |
| Five leaders may attend free with  | 50-59 paid Scout campers |
| Six leaders may attend free with   | 60-69 paid Scout campers |

One leader free for each ten Scouts over 70. Additional leader's fee is \$100.00 per person.

### Refund Policy

The \$100 per Troop deposit fee is part of the total camp fee and is not refundable or transferable. Up to one week before scheduled arrival at camp, a refund of 85% will be made if a Scout must cancel after he has paid his full fee. A refund of 60% will be made for cancellation made between two and seven days before arrival date. A refund of 25% will be made for cancellation less than 48 hours before camp and up to the scheduled day of arrival. 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* and e-mailed or mailed to the finance office at Circle Ten Council, 8605 Harry Hines Blvd., Dallas, TX 75235-3014, before your Troop arrives at camp – attention Lynette Hendricks ([lhendric@bsamail.org](mailto:lhendric@bsamail.org)). All refund checks are made payable to the Troop (not an individual).

No refunds will be given to a Scout that has not cancelled his reservation in writing prior to the Troop's week at camp. Refund checks will be made payable to the Troop (not the individual). Requests for exceptions to this policy must be addressed to Lynette Hendricks ([lhendric@bsamail.org](mailto:lhendric@bsamail.org)). All refunds must be requested in writing before September 1, 2009

### Online Registration

Each Troop registering for a Circle Ten Council Summer Camp will be issued a user id and password that will allow the Troop to register Scouts and Adults for attendance at camp and for programs offered through the week at [www.circle10camps.org](http://www.circle10camps.org). You may have your user id and password e-mailed to you by going to <http://www.circle10camps.org/cm2006> and clicking on the "I forgot my password" button in the logon screen. Select your troop number and the contact name to have the user id and password e-mailed. By maintaining the roster of attendance and selecting program offerings you will be able to insure that everyone gets the most out of their week at camp.

## CAMP INSPECTION AND LICENSE

All camps are inspected each year by the county and state health departments, and by the Boy Scouts of America. All areas of the camps meet or exceed all necessary standards for facilities, health and safety, and program. The camps are licensed to operate by the State of Texas.

## FIREARMS, AMMUNITION, FIREWORKS, BOWS AND ARROWS

Personal firearms of any type (rifles, shotguns, hand guns, BB guns, Black Powder, cannons, bows, arrows, ammunition and fireworks) are not allowed in camp.

## FIRES, LIQUID AND PROPANE FUELS

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

## ALCOHOL, ILLEGAL DRUGS OR 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 in or around buildings or around Camp Program Areas is PROHIBITED.

Adult leaders should support the attitude that young adults are better off without tobacco and **may not allow the use of tobacco products at any BSA activity involving youth participants.**

All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants.

## PERSONAL POSSESSIONS

Camp is an outdoor experience. Personal items such as radios, stereos, televisions, i-Pods, 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.**

## ***CAMP PROVIDES:***

The camp provides the assistance of a qualified camp staff, program materials and literature. Tools for special projects will be available from the Camp Quartermaster.

Each campsite is set up with enough 9 x 7 foot two man wall tents on wooden platforms for the maximum number of Scouts and leaders for the site as indicated on the campsite reservation form. If your Troop brings more Scouts and leaders than the maximum number for the site **the Troop will be responsible for providing additional tents**. Troops are responsible to bring their own tents for the extra campers. Troops are strongly encouraged to bring cots for additional leaders.

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***All items lost or damaged must be paid for by the Troop prior to leaving camp.***

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**Theft and malicious mischief will not be tolerated at camp.**  
**Offenders will be asked to leave camp and will be given NO refunds.**

**Units attending Clements Scout Ranch:** The Clements Scout Ranch latrines have electricity but the power boxes are **not** designed for extension cords. **No electrical cords or fans are permitted in campsites.**

## ***TROOP PROVIDES:***

### **TWO DEEP LEADERSHIP**

Troops must provide two Camp Leaders, one of who must be at least 21 years of age and registered with the Troop. The assistant must be at least 18 years old. Two Unit Leaders must be with the Troop twenty-four hours a day. Having at least two Unit Leaders on all Troop overnight outings is a BSA policy. It is important that **all adult leaders** be certified in youth protection. The State of Texas requires all adult leaders to complete the online Youth Protection Training before arriving on camp. This training is available on-line at <http://www.scouting.org> then click on MyScouting. Each leader must present a copy of the training card to be retained by the camp.

**NEW IN 2009:** Each troop must have at least one adult who has completed Hazardous Weather Training from BSA. It is also available through your [MyScouting](#) page.

### **CARS IN CAMP**

Council policy requires that all leaders and visitors vehicles be parked in the camp parking lot during camp. Troops can load all of its Troop equipment into one vehicle (pickup or van, etc.) and take it to the campsite for off loading on Sunday afternoon. The vehicle must be brought back to the camp parking lot immediately after unloading. The camp will on request provide a staff member to escort the driver to the site. The Camp Ranger can assist in transporting equipment to the site if needed. If desired, non-motorized Troop equipment trailers may be left at the campsite.

### **TRANSPORTATION**

The Troop must make arrangements for safe transportation for your Scouts to and from camp. Seat belts are required for all occupants of motor vehicles. **The beds of trucks or trailers must never be used for carrying passengers.**

### **PERSONAL BOATS AT CAMP – CAMP CONSTANTIN ONLY**

Many leaders have personal boats. Unit leaders can bring their own boat to summer camp with a few stipulations. While at summer camp Circle Ten Council has the responsibility to ensure your safety on all activities. Here are a few rules about personal boats:

- Contact the Camp Director before coming to camp. ([travis.taber@scouting.org](mailto:travis.taber@scouting.org))
- All boats must have current registration including a Brazos River Authority permit.
- All boaters must wear a properly fitted US Coast Guard Approved PFD (life jacket) at all times.
- Leaders must be currently trained in Safe Swim Defense and Safety Afloat.
- Summer Camp does not have space to dock any personal boats.
- If at any time any leader demonstrates questionable boating safety the Camp Director has the authority to ask the leader to remove his boat from the water and trailer it in the parking lot.
- **BSA Policy does not permit motorized personal watercraft.** - Any leaders bringing a Jet Ski or other motorized personal watercraft will be asked to leave them on a trailer.

## PROCEDURES ON ARRIVAL

- Transportation should be arranged so you arrive at camp on Sunday, after 12:00 p.m. and before 4:00 p.m.
- Check in at the Camp Office as you enter camp to be sure that you have the correct campsite before the Scouts carry their packs to the campsite. A member of the camp staff will accompany you to your site. Each Troop will be allowed to take one vehicle into the site to deliver gear. The vehicle must be returned to the camp parking lot as soon as it is unloaded.
- Registration of Troops will start in the camp office at 12:00 p.m. Only one adult leader needs to report for this (more are welcome). Be sure to bring your Troop rosters, fee receipts and any outstanding fees with you when you report to check in and register your Troop. The online registration system has a copy of the current payment record available for you to check at any time at [www.circle10camps.org/cm2006](http://www.circle10camps.org/cm2006). Troops are encouraged to check this before your departure for camp. Your Troop will be assigned a staff member to host and guide your Troop through the check-in procedures. Your guide will ask you to inspect the tents, platforms, tarps and frames, etc. with him upon arrival at the campsite. Be sure to mark any damaged equipment in order that it may be repaired or replaced if needed and your Troop won't be charged at the end of your week at camp. **Troops must pay for any damaged equipment.**
- The medical recheck will be conducted at the Health Lodge or at a designated area (see individual camp schedule for time and location) Sunday afternoon. Have your Scouts report as a Troop in swim suits and towels.
- **CLASSIFICATION OF SWIMMING ABILITY**  
All Scouts and adults that want to swim during their week at camp must complete the BSA swim test! The aquatic staff will conduct this test on Sunday. **Units can take the [BSA swimmer test](#) as a unit activity at Camp Wisdom on Saturday May 9 prior to coming to a Circle Ten Summer Camp. Reservations will be taken for the pre camp swim test. When swim tests are conducted prior to camp, the camp aquatics director shall at all times reserve the authority to review or retest any participant to ensure that standards have been maintained.** Before the swim test can be given, a medical form must be presented to the Camp Health Officer who will clear that person to participate in aquatic activities. Alternate times to test or retest after Sunday must be made with the Camp Aquatics Director.
- An orientation tour of the remainder of the camp will be given by your guide and upon its completion you will return to your campsite to settle in.
- All Scouts and leaders should report to formal retreat and supper in full uniform. A program orientation meeting will be conducted for all leaders. See Camp Schedule for times. **Many of the things that should have been done to prepare your Troop to receive maximum enjoyment will be covered at any of the Camp Leader Program Planning meetings on March 18, 24 or 26. Please make every effort to attend one of the meetings.**
- **The camp director has the right to move any unit to another campsite due to overcrowding or to make units fit in more comfortably.**
- **VISITORS – PARENTS' NIGHT** – Visitors and parents are welcome and should be encouraged to attend camp on Friday. Check the camp program guide for the time and location of the meal. Cost of the meal per visitor is \$6.00.

Guests are also welcome to visit Troops while they are in camp and may dine with them at the dining hall. **All persons entering camp must check in with the camp office immediately upon arrival and at time of departure.** Meal fees per guest are as follows and are payable to the Business Manager at the camp office: Breakfast - \$6.00, Lunch - \$6.00, Dinner - \$6.00. Guests must inform the Business Manager of their intent to eat at the dining hall and pay for their meal upon arrival at camp.

TO: Boy Scout Summer Camp Leaders  
FROM: Russell Etzenhouser  
Director of Support Services  
SUBJECT: Texas Youth Camp Safety Act Compliance Procedures  
DATE: February 1, 2009

This memo will set forth immediate procedures to be followed so that all Circle Ten Council camps will be in compliance with the Texas Youth Camp Safety Act.

### **BSA Membership**

All camp staff members must be registered members of the Boy Scouts of America. A camp staff member is defined as any person, regardless of age, who serves under the direction of a Camp Director in the operation of a youth camp. (This includes all unit leaders and parents who attend any day camp, twilight camp or resident camp.) Before the above listed individuals have in-camp contact with youth, documentation must be in the hands of Camp Administration. We recommend that this be done at least two weeks prior to the opening of day camps or upon arrival to the Camp Business Office for all resident camps.

The following documents must be on file at the camp and available for inspection, and must be returned to the Professional Staff Advisor at the conclusion of camp:

1. Completed Adult Application (responsibility of staff member and Unit leadership); and
2. Copy of Sexual Offender database check (responsibility of staff member and Unit leadership).

Please ensure that the adult application is complete in its entirety. Do not overlook any area of the application. In addition to name and address information, each of the questions must be answered and then signed and dated by the applicant. No other signatures are required for the purpose of fulfilling the state requirements.

Adult applications are available online at <http://www.scouting.org/filestore/pdf/28-501.pdf> (English) and <http://www.scouting.org/filestore/pdf/28-502.pdf> (Spanish).

To obtain a Sexual Offender database check at no charge, the individual should go to the Texas Department of Public Safety Criminal Records Service website at:

[https://records.txdps.state.tx.us/DPS WEB/SorNew/index.aspx](https://records.txdps.state.tx.us/DPS_WEB/SorNew/index.aspx)

Enter the Sex Offender database by clicking the NAME link under Sex Offender Searches.

Search using first name, last name and date of birth. Print out the results. (You may print by highlighting the results page, FILE, PRINT, check SELECTION box and then PRINT. Print one copy and then attach to the Adult Application.

**NOTE: These documents contain sensitive information and will be secured in a locked file on site. Access is to be limited by only those who have a genuine need to know.**

## **Youth Protection Training**

All camp staff members, as well as unit leaders, must successfully complete the Boy Scouts of America's online Youth Protection Training before they can have contact with campers at a youth camp. The training course is available at:

<http://www.myscouting.org/>

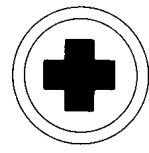
There is one document that must be on file at the camp with Camp Administration and available for inspection. These documents are not returned to the individual as they depart camp.

1. Copy of the Preliminary Certification Card page. (Responsibility of Camp Staff and Unit leadership).

You will need to leave the copy of your training card at camp. You may log back in to the online training to print additional copies if want.

**NOTE: The State of Texas has approved the online version of BSA Youth Protection Training. A certificate is only issued upon the successful completion of the test. The training is good for 24 months; however, a new certificate must be presented to each camp.**

**In summation, you must have the three referenced documents on file with Camp Administration to be able to participate in a youth camp in the State of Texas. Circle Ten Council is required to maintain the full set of these documents on file for 24 months from the end of camp.**



# Summer Camp Advancement Program

## Responsibility:

It is the responsibility of the Council Advancement Committee to determine and approve the procedures for summer camp advancement.

## Purpose:

To establish a uniform procedure and ensure that a quality Summer Camp Advancement Program is offered at all of our council camps.



## Ranger Program:

A Scout's first year at camp should be FUN. The First Year Camper Program is designed to give a newly enrolled Scout the opportunity to have fun and learn some basic Scouting skills while experiencing the different program features offered at camp. See specific details earlier in this guide.

It is the Scoutmaster's responsibility to observe and determine if a Scout has completed a rank requirement. The staff will not sign off rank requirements. Scoutmaster and/or other adult leaders may follow their Scouts through the program - as a unit leaders, you are encouraged to do this. Each Scoutmaster should review the rank requirements in the Boy Scout Handbook or the latest addition of Boy Scout Requirements to determine if a rank requirement is completed. In addition, each camp will offer other activities that allow your Scouts to experience the adventures of camp. Merit badges are not offered as part of this program. A Scout may elect to sign up for the opportunity to earn a merit badge(s) outside of this program in the morning or afternoon. See the approved list and schedule in the Advancement section of the Camp Leader Guide. Encourage your Scouts to select those merit badges that are less demanding and within their ability.

## Merit Badge Program:

Merit Badges selected to be offered at our council camps are reviewed and approved by the Council Advancement Committee on a yearly basis. Requirements are reviewed based on facilities and equipment available. There are no prerequisites or age requirement to take a merit badge unless so stated in an individual merit badge requirement.

**No requirement can be added, deleted, and/or changed to allow completion of a badge while at camp.** Some badges have requirements that cannot be completed at camp. These merit badges are listed as “partial credit” merit badges. All merit badges offered at camp have been approved prior to the start of camp and are based on the camp’s ability to secure qualified counselors.

Note: **The word “camp” may not be substituted for the word “troop”, “home”, “School”, “church”, “store”, or “community” in any merit badge requirement.**

## Merit Badge Session Size:

The Council Advancement Committee established a maximum of twenty Scouts per merit badge session and asked that this limitation be applied as best as possible. To ensure a quality merit badge program, Scout Leaders are asked to work with and assist the merit badge counselor with scheduling issues. A Scout receives no benefit from an over crowded merit badge session. Additional sessions will be added only if the camp can secure additional qualified counselors. Some merit badge session size may less than twenty (20) due to equipment, facility limitations and safety considerations. If the session size becomes an issue, the Area and Program Directors determines priority based on guidelines established by the Council Advancement Committee. Because of session size limitation it is most important that you read and understand PRE-SCHEDULING OF MERIT BADGES.

## **PRE-SCHEDULING OF MERIT BADGES / PROGRAM**

In an effort to make your Summer Camp experience less hectic and more enjoyable, each camp will **require** pre-scheduling of your Scouts’ merit badges and program activities. Please refer to the special section labeled “Pre-Scheduling” for the details and pre-scheduling deadlines.

It is important to note that while the process will be the same at every summer camp, the schedule and specific activities will be unique to each camp. Please use the **SCHEDULE FORM** for your specific summer camp. They will be distributed at the Camp Leader Meeting and available on the Circle Ten Web Site.

## Partial Credit:

Extended time, troop/patrol level participation, prior completion, prerequisite merit badges, or other activity that cannot be completed at camp that will prohibit completion will be given a “Partial Credit”. These merit badges will be identified as **“partial only”** in the comment section of the merit badge list. Please review this list prior to camp to avoid confusion. Notes from Scoutmasters, parents, etc. will not be accepted for requirement completion. Verification of prior completion or prerequisite merit badge will be the responsibility of the troop leaders at the unit level. If you get a merit badge form marked “complete” when it is listed as a “partial only” merit badge the merit badge has not been completed.

## Problems:

While at camp if you observe an issue, such as a change and/or deletion of a requirement, in a merit badge session, report it immediately to the Program Director so that it can be resolved, if possible, while at camp. Resolution should be in keeping with the badge requirements and the procedure as outlined by the Council Advancement Committee for summer camp. Credit is given only for those requirements completed while at camp with few exceptions.

## Scoutmaster, Unit leader input:

The Council Advancement Committee re-evaluates the Summer Camp Advancement program at the end of each season to best determine how to make improvements. Your input is a valuable resource in accomplishing that goal. We need you to talk to us! Please complete the leader evaluation form prior to departing camp. We want to hear about the good as well as the bad.



## HOW DID WE DO????

### 2009 SUMMER CAMP ADVANCEMENT EVALUATION FORM

Camp Attended: Clements Scout Ranch                      Week Attended \_\_\_\_\_

Senior Patrol Leader Name: \_\_\_\_\_ Phone: \_\_\_\_\_

Camp Leader Name: \_\_\_\_\_ Phone: \_\_\_\_\_

Number of Scouts Attended: \_\_\_\_\_ Number of Adults Attended: \_\_\_\_\_

Total number of Returning Scouts: \_\_\_\_\_ of which \_\_\_\_\_ returning for 2<sup>nd</sup> yr:  
 \_\_\_\_\_ returning for 3<sup>rd</sup> yr; \_\_\_\_\_ returning for 4<sup>th</sup> yr; and \_\_\_\_\_ returning for 5<sup>th</sup> yr

Total number of Scouts coming to camp for the first time: \_\_\_\_\_:

Number of Scouts in a Merit Badge Session: \_\_\_\_\_: Number of Scouts taking more than one merit badge \_\_\_\_\_

Number of Scouts in FYC Program: \_\_\_\_\_

### RATING SCALE:

|                    |             |             |                  |                  |
|--------------------|-------------|-------------|------------------|------------------|
| 1-2                | 3-4         | 5-6         | 7-8              | 9-10             |
| <b><u>POOR</u></b> | <b>FAIR</b> | <b>GOOD</b> | <b>VERY GOOD</b> | <b>EXCELLENT</b> |

- MERIT BADGE PROGRAM:

FIRST YEAR CAMPER PROGRAM (FYC)

### FUN SCALE

FUN RATING

|        |                   |             |
|--------|-------------------|-------------|
| BORING | <b><u>FUN</u></b> | LOTS OF FUN |
| 1-3    | 4-7               | 8-10        |

Constructive Remarks:

Complete form and return to the Program Director to be forwarded to the District Advancement Committee as soon as possible so we can prepare for 2010. Your opinions are valuable in the success of our council camp. The Advancement Committee may want to follow-up. Thanks and Good Scouting!!  
 If you want to be contacted, circle Yes.



## Scoutmaster's Helpful Hints for Merit Badges

1. Complete the required pre-scheduling form and returned in a timely manner.
2. Discuss the Merit Badge requirements with your Scouts. You know each Scout's capabilities; guide him to ensure that he has fun and a learning experience.
3. Check requirements for any equipment the Scout may be required to bring.
4. Avoid scheduling conflicts by reviewing Merit Badge session times in the Camp Leaders Guide for the camp you plan to attend.
5. Check on your Scout(s) while in camp. Daily tracking of individual progress is good for the Scout. It also allows you to keep abreast of what's happening and eliminates those requirement completion questions that can come up when you leave camp on Saturday. Inform the Program Director of problems when they develop. This allows for the problem to be fixed while you're at camp.
6. 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.
7. 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 receive credit. It will be the troop's responsibility to issue full credit - earned status.
8. Give a Scout alternates and choices. Sometimes a Scout desires are bigger than his abilities, avoid over scheduling conflicts, guide the Scout toward merit badges for which he is best suited. Remember some merit badge sessions are limited due to size, equipment limitations, skill level required, safety considerations and availability of qualified staff.
9. No requirement may be changed, deleted, or added to any badge.
10. A Scout comes to summer camp to have fun, to have a learning experience, to learn a skill and, yes, possibly 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.
11. Verify Merit Badge Completion record in packet prior to departing camp to ensure Scouts get credit for their accomplishments

## Merit Badges and Programs offered at Clements Scout Ranch

|                            |                           |
|----------------------------|---------------------------|
| Animal Science             | Horsemanship              |
| Archery                    | Indian Lore               |
| Astronomy                  | Insect Study              |
| Backpacking                | Leatherwork               |
| Basketry                   | Lifesaving                |
| Bird Study                 | Mammal Study              |
| Bugling                    | Nature                    |
| Camping                    | Orienteering              |
| Canoeing                   | Pioneering                |
| Citizenship in the Nation  | Plant Science             |
| Climbing                   | Reptile & Amphibian Study |
| Communication              | Rifle Shooting            |
| Cycling                    | Rowing                    |
| Emergency Preparedness     | Sculpture                 |
| Environmental Science      | Shotgun Shooting          |
| First Aid                  | Soil & Water Conservation |
| Fish & Wildlife Management | Space Exploration         |
| Fishing                    | Sports                    |
| Fly Fishing                | Swimming                  |
| Forestry                   | Weather                   |
| Geology                    | Wilderness Survival       |
| Golf                       | Woodcarving               |
| Hiking                     |                           |

New Merit Badges are underlined

Non-Merit Badges

BSA Lifeguard - If need CPR & First Aid Fee \$10.00 Red Cross Certification.

Mile Swim

Instructional Swim

# What to Bring to Camp

## Scout Uniform

- Official Shirt
- Official Shorts/Long Pants
- Scout Belt
- Scout Socks
- Scout Hat (if part of troop uniform)

## Camp Uniform

(daily wear for 7 days)

- Camp T-Shirts
- Handkerchiefs
- Socks (3-5 pair)

## Other Gear

- Sweater or jacket
- Swim trunks
- Raincoat or poncho
- Underwear
- Hiking shoes and tennis shoes
- Bath towel and soap with dish
- Shower shoes
- Toothbrush and toothpaste
- Comb or brush
- Drinking cup
- Water bottle/canteen
- Sleeping bag or 3 blankets and pillow
- Cot or sleeping pad
- Flashlight (extra batteries)
- Bible or prayer book
- Boy Scout Handbook
- Notebook paper and pencil or pen
- Jeans (long pants)
- Insect repellent (NOT AEROSOL)
- Hat or cap
- Sun screen
- Long sleeve shirt (for swimming merit badge)
- COMPLETED MEDICAL FORM

## Optional Equipment

- Musical instrument
- Sewing kit
- Camera and film
- Pocket knife (tote'n chip)
- Binoculars
- Clothes line (clothes pins and flagging tape)
- Work gloves
- Envelopes, paper and stamps (don't forget to write home)
- Backpack (for backpacking merit badge)
- Bicycle and helmet (for cycling merit badge)
- Fishing Pole and tackle (license if 17 or older)
- Spending money

## DO NOT BRING

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