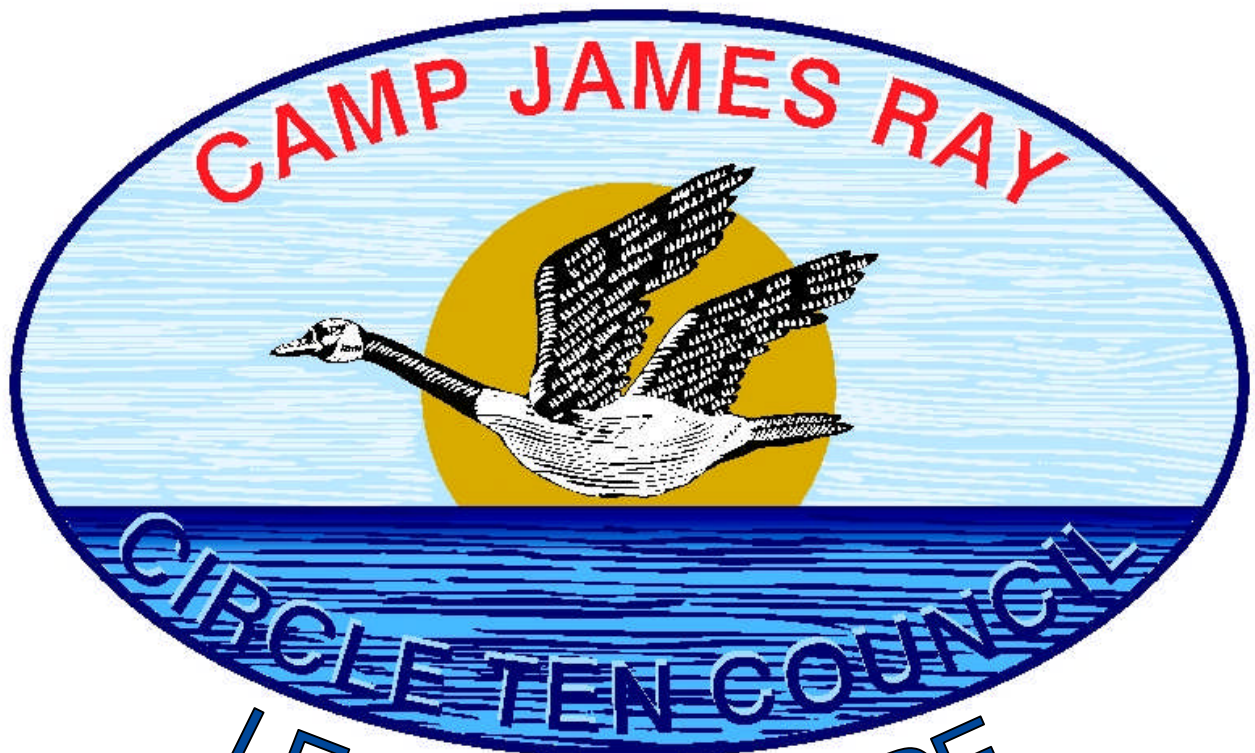


2010



LEADERS' GUIDE
BOY SCOUT EDITION



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Introduction

Mission

Our summer camp mission is to strengthen the unit program by delivering high-quality programs and stellar customer service for the units, Scouts, and Scouters who choose to come to James Ray Scout Reservation.

Greetings from the Camp Director

We are proud to deliver a traditional Boy Scout camp experience to focus on the fundamental skills that have made Scouting the successful program that it has been for 100 years. It is a high-quality program designed to strengthen the year-round unit program. Scouts will spend their days wandering through the oak, hickory and Texas cedar tree habitats, hiking around views of Lake Texoma, and discovering their place in the natural world. The outstanding James Ray staff has built a solid reputation on providing an exciting experience that every boy will remember. Whether it's shooting clays at the Shooting Range, jetting down the water slide or practicing lifesaving skills at the Sanford Aquatics Center, learning conservation skills at the Nature center, or boating and sailing on Lake Texoma, Scouts will never forget the fun and experience they gained at James Ray.

The James Ray Scout Reservation staff strives to help make the dreams of Scouts and volunteers a reality. We look forward to being a valuable resource to helping your unit to succeed.

Michael Hunt– Camp Director

Legacy of Boy Scout Camping

We have a rich tradition of Boy Scout camping along this portion of the Red River. Come join us at Camp James Ray to keep the spirit alive!

1929 - Grayson Council Camp, Grayson County Council, BSA
1930-35 - Camp Armstrong, Red River Valley Council, BSA
1936-48 - Grayson/Texoma Scout Camp, Red River Valley Council, BSA
1949-77 - Camp Texoma, Circle Ten Council, BSA
1949-51 - Texoma Scout Camp, Sherman Area Council, BSA
1952-93 - Camp Grayson, Texoma Valley Council, BSA
1994-99 - Camp Grayson, Circle Ten Council, BSA
2000-present - James Ray Scout Reservation, Circle Ten Council, BSA

All of this camping has taken place within 1000 yards of our current campsites.

Camp Specifics

James Ray Scout Reservation is located on the banks of beautiful Lake Texoma near Pottsboro, Texas, on the Texas-Oklahoma border. From Dallas, take US 75 north to exit 69 (FM 120); turn west and follow FM 120 to Pottsboro. At the stop sign, proceed straight west on FM 996 past the Pottsboro Post Office and continuing west on FM 996 after stopping at the intersection of FM 996 and the State Highway 289 extension. Follow FM 996 approximately 4 miles as it curves north.

About 1 mile past the northerly curve, take Locust Road left. Proceed to Locust Grocery, and turn right at the stop sign onto Mill Creek Road. Follow Mill Creek Road past Locust Cemetery and All Saints Camp until you come to the intersection of Mill Creek Road and Mill Creek Resort Road. The James Ray Scout Reservation entrance is on the right just past Mill Creek Resort Road.

Mailing Address

(please mail letters no later than Monday to ensure arrival during camp week):

Camp James Ray
Scout's Name/ Troop Number
71 Camp James Ray Road
Pottsboro, Texas 75076

Emergency Telephone Number

CAMP JAMES RAY: (903) 786-2591 (Ranger's Office – available all year)
The camp telephone number is for medical and family *emergencies only*. Parents are asked to use this number only for emergencies. Camp James Ray is not equipped with a paging system. If a parent calls with a non-emergency, that message will be communicated at the next meal.

CIRCLE TEN COUNCIL SERVICE CENTERS:

Dallas: (214) 902-6700
Collin County: (972) 396-6444
Sherman: (903) 893-2135

Camp Headquarters Hours

Telephone number 903-786-3957 (Office operates in June 6 – July 14)
Sunday: 1:00 PM - 5:30 PM
Monday-Friday: 9:00 AM - 11:00 AM and 2:00 PM - 5:00 PM
Saturday: 9:00 AM - Noon

Camp Leadership

Camp Director: Mr. Michael Hunt (Michael.Hunt@scouting.org)
Program Director: Dr. Wade Graves (wade.graves@gmail.com)
Business Manager: To Be Announced
Camp Ranger: Mr. David Carson (dcarson@bsamail.org)



Camp Programs

Overview

James Ray Scout Reservation 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 eight program areas that are staffed by fellow Scouts who are eager to teach. The program areas include:

- Aquatics (boating on Lake Texoma and swimming at the Sanford Aquatics Center)
- Field Sports
- Brownsea Island Program (Formerly TFC Area)
- Handicraft
- Nature
- Outdoor Skills
- Shooting Sports
- Training

While at camp, Scouts are encouraged to participate in a variety of special programs. These special opportunities offer Scouts the following recognition:

- BSA Lifeguard
- Totin' Chip
- Baden-Powell Troop Award
- Mile Swim BSA
- Boardsailing BSA
- "A" Troop Award
- Kayaking BSA
- Paul Bunyan Woodsman Award
- Human Foosball
- Snorkeling BSA
- Canoe Overnight Adventure

Aquatics

With both the Sanford Aquatics Center (pool) and the Lake Texoma waterfront, James Ray Scout Reservation offers a full array of aquatic activities. Canoeing, rowing, motor boating, sailing, board sailing, water skiing, swimming, lifesaving, kayaking, and snorkeling will challenge your Scouts with an exciting, diversified aquatics program.

Many of the aquatic merit badges and programs require that Scouts be strong swimmers and in good physical condition. The aquatics staff recommends that Scouts have earned the Swimming Merit Badge prior to attempting any of the following merit badges or programs:

- Boardsailing BSA
- Advanced Sailing
- Canoe Overnight Adventure
- BSA Lifeguard
- Rowing Merit Badge
- Water skiing Merit Badge
- Canoeing Merit Badge
- Kayaking BSA
- Motorboating Merit Badge
- Lifesaving Merit Badge
- Mile Swim BSA

PLEASE NOTE: Some classes are limited in size due to equipment, staff, and safety requirements. Experienced Scouts will get preference for these classes over younger Scouts if these classes start to reach class limits. All exceptions must be cleared through the Program Director.

BSA LIFEGUARD

Candidates must be 15 years old and have knowledge in Swimming, Lifesaving, Rowing, Canoeing, and First Aid merit badges. Adult candidates must have permission from the Aquatics Director. This is a strenuous program for both Scouts and adults. Candidates must spend a considerable amount of

time in training. It should be noted by all BSA Lifeguard candidates that this is an all-day course. Candidates must also lifeguard during open swim times and evening activities as needed.

SNORKELING BSA

Scouts working on Snorkeling BSA program should bring their own mask, snorkel, and fins with them to camp.

CANOE OVERNIGHT ADVENTURE

This program is designed for third, fourth and fifth year campers. Participants will leave camp Thursday afternoon and canoe around the peninsula to the west side of camp property. They will establish a campsite, cook dinner, and participate in games and a special campfire. Participants will return to camp by breakfast on Friday morning.

Field Sports

With the construction of our new dining hall and the relocation of Kiamichi campsite, we are able to expand the Field Sports program area in 2010. Scouts will be able to get a jump start on Personal Fitness, Sports, Athletics, and Skating merit badges in this area. NOTE: Personal Fitness, Sports, and Athletics merit badges will only be partials because of the time and organized team requirements. Scouts taking Skating Merit Badge will be required to provide their own skates (roller or in-line), knee and elbow pads, and safety helmet (bicycle helmet is fine). This area may also include one or two “100th Anniversary ‘RETRO’ Merit Badges” – final information on the availability of the requirements for these badges was not available at press time.

Brownsea Island Program (Formerly TFC Area)

On Monday, the New Scouts form into patrols, and a Life or Eagle Scout staff member serves as their patrol guide. Their patrol guide introduces the Scouts to the fun of basic Scout skills, while emphasizing the patrol method, citizenship, teamwork, and leadership. The staff provides structure and supervision to give the Scouts an exciting jumpstart to their Scouting adventures.

At the beginning of the week, each Scout will be given a hiking stave that he should keep with him all week. This stave will be the basis of many of the skills he will learn. On this stave he will keep a beaded 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 stave and beads will help them display the knowledge they have gained.

There are several criteria that should be considered to determine if a Scout should enroll in the Brownsea Island program. First of all, age plays an important role. Experience has proven that boys older than 13 or 14 generally benefit less from this program. Another consideration is the time that the Scout has been involved in the troop--this program was designed primarily for those who have been in Boy Scouts less than 6 months.

The exciting, week-long Brownsea Island program 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 new Scouts. All of the activities and events promote great Scouting spirit, as well as a great sense of accomplishment.

Boy Scouts look forward to earning merit badges at summer camp. Our Brownsea Island program offers the Scout patrols the opportunity to complete the Second and First Class swimming requirements, as well as Basketry, and Leatherwork merit badges. Scouts will receive instruction in both Totin' Chip and Firem'n Chit skills. For the supplies used, we charge an extra \$20 for all Scouts in the Brownsea Island program. The \$20 fee includes a hiking stove, leather grip, round basket kit, and square basket kit.

A Scout learns; a Scout is tested; a Scout is reviewed; a Scout is recognized. Rank requirements in the Brownsea Island program are to be signed-off by the Scoutmaster. Scouts will work from a Brownsea Island "passport" that details program sessions and lessons. Scoutmasters will be responsible for reviewing these lessons with the Scout and certifying successful completion.

Scouts should be prepared to have fun in the Brownsea Island program! Raingear, a water bottle, a pocketknife, a compass and a flashlight are essential equipment. Adult leaders are always welcome to attend with the Scouts, to see the patrol method in action.

Handicraft

Basketry, Woodcarving, Fingerprinting, Crime Prevention, Electricity, Energy, Indian Lore, Space Exploration, and Leatherwork merit badges are taught in Camp James Ray's Handicraft program area. Imagine yourself under the cool shade of the Handicraft pavilion, carving a block of wood into your favorite animal or weaving cane into a basket—proving that you can take the simplest things and make a usable object for Mom or Dad back home. Troops that send a Scout to Woodcarving must also send an adult.

Communications and Technology

Our newest area will offer new merit badges not offered at Camp James Ray in over 20 years. At this time we are planning to offer Computers, Photography, and Journalism. However, this is subject to change based upon available resources and receipt of grant request approval. This area may also include one or two "100th Anniversary 'RETRO' Merit Badges" – final information on the availability of the requirements for these badges was not available at press time.

Ecology and Conservation (Nature)

Astronomy, Environmental Science, Fish & Wildlife Management, Fishing, Forestry, Mammal Study, Nature, Reptile & Amphibian Study, Soil & Water Conservation, and Weather merit badges are taught in the Nature program area. At the Camp James Ray Nature Center, Scouts can learn to be responsible members of the ecosystem and learn more about our planet. From the petting zoo to catching bass, the Nature/Ecology-Conservation area is a must-do when at camp.

Outdoor Skills (Scoutcraft)

Emergency Preparedness, First Aid, Orienteering, Pioneering, and Wilderness Survival merit badges are taught in the Outdoor Skills program area. This is where the skills are taught that ready Scouts to "Be Prepared" to do those things that make Scouts confident and dependable in an emergency. Come participate and sharpen those Scout skills. This area may also include one or two "100th Anniversary

‘RETRO’ Merit Badges” – final information on the availability of the requirements for these badges was not available at press time.

Shooting Sports

Archery, Rifle Shooting, and Shotgun Shooting merit badges are taught in the Shooting Sports program area. Scouts learn how to make a bow string and use it in archery, fire a .22 caliber rifle, or even shoot a shotgun.

Note: The Rifle and Shotgun Shooting merit badges require extra fees. Shotgun ammunition costs 25¢ per shot (cartridge and clay pigeon). The average cost is around \$10 - \$20 to complete the Shotgun Shooting Merit Badge, depending on the skill level of the Scout. Rifle ammunition cost is \$1 for ten shots. The average cost is around \$3 - \$5 to complete the Rifle Shooting Merit Badge, also depending on the skill level of the Scout. Archery has a minimal cost of \$3 for the arrow kit that the Scout uses to complete the badge. Arrow kits are available at the camp trading post. Tickets for shotgun and rifle ammunition are purchased at the Trading Post and redeemed at the Shooting Range.

Training

We hope that your adult leaders will take advantage of some of the training opportunities that will be made available to them throughout the week:

Tuesday-Thursday mornings: Introduction to Outdoor Leader Skills

Tuesday-Thursday afternoons: New Leader Essentials and Scoutmaster-Specific Training

Wednesday: Safe Swim Defense & Safety Afloat Training (after lunch)

Thursday: Leave No Trace Outdoor Ethics Awareness Training (after lunch)

By taking advantage of this training, a newly-registered leader can become a fully-trained leader by the end of the week—at no additional charge!

Merit Badges Offered

- | | | |
|--------------------------------|--------------------------------|---|
| 1. Archery | 19. Geology | 37. Skating |
| 2. Astronomy | 20. Indian Lore | 38. Small Boat Sailing |
| 3. Athletics* | 21. Journalism\$ | 39. Soil & Water Conservation |
| 4. Basketry | 22. Leatherwork | 40. Space Exploration |
| 5. Bird Study | 23. Lifesaving | 41. Sports* |
| 6. Camping | 24. Mammal Study | 42. Swimming |
| 7. Canoeing | 25. Motor Boating | 43. Water Skiing# |
| 8. Computers\$ | 26. Nature | 44. Weather |
| 9. Crime Prevention | 27. Orienteering | 45. Wilderness Survival |
| 10. Electricity | 28. Personal Fitness* | 46. Woodcarving |
| 11. Emergency Preparedness* | 29. Photography\$ | 47. At least two “retro” badges |
| 12. Energy | 30. Pioneering | |
| 13. Environmental Science | 31. Plant Science | |
| 14. Fingerprinting | 32. Radio | *partial only |
| 15. First Aid | 33. Reptile & Amphibian Study* | #pending availability of ski boat during our week of camp |
| 16. Fish & Wildlife Management | 34. Rifle Shooting | \$pending receipt of grant funds |
| 17. Fishing* | 35. Rowing | |
| 18. Forestry | 36. Shotgun Shooting | |

Advancement Procedures

Purpose: It is the responsibility of the Circle Ten Council Advancement Committee to determine and approve the procedures for summer camp advancement. This will ensure that a uniform procedure is in place and that a quality Summer Camp Advancement Program is offered at all Council camps.

Yearly Review: Merit badges 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. Some badges have requirements that cannot be completed at camp. These merit badges are listed as “partial only” merit badges.

Session size: The Council Advancement Committee established a maximum of 20 Scouts per merit badge session. Additional sessions will be added only if additional qualified counselors are available. Some merit badge sessions have a size limit less than 20, due to equipment or facility limitations and safety considerations.

Online Registration: 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 section labeled “Online Registration” for the details and pre-scheduling deadlines.

Partial Credit: Extended time, troop/patrol-level participation, or other requirements that cannot be completed at camp will result in a “Partial Completion”. These merit badges are noted as “partial only” in the list of Merit Badges Offered section of this guide. Please review this list prior to camp to avoid confusion. Notes from Scoutmasters, parents, etc. will not be accepted for requirement completion at camp. Verification of requirements not completed at camp will be the responsibility of the leaders at the unit level.

Problems or Concerns: While at camp, if you observe an issue, such as a change and/or deletion of a requirement in a merit badge session, please report it immediately to the Program Director so that it can be resolved while at camp.

Adult Leader Feedback: 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 from you about our successes and our challenges.

Special Events

Evenings at Camp James Ray provide some of the most memorable moments of your camping experience. We offer a variety of activities that will appeal to both the New Scout and the Eagle Scout. There are opportunities for individual, patrol, troop, and camp activities that everyone is invited to participate in. Participate in all special events, some, or none—you choose. We also hope your adult leaders will take advantage of some of the training opportunities that are available to them throughout the week.

Sunday: Welcome to Camp! Opening Campfire and Camp James Ray OA Ash Ceremony.

Monday: Sundown Sundaes and the Pool Party

Tuesday: Troop Open Areas (Pool, Boats, Rifle/Archery Ranges)

Wednesday: Safe Swim Defense & Safety Afloat Training (after lunch), Dodge Ball Tournament, and the Astronomy Star Party

Thursday: Leave No Trace Training (after lunch), Troop Open Areas (Pool, Boats, Rifle/Archery Ranges), Canoe Adventure Overnighter, and Wilderness Survival Overnighter

Friday Family Night: Family dinner, Award Ceremony, and Order of the Arrow Call-Out Ceremony. Friday evening has always been a special time at James Ray Scout Reservation. Many families join their Scouts for the inspirational closing campfire and the Order of the Arrow Call-Out Ceremony. Troop leaders will be asked to provide a headcount for Friday night dinner guests at lunch on Wednesday. The cost of the Friday dinner is \$6 for guests. All guests must register at Camp Headquarters before proceeding to camp. Please remind your parents that family animals, other than guide dogs for impaired persons, are not permitted at camp, and any visitor who arrives with an animal will not be allowed to participate in the evening programs.

Troop Activities: On Tuesday and Thursday nights, Troops may enjoy troop activities: canoeing, sailing, swimming, and shooting. Slots for these programs are limited and will be coordinated by Program Area Directors. Sign-ups for these activities will be Monday, directly following lunch. Please note that the James Ray staff will do its best to accommodate all troops and that some troops might be asked to share time slots. In addition, troops must follow all rules and regulations that apply to each open area. This includes Safe Swim & Safety Afloat requirements to participate in troop canoeing and sailing. Each slot starts promptly on time and ends at the designated time.

Strengthening the Unit Program

The program at Camp James Ray also includes several awards and recognitions designed to enhance and strengthen the troop and patrol program. Troops may perform a camp service project, earn the Order of the Arrow Camp Attendance Ribbon, the Baden-Powell Troop Award, and the Camp James Ray “A” Flag. All troops are encouraged to hold their own flag ceremonies before breakfast and after dinner in their campsite, in addition to participating in the camp-wide flag ceremonies each morning and evening. Inter-troop competitions throughout the week (dodgeball, human foosball, soccer, etc.) are designed to build troop and patrol spirit. Troops are encouraged to hold a troop campfire on Wednesday evening to promote fellowship and allow older Scouts to plan and lead a campfire (Communications Merit Badge requirement).



Registration

Camp Fees

The camp fee for Summer Camp 2010 is \$235. Early bird fee is \$205.

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

- a. Deposit \$100 per troop.
- b. Pay the first installment of \$105 per Scout by March 31st (the \$100 deposit may be applied to the \$105 per Scout due).
- c. Pay the final payment of \$100 per Scout by May 21st.

Balance of Camp Fees: Half of the camp fee is due on March 31st, and the final balance is due in the Council office *no later* than May 21st. Payments mailed with a postmark of the due date are considered on-time payments. Note that payments may also be made in person at the Circle Ten Council Reservation Desk, the Collin County Service Center or the Texoma Valley Scoutfitter.

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 adult leaders to attend free of charge as follows:

2 leaders attend free with...	1-29 paid Scout campers
3 leaders attend free with...	30-39 paid Scout campers
4 leaders attend free with...	40-49 paid Scout campers
5 leaders attend free with...	50-59 paid Scout campers
6 leaders attend free with...	60-69 paid Scout campers

One leader attends free for each 10 paid Scouts over 70. The fee for additional leaders fee is \$100 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 two weeks 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). All refund checks are made payable to the troop (not an individual).

No refunds will be given to a Scout who 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). All refunds must be requested in writing before September 1, 2010.

Camp Leader Meeting Schedule

We will hold two Camp Leader meetings this year. Please plan to attend one of these sessions:

- March 23, 7 P.M.** LDS Stake Center in Allen
March 25, 7 P.M. Circle Ten Council Office in Dallas
March 31, 7 P.M. at a location in Mesquite TBA

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 <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 ensure that everyone gets the most out of the week at camp.

Camperships

A limited number of camp scholarships are available to deserving Scouts. Applicable forms are found in the Appendix.



Arrival and Departure

Check-in

Please make sure that your unit brings the following for check-in (due to limited copy paper and ink, no copies can be made at camp):

- A complete camp roster of Scouts and adults showing name, address, home and emergency phone numbers. Entering and updating contact information in CampMaster will streamline this process.
- Payment record with receipts.
- Complete Annual Health and Medical Record for all Scouts and adult leaders attending camp. The full physical is required for all Scouts and adults attending camp (Parts A, B and C of the new health form). All medical forms will be returned to the troop after camp is concluded. Shots must be dated with month, day, year, or official shot records must be attached to the medical forms.
- For each adult leader attending camp, the following forms must be turned in upon arrival:
 - A completed adult application. (Reference section does NOT need to be filled out. Questions DO need to be answered.)
 - Copy of the Sexual Offender database check.
 - Copy of a valid online Youth Protection certification card. (training valid for two years)If any of these three forms are missing, the adult will not be allowed to remain at camp overnight.

Camp check-in occurs between 1:00 PM and 4:00 PM on Sunday afternoon. When you first arrive at camp, a camp staff member, who will serve as your Staff Guide for the week, will meet you at the Fry Center (located at the north end of the parking lot) to begin the check-in process and prepare your unit for medical rechecks, swim checks, and a tour of camp. One adult leader and the Senior Patrol Leader are 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, Scoutmasters are free to take their time and settle-up on fees by 8:00 PM Sunday night. This will allow you to immediately head to your campsite with your accompanying staff Guide. 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. Additionally, throughout your stay a senior staff member will visit your site daily. Please let this senior staff member know if there are any items that need our attention.

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 Tests, Medical Re-checks and Medical Forms

Swim Tests: Swimming in the pool and boating on Lake Texoma are two of the most enjoyable activities at James Ray Scout Reservation. Safety is our number-one priority, and we have established some simple guidelines to ensure a safe stay. Any Scout or leader who wishes to participate in aquatic activities must have completed the BSA swim test.

- Units can take the BSA swim test conducted at Camp Wisdom by certified members of the Circle Ten Council Aquatics staff (dates of testing will be published on the Council website prior to camp) as a unit activity prior to coming to camp or can go through the BSA swim test conducted by the James Ray Aquatics staff. The camp Scoutmaster must present a completed swim test roster signed by Council-approved testing personnel to the Aquatics Director to receive swimming ability “buddy” tags for waterfront and pool activities.
- When swim tests are conducted prior to camp, the camp Aquatics Director reserves the right to review or retest all participants to ensure that standards have been maintained.

Medical Re-checks and Medical Forms: All Scouts and leaders attending camp must have completed a BSA medical form 34605 before attending camp. The form is available at http://scouting.org/filestore/pdf/34605_Letter.pdf. All medical forms will be returned to the troop at the end of your week in camp. Shots must be dated with month, day, 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 Medic aware of any potential health problems, personal medications, or concerns that a camper or leader may have.

Check-Out

Breakfast will be served at 7:30 AM on Saturday. After breakfast, Scouts are to return to their campsites to pack and clean up. All of the Program Area Directors will be available inside the Dining Hall after breakfast to answer any questions that unit leaders might have concerning merit badge 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 your Senior Patrol 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 AM to start packing your vehicles.



Daily Schedule

Sunday

1:00 PM -4:00 PM	Check-in, Camp Tour, Medical Re-checks, Swim Checks
6:05	Gathering and Flag Ceremony
5:45	Table Waiter Call
6:15	Dinner
8:30	Opening Campfire

Monday –Friday

6:30 AM	Reveille
7:45 AM	Table Waiter Call
7:50	Gathering and Flag Ceremony
8:00	Breakfast
9:00-9:50	Merit Badge Session I
10:00-10:50	Merit Badge Session II
11:00-11:50	Merit Badge Session III
12:00 noon	Table Waiter Call
12:15 PM	Lunch
12:50	Daily Leaders Meeting
1:00-1:50	Camp Quiet Hour (“shoes-off time”)
2:00-2:50	Merit Badge Session IV
3:00-3:50	Merit Badge Session V
4:00-4:50	Merit Badge Session VI
4:00-5:30	Open areas (handicraft, waterfront, shooting sports, pool)
6:00	Table Waiter Call
6:05	Gathering and Flag Ceremony
6:15	Dinner
7:30	Evening Activity
10:00	Call to Quarters (everyone in your campsite – get ready for bed)
10:30 PM	Taps (please be considerate of your neighbors)

Saturday

7:15 AM	Table Waiter Call
7:20	Gathering and Flag Ceremony
7:30	Breakfast
8:15	Break Camp and Check-out

Meals

Meals in the brand new, air conditioned, Camp James Ray dining hall can be one of the most lively and entertaining times of the day. Meals are prepared by a professional food service company. The menus have been designed to appeal to Scouts and teenagers, while providing all of the calories and nutrients a camper needs. Most meals are served family-style.

Meal Schedule: Breakfast - 8:00 AM • Lunch - 12:15 PM • Dinner: - 6:15 PM

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

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

Each troop provides one waiter per table. This Scout is responsible for set-up before the meal and clean-up after the meal. Units will not be served until their waiter has set their table or has cleaned-up.

On Sunday evening, 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 PM. The other meals during the week will require the table waiter to arrive 15 minutes prior to mealtime.

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



Trading Post

Camp James Ray has a great Trading Post! Scouts and leaders will find camp souvenirs, Scout supplies, and refreshments. The Trading Post also doubles as our post office. Scouts and leaders can drop and pick-up mail at the Trading Post during business hours. Units may pre-order a special T-shirt before camp. Orders must be placed by May 1st in order to receive them before camp opens. We recommend approximately \$30 per boy for spending money.

Helpful Hints for Leaders

Overview

The James Ray Scout Reservation staff appreciates all of the adults who take time off from their busy schedules to make their troop's stay at camp possible. The philosophy of Boy Scout camping is that leaders are an important resource in the delivery of the summer camp program. Just as any troop works with parents to deliver their troop's program the other 51 weeks of the year, the James Ray staff needs the support of the leaders in camp to deliver the best quality program for your Scouts. Leaders are welcome and encouraged to spend time with their Scouts at the various program areas. However, if there ever comes a time when you want to take a break, James Ray Scout Reservation is prepared to offer you a variety of programs.

Located behind the dining hall, the "Scouters' Lounge" offers you a place to relax and kick up your feet. It is also a place where you can go and get a cup of coffee and read the paper in the morning or have a nice cold drink and play some dominoes or checkers in the afternoon. You can also share ideas and fellowship with other Scouters in camp.

Some leaders are as interested in gaining skills and sharing knowledge at camp as their Scouts. The Scoutmaster Merit Badge Program has been designed to help complement any leader's week. Details on the requirements for the badge will be shared at the orientation meeting on Sunday evening and include helping teach classes, attending adult training classes such as New Leader Essentials, Leader-Specific Training, Introduction to Outdoor Leader Skills, Safety Afloat, Safe Swim Defense, Leave No Trace awareness, and participating in a game such as washers & horseshoes and tetherball.

Troops must provide a minimum of two adult leaders, one of whom must be at least 21 years of age and registered with the troop. The assistant must be at least 18 years old. Two adult leaders must be with their troop 24 hours a day. It is required that all adult leaders be certified in youth protection. Youth Protection Training is available online at <http://www.myscouting.org/>.

Sunday Evening Orientation: All Scouts and leaders should report to formal retreat and supper in full field uniform. Immediately after dinner, a program orientation meeting will be conducted for all leaders. Having a representative at this meeting will answer many questions, provide an opportunity for fellowship, and set the stage for a great week of summer camp! Schedule changes can be made immediately following this meeting.

Uniforming

Scouting has always been a uniformed organization, and the James Ray Staff takes great pride in presenting the image of Scouting by wearing the uniform properly. Camp shirts and hats are available in the James Ray Trading Post.

Scouts, leaders, and staff should wear their complete official BSA Field uniform to formal retreat and dinner. Scout shorts with camp or troop T-shirt or BSA shirt is acceptable for breakfast and during the program day.

Merit Badge Program

- Complete the required online scheduling in CampMaster before the deadline.
- 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 him to ensure that he has fun while experiencing new things at camp.
- Give a Scout alternates and choices. Sometimes a Scout's desires are bigger than his abilities; avoid over-scheduling conflicts, and guide the Scout toward merit badges for which he is 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.
- Check on your Scout(s) progress 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 at the end of the week. Inform the Program Director of problems when they develop. This allows for the problem to be fixed while you're at camp.
- 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 packet prior to departing camp to ensure Scouts get credit for their accomplishments.

Guests

Parents and family are 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 Camp Headquarters immediately upon arrival and check-out at the time of departure. Guests, please inform the Business Manager of your intention to eat at the Dining Hall. Meal fees per guest are as follows and are payable to the Business Manager at Camp Headquarters:

Breakfast - \$6 • Lunch - \$6 • Dinner - \$6

Camper Equipment Checklist – What to Bring

We suggest that each item of clothing and equipment is 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
- Handkerchief or bandana
- Socks (3-5 pair)
- Sweater or jacket
- Swim trunks
- Raincoat or poncho
- Underwear
- Hiking shoes and tennis shoes (closed-toe)

Necessary Equipment

- Bath towel and soap with dish
- Shower shoes (closed-toe)
- Toothbrush and toothpaste
- Comb or brush
- Drinking cup
- Water bottle/canteen
- Sleeping bag or 3 blankets and pillow
- Cot or sleeping pad
- Sleepwear
- Flashlight (extra batteries)
- Bible or prayer book
- Boy Scout Handbook
- Small backpack (book bag)
- Notebook paper and pencil or pen
- Jeans (long pants) (extra pair for Swimming & Lifesaving Merit Badge)
- Long sleeve shirt (for Swimming & Lifesaving Merit Badge)
- Insect repellent (non-aerosol)
- Hat or cap
- Sunscreen
- COMPLETED Annual Health and Medical Record (34605) – including doctor's signature

Optional Equipment

- Wristwatch
- Sunglasses
- Personal first aid kit
- Musical instrument
- Sewing kit
- Digital Camera (for Photography MB)
- Pocket knife (and Totin Chip)
- Binoculars
- Clothes line (and clothes pins)
- Mosquito netting
- Work gloves
- Battery operated fan & extra batteries
- Envelopes, paper, and stamps (don't forget to write home)
- Mask, fins, snorkel (for Swimming Merit Badge or Snorkeling BSA)
- Survival kit (for Wilderness Survival Merit Badge)
- Fishing pole and tackle (license if 17 or older)
- Roller skates or in-line skates, elbow & knee pads, and helmet for Skating Merit Badge
- Spending money
- Ear plugs
- Water Shoes
- Day pack or fanny pack

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

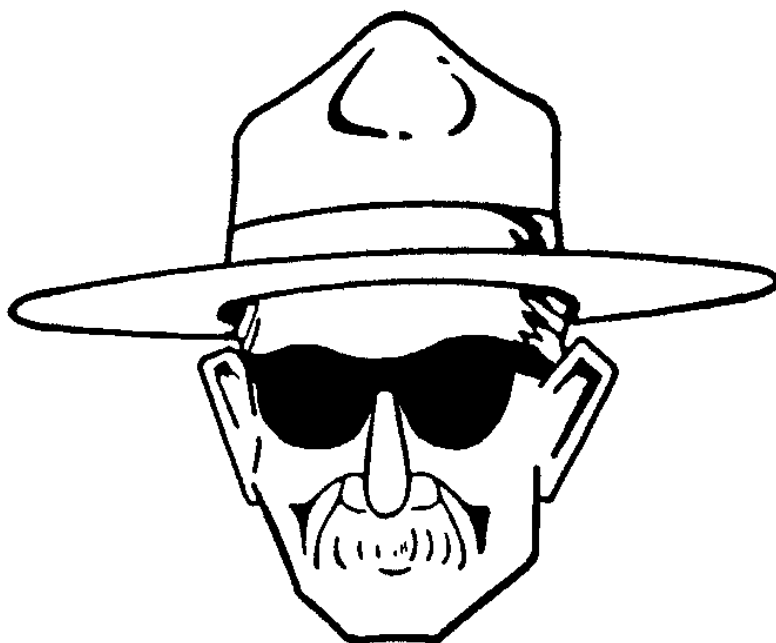
We suggest that each troop bring these items to camp. Please label each item with your troop number. This will be helpful in returning lost items to the troop.

Necessary Equipment

- | | |
|--|---|
| <input type="checkbox"/> US Flag | <input type="checkbox"/> Broom |
| <input type="checkbox"/> Troop Flag | <input type="checkbox"/> Troop bulletin board |
| <input type="checkbox"/> Patrol Flags | <input type="checkbox"/> Rope (for camp gadgets & knot instruction) |
| <input type="checkbox"/> Troop Library | <input type="checkbox"/> Axe yard items (hand axe, bow saw, sharpening stone, etc.) |
| <input type="checkbox"/> Troop First Aid Kit | <input type="checkbox"/> Secure (lockable) storage bin |
| <input type="checkbox"/> Rake | |
| <input type="checkbox"/> Shovel | |

Typical Campsite

Camp James Ray has eleven campsites – 9 whose names honor Native American Tribes and 2 that honor famous Native American Chiefs – with wooden platforms and BSA Wide Wall Tents (like the one pictured above). Additionally, each campsite has a pit latrine and ground water temperature shower facility. Please note: the campsites **do not** have electricity. Flush toilet and hot shower facilities for both youth and adults are available at the pool. Additionally flush toilet and hot shower facilities for adults only are available behind the Charles K. Pool Activity building (old dining hall). Flush toilets are also available during daylight hours in the new dining hall. All Scouts and adults are asked to leave the facilities cleaner than they found them. Troops are responsible for latrine cleanliness.



Health and Safety Procedures

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

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

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

Camp Emergencies: Only the Camp Director or the Camp Ranger can declare an emergency in camp. This could include, but is not limited to, thunderstorms, tornados, lost camper, or 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.

CPAP machines: Anyone requiring a CPAP machine is asked to bring a battery operated CPAP machine to camp. Since the campsites do not have electricity, and generators will disturb the slumber of other campers, this is the only viable option.

Firearms, Ammunition, Fireworks, Bows and Arrows: Personal firearms of any type (including rifles, shotguns, handguns, BB/paintball/air soft guns, black powder, cannons, potato/tennis ball bazookas, catapults, pigmy dart blow guns, bows, arrows, sling shots, etc.), laser pointers, ammunition, and fireworks are not allowed in camp. Tickets for rifle ammunition are sold at the Trading Post for \$1 per 10 shots. Tickets for shotgun shells are also sold at the Trading Post for 25¢ each.

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

Food Allergies/Special Diets: The camp menu has been planned to meet the dietary needs of the majority of our participants. The menu has food items that contain nuts, gluten, and meat in them.

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

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 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 your son's safety.

Personal boats at camp: Many leaders own boats and personal watercraft. Leaders can bring their own boat if the leader understands that even though he brings his own boat, the camp is still responsible for the leader and any youth aboard his 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 on 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 his 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.**

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**.

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 beds of trucks or trailers must never be used for carrying passengers.

Vehicles in camp: Council policy requires that all leaders and visitors vehicles be parked in the camp parking lot during camp. 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 PM on Sunday afternoon. Persons with physical disabilities will be accommodated on an individual basis.

Camp Community

Just being at summer camp is valuable to a Scout. The experience of working and playing 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 charged 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.

The administration of the summer camp experience at Circle Ten Council Summer camps is provided to every Scout and 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. Poncé Duran at Circle Ten Council Service Center (214) 902-6700 immediately. You may also contact:

Civil Rights Department
701 West 51 Street (512) 450-3630 – voice
Mail Code E-609 (512) 450-4313 – TDD
Austin, TX 78751 (512) 450-4748 – fax

Code of Conduct

Scouts, adults, and staff are expected to follow and adhere to the Scout Oath and Scout Law at all times. Troops are encouraged to use the sample Code of Conduct found in the Appendix.

Medical Response Procedures

Physical exams: Each Scout and adult leader attending camp must bring to camp a current completed Annual Health and Medical Record form 34605 available online at http://www.scouting.org/filestore/pdf/34605_Letter.pdf. 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 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. Special arrangements for treatment of more serious cases have been made with physicians and the hospital nearest the camp.

Trips to hospitals and doctors' offices from camp: Campers who are requiring the attention of a doctor or the services of a hospital:

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

Medical Insurance

Non-LDS Circle Ten Council-registered Scouts and Scouters are covered by Circle Ten Council insurance.

LDS-chartered Circle Ten Council troops need to bring their insurance claim forms to Camp Headquarters.

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.

Non-duplication provisions: When emergency room or extended treatment of hospital care is involved, benefits in excess of the first \$300 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 personal insurance carried on the Scout or Scouter is responsible for payment of charges above \$300 and to its limits. The HSR Accident and Sickness Insurance will pay up to \$6,000 after the personal insurance has reached its limits or if there is no insurance on the Scout or Scouter.

Policy on insurance claims: It is necessary for all accidents, illness, 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 camps must be submitted immediately to the HSR Insurance Company. Information on coverage and claim forms is available from the council service center.

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.

Texas Youth Camp Safety Act compliance

All camp staff members will 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 adult leader documents must be on file at camp and available for inspection:

1. Completed BSA Adult Leader Application (Reference section does NOT need to be filled out. Questions DO need to be answered.)
2. Youth Protection On-line Training Completion Certification
3. Copy of Sexual Offender database check

Adult applications are available online at <http://www.scouting.org/filestore/pdf/524-501A.pdf> (English) and <http://www.scouting.org/filestore/pdf/524-502.pdf> (Spanish). 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.

All 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/>. These documents are retained and not returned to the individual as they depart camp.

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. 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. Since these documents contain sensitive information, they will be secured in a locked file on site.



Appendix

1. Documents Available Online
2. Campership Requests
3. Code of Conduct Form
4. Camp James Ray Program at a Glance
5. Requirements for Baden-Powell Troop Award
6. Scoutmaster Summer Camp Checklist
7. Suggested Agenda for Troop Summer Camp Orientation



Appendix 1 – Documents Available Online

- 2010 Campsite Reservation form (<http://www.circle10.org/>)
- BSA Adult Registration Form (for Youth Protection) available online at <http://www.scouting.org/filestore/pdf/524-501A.pdf> (English) and <http://www.scouting.org/filestore/pdf/524-502.pdf> (Spanish).
- Annual Health and Medical Record Form 34605 available online at http://scouting.org/filestore/pdf/34605_Letter.pdf
- James Ray Scout Reservation Map available online at <http://www.texomavalley.org/tvdfiles/maps/jamesraymap.pdf>

APPLICATION - CAMP JAMES RAY FUNDING FOR RURAL SCOUTS

(To be completed by unit leader)

This funding is available only to rural youth/Scouters in Circle Ten Council and NeTseO Trails Council and will be granted under the direction of the James Ray Grant Committee.

Scout's Name: _____ Rank: _____

Address: _____

City: _____ ST: _____ ZIP: _____

Unit #: _____ Sponsoring Organization: _____

Council: _____ District: _____

Parent's Name: _____ Phone #: _____

Funding assistance is requested as follows:

\$ _____	Summer camp @ Camp James Ray (up to 75%)	_____
		Date
\$ _____	Webelos Resident Camp @ Camp James Ray (Up to 75%)	_____
		Date
\$ _____	NYLT (up to 75%)	_____
		Date
\$ _____	(BSA High Adventure Base/Youth Conference) (up to 50%)	_____
		Date
\$ _____	Annual BSA Registration fee and Boy's Life Magazine (up to full fee)	_____
		Date
\$ _____	Wood Badge Training @ Camp James Ray (up to 75%)	_____
		Date
\$ _____	Transportation to Camp James Ray	_____

Explain why funding is being requested:

Being familiar with the circumstances of this boy, I support this request for funding.

Unit leader

Committee Action:

\$ _____ approved for _____
(Purpose)

APPLICATION - CAMP JAMES RAY FUNDING FOR RURAL SCOUTS

(To be completed by Scout)

Scout's pledge if funding is granted:

In appreciation for the funds if granted, I agree to conduct the following Good Turn Project, which has been approved by my parents/guardian and Scout leaders. (Service project for church, community, school, sponsoring organization, elderly, ill or disabled person, etc.)

- _____

- _____

- _____

- _____

- _____

- _____

I feel that this experience will enrich my life in the following ways:

- _____

- _____

- _____

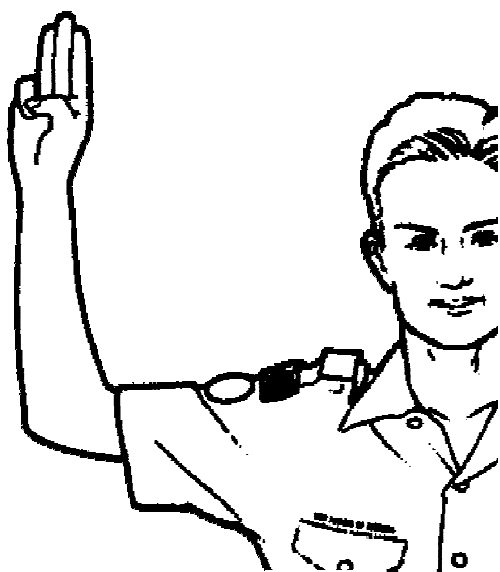
- _____

- _____

Signature of Cub or Scout

Appendix 3 – Sample Code of Conduct

1. Observe the Scout Oath and the Scout Law during my week at camp.
2. Wear my official Scout uniform and camp identification throughout the week. Wear appropriate clothing and footwear to participate in aquatics, sports, and camp programs.
3. Actively participate in my merit badge classes and programs and patrol and troop activities.
4. Be personally responsible for breakage, damage, or loss of property.
5. Observe quiet hours and lights out.
6. Keep my tent clean, gear organized, and dispose of trash in the proper place.
7. Observe all rules regarding the use of the swimming pool, shooting ranges, fire rings, and all other camp facilities.
8. Follow the Boy Scouts of America’s policy on smoking and observe all camp NO-SMOKING restrictions.
9. Understand that the purchase, possession, or consumption of alcoholic beverages or illicit drugs at the camp will not be permitted and will result in immediate dismissal from camp. This standard shall apply to all youth and adult participants. Compliance with state law and BSA policies will apply at all times.
10. Comply with federal, state and city laws and BSA policies, including those which prohibit the use of fireworks, firearms, and gambling. Infraction of these laws and regulations will be cause for immediate dismissal from camp.
11. Comply with the Circle Ten Council rule prohibiting the use of private vehicles in camp without permission from camp leadership.
12. At all times, be the considerate guest of Camp James Ray.



Signature of Scout

Signature of Parent or Guardian

Appendix 4 – 2010 Camp James Ray Program at a Glance

Mission

It is our summer camp mission to strengthen the unit program by delivering high-quality programs and stellar customer service for the units, Scouts, and Scouters who choose to come to James Ray Scout Reservation.

Merit Badges Offered

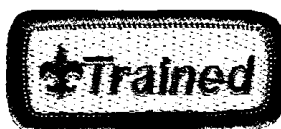
- | | | |
|--------------------------------|--------------------------------|---|
| 1. Archery | 19. Geology | 37. Skating |
| 2. Astronomy | 20. Indian Lore | 38. Small Boat Sailing |
| 3. Athletics* | 21. Journalism\$ | 39. Soil & Water Conservation |
| 4. Basketry | 22. Leatherwork | 40. Space Exploration |
| 5. Bird Study | 23. Lifesaving | 41. Sports* |
| 6. Camping | 24. Mammal Study | 42. Swimming |
| 7. Canoeing | 25. Motor Boating | 43. Water Skiing# |
| 8. Computers\$ | 26. Nature | 44. Weather |
| 9. Crime Prevention | 27. Orienteering | 45. Wilderness Survival |
| 10. Electricity | 28. Personal Fitness* | 46. Woodcarving |
| 11. Emergency Preparedness* | 29. Photography\$ | 47. At least two “retro” merit badges |
| 12. Energy | 30. Pioneering | |
| 13. Environmental Science | 31. Plant Science | |
| 14. Fingerprinting | 32. Radio | |
| 15. First Aid | 33. Reptile & Amphibian Study* | *partial only |
| 16. Fish & Wildlife Management | 34. Rifle Shooting | #pending availability of ski boat during our week of camp |
| 17. Fishing* | 35. Rowing | \$pending receipt of grant funds |
| 18. Forestry | 36. Shotgun Shooting | |

Other Awards and Activities Offered

- | | | |
|----------------------|---------------------------------------|--|
| • Advanced Sailing | • Paul Bunyan Woodsman | • Canoe Overnighter (for older Scouts) |
| • Boardsailing BSA | • Snorkeling BSA | • OA Brotherhood and Call out ceremony |
| • BSA Lifeguard | • Brownsea Island (New Scout Program) | |
| • Instructional Swim | | |
| • Kayaking BSA | | |

Adult Training Sessions Offered

- Leave No Trace Outdoor Ethics Awareness
- Safe Swim Defense & Safety Afloat
- New Leader Essentials
- Scoutmaster/Assistant Scoutmaster Position-Specific Training
- Introduction to Outdoor Leader Skills



Appendix 5 – Requirements for Baden-Powell Troop Award

1. Demonstrate continuous Scout spirit during the week.
2. The teaching of Scout skills are included in the troop's program for the week.
3. Planned troop and patrol programs are posted in troop site and/or patrol site (day or weekly).
4. The Scout Fireguard plan is reviewed by troops, is posted, and fire protection is available at each tent.
5. Troop site is neat, clean and free from unnecessary hazards; the troop participates in an anti-litter pick-up.
6. Fly the flag of the United States properly in the campsite when the troop is in camp, fly the troop flag if available.
7. Follow the Camp procedures and policies as set forth in the Leader's Guidebook.
13. Participate in three camp-wide activities to be decided on by Program Staff, Senior Patrol Leaders and Scoutmasters. (Such events as Critter Crawl, Swim Meet, Skill Meet, etc.)
14. Develop troop program to include use of 3 of the following: archery range, rifle range, horsemanship, fishing, hiking, sports, and boating.
15. Conduct a troop overnight - Outpost camp.

Each Patrol is to complete 5 of the following 8 projects:

The Troop is to complete 5 of the following 8 projects:

8. Conduct troop or inter-troop campfire.
9. Select and perform a worthwhile Good Turn or conservation project of camp wide importance, approved by the Program Director.
10. Be coached in Safe Swim Defense and Safety Afloat. Conduct a troop Safe Swim or Float Trip.
11. Scoutmaster or other registered adult leader spends the entire week at camp with the troop, and gives continuing leadership to troop activities and advancement.
12. Patrol Leaders Council plans troop program through daily meetings with staff help if needed.
16. Develop and produce a skit or stunt for troop, inter-troop, or camp wide campfire.
17. Plan and carry out conservation project selected by, or originated by Patrol members and approved by Camp Ambassador or Camp Ranger.
18. Have and use a patrol flag throughout the week.
19. Take a purposeful hike (nature, compass, bee-line, follow-the- stream, etc.).
20. Plan and go on an overnight camping trip; coordinate all the plans, food, map and compass, and plan a special program for use along the trail or at the campsite.
21. Construct an approved pioneering project (bridge, tower, table, camp gadgets, etc.).
22. All patrol members with Scout uniforms wear the uniform daily for at least Retreat Ceremony, supper, and the evening events, when appropriate.
23. Help plan and participate in a troop wide activity (campfire, camp-wide game, special activity hike, skill instruction, etc.).

Appendix 6 – Scoutmaster Summer Camp Checklist

Purpose

To provide a resource to help Scoutmasters organize and prepare for their unit's summer camp experience.

Reservations and Fees

- Send Campsite reservation form and \$100 deposit to Council Service Center
- Hold troop summer camp orientation meeting (suggested agenda in Camp Leader Guide Appendix)
- Collect camp fees and send \$105 per boy to Council Service Center by March 31st.
- Collect balance of camp fees (\$100 per boy if early; \$130 per boy if late) and send to Council Service Center by May 21st.

Health and Safety

- All boys must complete Annual Health and Medical Record (34605)
- All adults must complete Annual Health and Medical Record (34605)
- Adults must fill out Adult Leader Application
- Adults must complete online Youth Protection
- Adults must complete online background check
- One adult per unit must complete Weather Hazards training online
- Bring all of these items with you to camp and turn in during check in

Program Scheduling and Participation

- Upload or input all youth and adult roster information into CampMaster.
- Schedule youth merit badge and other award/activities.
- Schedule adult training courses.
- Review merit badges and other awards/activities for which Scouts have registered in CampMaster. Check for age-appropriateness, pre-requisites, and additional costs.
- Print preliminary schedules and distribute to Scouts.
- Print master schedules for all adult leaders attending camp and an extra schedule for the troop bulletin board.
- Patrol Leader's Council meets to discuss participation in camp-wide games and unit awards to be earned while at camp.
- Patrol Leader's Council develops preliminary list of camp gadgets to be built during the week at camp.



Appendix 7 – Suggested Agenda for Troop Summer Camp Orientation

Summer camp orientation for boys, parents, and leaders (We recommend this meeting be sometime in May and conducted by the Camp Scoutmaster and Camp SPL.)

- A. Welcome and purpose of meeting (slide show of last year's camp running before opening)
- B. Travel Information
 - 1. When to meet, what to wear, route, method of transportation
 - 2. What to bring for the trip:
 - a. Annual Health and Medical Record (34605) **updated/ signed and dated each year by parents**). Medical forms should be given to the Scoutmaster (photocopy medical form before signing. Send photocopy with original signature – parents keep original) for review **at least one week prior** to the day the troop leaves for camp. Shot records must include dates of inoculation.
 - b. Gas and/or lunch money, etc.
 - 3. When and where the troop will return.
- C. Schedule at camp
 - 1. Visitors' day date/time and special troop arrangements
 - 2. Order of the Arrow Call-Out Ceremony schedule
- D. How parents can reach their sons
 - 1. Mail (details under Introduction; Camp Specifics section of the Camp Leader's Guide)
 - 2. **Emergency** telephone number (please emergency only).-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. Circle Ten Camps are not equipped with a paging system. If a parent calls with a non-emergency, that message will be communicated at the next meal.
- E. What to bring to camp (also what not to bring) (details under Helpful Hints for Leaders; Camper Equipment Checklist)
- F. Program Schedule
 - 1. What's available for advancement?
 - 2. What are we doing for fun (hikes, Brownsea Island Programs, games, canoe trips, etc.)?
 - 3. What are we planning for service projects or campsite improvements?
 - 4. Procedure for registering your Scout in CampMaster.
 - 5. Camp Participation Awards the troop is planning to earn.
- G. Expenses to anticipate
 - 1. Merit badge costs
 - 2. Items available in the Trading Post and pre-orders
 - 3. Extra program costs (handicraft, archery, shotgun shooting, and rifle shooting)
 - 4. Other miscellaneous items (\$6 for guest meals)
 - 5. Camp troop banking procedures
- H. Questions from audience
- I. Troop slides and pictures from last year
- J. Inspirational closing