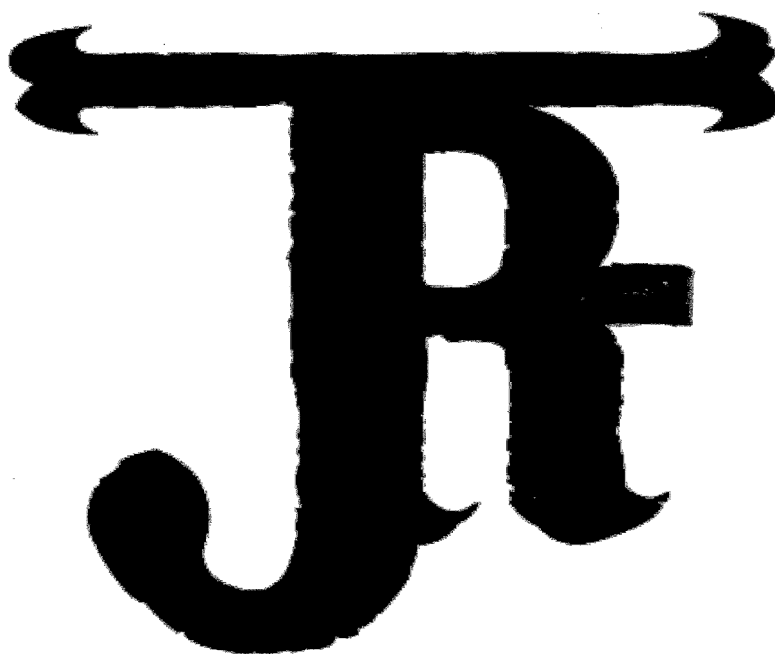


2012



***TREVOR REES-JONES
SCOUT CAMP
PROGRAM GUIDE***



2012 Trevor Rees-Jones Scout Camp Program Guide

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General information

Ranch location:

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

CSR mailing address

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

Camp telephone numbers

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

Camp Office (see office hours for availability)

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

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

903-264-3781 – Emergency Contact
Only

Camp Office Hours

Sunday:

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

Monday - Friday:

9:00 a.m. - 11:30 a.m.

1:30 p.m. - 5:00 p.m.

Saturday:

9:00 a.m. - 11:45 a.m.

Camp Leadership Team

Camp Director: Jim Sullivan
214-509-2114

jim.sullivan@scouting.org

Program Director: Libby Odom
972-414-2603

ldodom62@aol.com

Business Manager: Ben Nunez
214-902-6731

bnunez@bsamail.org

Camp Ranger: Roy Cassel
903-675-3781

rcassel@bsamail.org

TREVOR REES-JONES SCOUT CAMP DAILY SCHEDULE

Sunday

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

Weekdays

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

Friday Special Events

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

CAMP PROGRAMS

Overview

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

- Citizenship & Communications
- C.O.P.E. & Climbing
- Conservation/Nature
- Corral
- Field Sports
- Handicraft
- Lake Front
- Pool
- Scout Skills
- Shooting Sports
- Trail to First Class

There are also numerous other trainings and awards ready for your boys to earn. They include:

- BSA Lifeguard
- Mile Swim BSA
- Totin' Chip
- Firem 'N Chit
- Paul Bunyan Woodsman Award
- Baden-Powell Troop Award

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

Basketry & Leatherwork
Cinematography & Photography
Crime Prevention & Fingerprinting
Hiking & Backpacking
Sculpture & Pulp and Paper

Citizenship & Communications

We've added more instructors and more badges to this very popular area. We will continue to offer your boys an opportunity to earn Art, Citizenship in the Nation, Citizenship in the World, Public Speaking and Communications.

Climbing Tower

The Climbing Tower at Trevor Rees-Jones Scout Camp is proud to offer the Climbing Merit Badge.

Challenging Outdoor Personal Experience

We invite all your older Scouts (13 and over) to take the COPE Challenge. 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 rappelling, 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 course is strongly encouraged for older Scouts. COPE is offered in one class from 9:00 to 12:00 every day. Adults will have the same opportunity to enjoy the COPE program.

Ecology & Conservation

Our brand new nature pavilion has habitats for observation of the natural world, plus a new teaching area and a supply of new resources that should help your Scouts learn and advance in ways you never thought of before. Here Scouts can earn Environmental Science, Fish & Wildlife Management, Forestry, Geology, and Soil & Water Conservation Merit Badges. In this area, Scouts and Scouters can learn to be a responsible member of the ecosystem and learn more about our planet.

Corral

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 Middle Corral. Boots and gloves will come in handy for this class. The Animal Science Merit Badge is also taught at the Middle Corral.

Scout Skills

Our staff teaches Hiking, Pioneering, Orienteering, Camping, Fishing, Indian Lore, First Aid and Emergency Preparedness Merit Badges. In addition, the 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 shelter constructed from pine trees.

Nature

One of our busiest areas at camp is the Nature Area. Nine merit badges are offered here including Astronomy, Bird Study, Fishing, Fly Fishing, Insect Study, Mammal Study, Nature, Reptile Study, and Weather.

Aquatics

Canoeing, Rowing, Swimming, Lifesaving and BSA Lifeguard make up Trevor Rees-Jones Scout Camp's Aquatics program. Not only can Scouts experience gliding along on Lake McElvaney's 18 acres while rowing or canoeing, but they can also experience kayaking across the lake either by themselves or with a friend. In order to take any of the Aquatics Merit Badges youth must be classified as a swimmer according to your swim check.

Handicraft

Basketry, Woodcarving, Leatherwork, Indian Lore, Sculpture, and Space Exploration Merit Badges are taught in Trevor Rees-Jones Scout Camp's Indian Village. Imagine yourself under the cool shade of the pavilion, carving a block of wood into your favorite animal or weaving cane into a basket proving you can take the simplest things and make a usable gift for Mom or Dad back home. All this can be accomplished at the Indian Village which is located between the swimming pool and Nature area. Troops that send a Scout to Woodcarving must also send an adult.

Shooting Sports

Archery, Rifle Shooting & Shotgun Shooting Merit Badges are taught in the Shooting 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.

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.

Field Sports Area

A scout is physically fit. To that end Trevor Rees-Jones Scout Camp offers Cycling, Golf, Sports and Personal Fitness. The Cycling Merit Badge program will be offered to a limited number of Scouts. Scouts will have to supply their own bikes and helmets. The Golfing Merit Badge program scouts will also need to bring their own clubs and shoes.

Trail to First Class

One of the things that we took from the evaluations from the 2011 camping season was the need for a new Trail to First Class Program. This spring a new Trail To First Class task force is being put together to re-evaluate our TFC programs and give new guidance and direction. Watch the Council website in the spring for updates on this important program.

Other Programs and Features of Trevor Rees-Jones Scout Camp

Opening Campfire

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

Monday Night Madness

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

Tuesday and Thursday open areas

These evenings are open areas for shooting sports, climbing, waterfront, and the pool. We will also have a volleyball tournament during open area time.

Wednesday night—“3, 2, 1, RODEO!”

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

Friday night is Family Night

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

Golf

On Thursdays, our Golf Merit Badge participants will leave camp shortly after breakfast to go play a round of golf at a local golf course. We will be calling upon adult leaders to drive to the golf course. Typically, our golfers return to camp shortly after 5:00.

Wrangler Program

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

Honor Camper Trail Ride

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

Overnight Horse Trek

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

Fishing

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

Over the Edge-Rappelling

Trevor Rees-Jones Scout Camp's climbing tower has four levels of climbing and rappelling--12, 24, 36, and 48 feet. The tower is designed to challenge both the beginner and the more experienced climber with its different challenges and levels.

Trevor Rees-Jones Scout Camp Living History Museum

Located at the Upper Corral is a facility which exhibits many of the animals, birds and beautiful creatures found at the Trevor Rees-Jones Scout Camp, in East Texas and throughout the southwest. No other Scout camp in America offers facilities for Scouts and Scouters alike to view these primitive animals in their natural environment like the Living History Museum. Recently refurbished the facility offers such exhibits as birds, fish, a 10' mountain bear, snakes, fossils from the prehistoric East Texas area, 9.5-foot alligator, and an American Bald Eagle. The museum rivals many natural history museums located at other Texas State Parks and should not be missed. The Living History Museum is open on Wednesday evenings after the Trevor Rees-Jones Scout Camp Rodeo, it is featured in several of our Merit Badge programs, and it can be viewed by appointment with the Nature Director.

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.
- A copy of your Complete Annual Health and Medical Record for all Scouts and adult leaders attending camp. All medical forms will be returned to the troop after camp is concluded. Shots must be dated with year, or official shot records must be attached to the medical forms.
- A copy of your unit's severe weather hazard training card
- For each adult attending camp, the following must be turned in upon arrival:
 1. Copy of the Sexual Offender database check.
 2. Copy of a valid online Youth Protection certification card. (Training valid for two years)

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

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

Camp check-in occurs between Noon and 3:00pm on Sunday afternoon.

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

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. Once your unit has checked in at Headquarters your Troop Guide will show you immediately to your campsite. After you and your Staff Guide inspect camp-supplied equipment for damage, your troop can begin to set up your site, take your tour, and complete medical re-checks. Please take the time to note any damaged equipment so that it may be repaired or replaced and your troop won't be charged at the end of your week at camp—troops must pay for any equipment they damage. The Camp Director has the right to move any unit to another campsite due to overcrowding or to make units fit in more comfortably.

Swim test & Medical Re-checks

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

Medical Re-checks and Medical Forms:

As part of your camp tour, leaders and campers will visit with the Camp Medic for a brief medical re-check. The purpose of this re-check is not to conduct a second physical, but to make the Medic aware of any potential health problems, personal medications, or concerns that a camper or leader may have.

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

Prior to your final departure from camp please stop by the camp office to submit your recommendations for our 2013 camping season as well as sign up for another summer camp experience at one of the Circle Ten Council Camps if you have not done so during the week.

The Saturday Schedule is as follows:

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