

# Winter Camp – December 27-31

Winter Camp at Clements Scout Ranch is designed for Boy Scout Troops to have four nights of camping that include some advancement opportunities and special fun activities staffed by Circle Ten Council's Mikanakawa Lodge.

At Winter Camp all Boy Scout Troops are under their own leadership with at least two adult leaders (as required by BSA Youth Protection policy). One of the adult leaders must be at least 21 years of age with and the other leader can be 18 years of age with their Youth Protection Certificate. **All attendees that attend Winter Camp must be a registered Scouts or Scouters**

Under Texas Law all persons 18 and over must comply with the Youth Camps Leadership regulation by having a current ON – LINE Youth Protection Training Certificate, a printout of the Texas State Sex Offender Data Base Search and a completed BSA Adult Application. These three documents must be turned in at check in and will be kept on file for two years. **NO EXCEPTIONS**

Merit Badge offered for Winter Camp (please remember that the GOAL of Winter Camp is to offer a winter camping experience and not to be a MERIT BADGE CAMP, so not all merit badges offered are planned to be completed, however some are completed with pre-work and work in the afternoons);

Aviation	Auto Mechanics
Basketry \$	Camping *
Climbing	Cooking
Citizenship in the Nation	Communication*
Cycling *	Emergency Preparedness*
Environmental Science*	Farm Mechanics
First Aid *	Fire Safety
Fishing	Forestry
Golf	Home Repairs
Horsemanship	Indian Lore \$
Journalism	Law
Leatherwork \$	Nature
Nuclear Science	Orienteering
Personal Fitness *	Personal Management
Photography	Pioneering
Plumbing \$	Space Exploration \$
Soil and Water Conversation	Weather
Truck Transportation	Woodcarving \$
Wilderness Survival	Radio

\* = Eagle Merit Badges \$ = kit available for purchase for Merit Badge

Most merit badges will not be able to be completed at Winter Camp. Pre-work is suggested. Our list of Merit Badges is subject to change. Please plan on attending the Scoutmaster meeting at the Council Service center for updates. Check the Council and Lodge websites at [www.circle10.org](http://www.circle10.org) or [www.miki.org](http://www.miki.org) Winter Camp link for more information and any updates to Program.

## First Year Camper Program

Advancement plans:

Tenderfoot

4a, 4b, 5, 6, 9, 11, 12a, 12b

Second Class

1a, 1b, 2e, 3, 5, 6a, 6c, 7a

First Class

1, 2, 4a, 4b, 4c, 4d, 6, 7a 7b, 7c, 8a, 8b, 8c, 8d, 9a

Five Mile Hike

**Special Programs (extra fees):** C.O.P.E. Course, Rendezvous Afternoon (Indian Village, Mountain Man Village), Indian Village II, Mountain Man II, and Mountain Man III programs. (See description about programs for more detailed information)

**Special Events open to all attending the camp:** Opening Campfire, Native American Pow Wow, Polar Bear Swim, Rocket shoot-off, Troop competitions (Cook-off, Gateways, Great Sled Race, etc.), Mountain Bike Trail Rides (bring your own bike and helmet), and Closing Campfire with an OA Callout.

**BASIC COSTS:**        **\$25 per person (Scout or Leader)** if paid by December 5th to cover your Winter Camp Patch and program supplies.  
**The fee increases to \$40 if postmarked after December 5<sup>th</sup>!**  
**ALL FEES ARE NON-REFUNDABLE**

**OTHER COSTS:**        **Additional Money and age requirements required for the following:**

**\$30.00 – C.O.P.E Course**

**\$12.00 – Living History Rendezvous (Indian Village I and Mountain Man I) Meal in all three-program areas provided during the Rendezvous.**

**\$18.00 – Indian Village II (ALL DAY Adventure –attendance in this program is three-days of an all day program, except for lunch. Scouts signed up will NOT have time to be scheduled for Merit Badges. Includes the Winter Camp Rendezvous)**

**\$18.00 – Mountain Man II (ALL DAY Adventure –attendance in this program is a three-days of an all day program, except for lunch. Scouts signed up will NOT have time to be scheduled for Merit Badges. Includes the Winter Camp Rendezvous)**

**\$18.00 – Mountain Man III (ALL DAY adventure – attendance in this program is a three-days of an all day program including one breakfast, two lunches and two dinners (one during the rendezvous). Scouts signed up will NOT have time to be scheduled for Merit Badges. Includes the Winter Camp Rendezvous)**

**\$5.00- Flute Making covers materials limited to 30 Scouts.**

**ALL above FEES are DUE WITH the REGISTRATION FORM by Dec. 5th**

**REGISTRATION:**        Please use the ON-LINE registration and return payment to Circle Ten Council postmarked by December 5<sup>th</sup> to avoid the **\$40 Late Fee.** On-line user name and password will be e-mailed once you have returned the pre-registration form enclosed.

All activity areas will be available during the afternoon for additional instruction and FUN activities. This will include, but not be limited to Archery, Horseback Riding, Rifle, Shotgun, Climbing, & Rappelling.

**Check in at Winter Camp on December 27<sup>th</sup>:**

- **All UNITS Must** have a **PRINTED** ROSTER OF SCOUTS AND SCOUTERS WITH NAMES, ADDRESSES AND HOME PHONE NUMBERS for insurance purposes
- **COPY OF ALL MEDICAL FORMS** for all members in the unit attending Winter Camp (these will be returned at UNIT CHECK OUT).

**On-line Registration and scheduling OPENS September 15:** ON-LINE Unit Registration with payments and the on-line activity scheduling for all paid Scouts attending Winter Camp.

- To access our ON-LINE process go to [www.circle10.org](http://www.circle10.org) and click on WINTER CAMP REGISTRATION link.
- For working with our on-line process, all units attending Winter Camp units have to be pre-registered units.
- Our on-line **Winter Camp** process will be available for units to make modifications anytime until the deadline of Friday, December 12<sup>th</sup> at 11:00 pm Central Standard Time, when this function will be turned off.

We hope a representative from each Troop attending Winter Camp will attend the Senior Patrol Leader and Scoutmaster meeting in Allen (location to be announced) on December 2<sup>nd</sup> or at the Circle Ten Council Service Center on December 4<sup>th</sup> for more information about Winter Camp changes and other special information. Both meetings are identical. You may attend either meeting.

### MEALS:

- Each troop provides its own meals in its own campsite.
- For Dinner on the 30<sup>th</sup>, we will be providing a meal opportunity for those troops who don't want to cook on their last night in camp. For \$10 per person you can join us in the dining hall for a fabulous meal.

### CAMPSITES:

- **All Campsites are on a *First-Come, First-Served*.**
- Tents must be provided by the troops, tent platforms must not be used.
- **Camping for Winter Camp is Jamboree Style.**
- **Sorry, no camping in campsite SLY FOX or between the Rifle Range hill and campsite Buffalo Pass.**

### WINTER CAMP FIRST AID

- First Aid will be available 24 hours a day at Camp Headquarters.

### MEETINGS:

- There is a **pre-Winter Camp Leader's Meeting for units Senior Patrol Leader and Scoutmaster; in Allen, location to be announced, December 2<sup>nd</sup> at 7 p.m. and** at the Circle Ten Council Service Center, 8605 Harry Hines Blvd. in Dallas **December 4<sup>th</sup>**, where the Winter Camp Leadership will go over the Winter Camp program, unit check in and checkout as well as have confirmations of registration. Both meetings are identical. You may attend either meeting.
- **December 27<sup>th</sup> at Winter Camp** there is a **Senior Patrol Leader and Scoutmaster Meeting** in the **Jim Tarr Hall (Dining Hall) Building at 4:00pm (on first day only. Subsequent meetings are at 1pm).**
- December 28<sup>th</sup>, 29<sup>th</sup>, and 30<sup>th</sup> at Winter Camp there are **and Senior Patrol Leader and Scoutmaster Meetings** held Jim Tarr Hall at 1 p.m. each day to inform about the next days' events.
- The Circle Ten Council Summer Camp Directors for Constantin, James Ray, and Clements Scout Ranch will be on camp to hold Summer Camp Staff Interviews. Interviews location on camp and times to be announced.

### SAFE SWIM & SAFETY AFLOAT TRAINING

- Safe Swim & Safety Afloat training will be offered.
- This course is open to all leaders.

### CLIMB ON SAFELY TRAINING AT WINTER CAMP

- Climb on Safely is a course designed for adult leaders to understand the issues surrounding a troop outing to go climbing. At least one adult leader trained in Climb on Safely is required at any troop climbing activity. This training session will cover specific logistics of the outings and what certified personnel will need to comply with BSA standards.
- This course will be offered free to all adults who need the training.

### CAMP TRADING POSTS:

- **Main Trading Post** - for the purchase of cold drinks, candy, hot chocolate, some craft supplies, limited camping gear,
- **Program Area Trading Post** (Located in the PROGRAM AREA) will carry items for use in the program areas Indian Village, and Mountain Man Village. Other non-project/program items will be for sale ranging from Native American Indian and Mountain Man items.

### DRIVING ON CAMP

- Driving is not permitted on camp. Persons with disabilities may request a special permit at the camp office.
- With permit, speed should be kept to 5 mph and may only park in certain designated areas.
- Any privileges may be revoked by the Camp Director.

### TRAILERS (Scoutmaster, please NO TRUCKS, CARS, or VANS left in campsites the safety of you Scouts come first)

- No cars, trucks, or vans may be left in the campsite.
- Trailers can be left in campsite as long as they are not attached to a car, truck or van.
- The trailer needs to be placed off the road and stored in a safe location.
- No trailer can be placed in a campsite before December 26<sup>th</sup>. No campsite can be marked off before December 26<sup>th</sup>.

### GENERAL FISHING

- Clements Scout Ranch is known throughout the Southwest for its excellent fishing lakes. At Clements Scout Ranch, Scouts can fish from Perryman, Allen or McElvaney lakes which give the 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

# EVENTS AND PROGRAMS

## Winter Camp Blast Off

Winter Camp will host a rocket shoot in the afternoon on December 30. Rocket kits and parts will be available in the camp trading post, and campers will have an opportunity to build their rocket for the camp-wide competitive launch.

## Climbing and Rappelling

Clements Scout Ranch has a state-of-the-art Climbing and Rappelling Tower. This exciting, challenging experience helps Scouts develop new skills from our BSA instructors as well as the scouts developing a strong feeling of accomplishment after practicing and applying his new skill climbing the tower.

## Winter Camp Fishing Tournament

Winter Camp will host a fishing tournament open to all Scouts and Scouters. This year the fishing area will offer the fishing merit badge, junior angler award, and master angler award. We will also have a fishing tournament with the following divisions: Overall Troop, Top Adult, Top Youth, Top Bass Lunker, Top Crappie Lunker, and Top Catfish Lunker.

## C.O.P.E. (Challenging Outdoor Personal Experience)

C.O.P.E. is one of the most popular older boy programs in the BSA. C.O.P.E. at Winter Camp is a shorter version of the regular C.O.P.E. Winter Camp C.O.P.E. course is done in three mornings that starts at 9 am and completes at 11:30 am during the week of Winter Camp. The C.O.P.E. program has initiative games, team building exercises and individual effort. C.O.P.E. at Winter Camp is designed for Boy Scout Troops and its youth members of 13 years of age and older. Adults no matter what age or physical ability should plan to attend and see what the program is all about. C.O.P.E. is an exciting program that not only benefits the individual participant, but also helps the unit to work together more effectively to obtain a common goal. See you on the Winter Camp C.O.P.E. Course!

## Winter Camp Gateway Competitions

Open to all Scouts and Scouters, Winter Camp will host a camp-wide Gateway Competition for the best in these categories for:

1. Most Natural – makes use of what is the area of the campsite.
2. Most Scouting – makes use of Scout Skills and follows a Scouting type theme.
3. Most Entertaining – this is an open class.
4. Most Challenging – this is an open class.

## Tastes of Winter Camp

Open to all Scouts and Scouters, Winter Camp will host a camp-wide cook-off for the best in class in camp. Competitors must provide their own equipment for cooking as well as have their entry marked with their unit number.

The Categories for this competition is:

1. Scout – Best Bread
2. Scout – Best Dessert
3. Scout – Best Vegetable
4. Scout – Best Chili / Soup / Stew
5. Adult – Best Bread
6. Adult – Best Dessert
7. Adult – Best Vegetable
8. Adult – Best Chili / Soup / Stew

## Trail Rides

Dust off your boots and climb on to one of the many horses and experience the ranch on horseback. Rides are available in the morning for adults and in the afternoon for Scouts.

## Field Sports

Our field sports program that includes rifle shotgun and archery will be open during the morning hours and all afternoon. Ammunition for the .22's is \$1.00 for 10 shots and a target. Shotgun shells will be sold at 25 cents per shot. Certain hours during the morning will be only open for those Scouts attending the "First Year Camper Class".

## Winter Camp Sports

Compete against other troops in soccer or volleyball. Soccer and Volleyball balls can be checked out from the Camp Trading Post.

## **Winter Camp Great Sled Race**

A boy powered sled race called the Winter Camp Great Sled Race. In this race, patrol members makeup the team of a driver, a passenger, and six members maximum to be pulling power for their patrol build sled of their own design. Race rules: there is one driver, one passenger and a maximum of six boys for pulling power for a total team size of eight to navigate the course.

The building of the sled is very much open, but we ask that you build to the following:

1. Sled maximum length 8feet, minimum length 6feet.
2. Sled maximum width 5 feet, minimum width 3feet.
3. Driver's station on the sled must be at the back (like a dog sled) where the driver will stand with handrail.
4. Sled must have minimum of two runners (rails) attached to the bottom to be classified as a sled.
5. Wheels may be used and are suggested (due to our limited snow). No limit on the maximum number of wheels that can be used. Placement of wheel is not limited.
6. Passenger must have a seat to ride in.
7. Sled MUST have the Troop's number indicated on the sled.
8. To win, the pulling team, passenger, driver, and sled must all pass the finish line

## **SPECIAL PROGRAMS**

*Living History Rendezvous includes both of the following and a patch from each area. Limited to 200 Scouts*

### ***Mountain Man Village***

The Mountain Man Village activities include opportunities to learn the ways of survival of the early pioneers and work on Wilderness Survival merit badge, building fires by flint and steel, and experience Mountain Man Blacksmithing. Practice throwing knives and hawks like the Mountain Men of old. And plan to sign-up to attend a special Mountain Man and Rendezvous afternoon of activities (see the section on Mountain Man Rendezvous).

### ***Indian Village***

The Indian Village will provide a close-up experience of Indian Lore. Visualize living as Indians in a teepee, cooking authentic Native American meals, creating necessities, and enjoying being one with nature. Your experience will include Indian-oriented crafts, costumes, ceremonies, dancing, and Indian Lore and Leatherwork merit badges will be taught. A special one afternoon stay at the Indian Village where all attending this program will be provided a dinner meal, craft supplies and instructions for projects and the special Indian Village patch.

*Second Year Programs In the Indian Village and Mountain Man programs work in conjunction with each other, please have your scouts pick a path, Native American or Mountain Man, sign up for that program and dress accordingly.*

### ***Second Year Indian Village Adventure (limited to 50 older Scouts)***

This is a special program for Scouts who are 14 years old by December 27 and who are First Class or above in Scout rank. This 2<sup>nd</sup> Year program is designed for three full days of Indian adventure and activities that start in the morning and end in the afternoon and include the Indian Village and Rendezvous on the 29<sup>th</sup>. Suggested dress for this program is moccasins, calico ribbon shirt, cloth leggings (these can be worn over long pants) and breechcloth. Cloth turbine w/feather, otter hat or felt hat is acceptable headgear. Participants will make many items to keep including a powder horn, side pouch, wrapped feather and candles. Warriors will also learn several Native American dances. They will also learn how to do many different craft techniques including lazy stitch bead working, bead necklace and flint knapping. The fee for this special program of activities is \$18 to cover supplies for the three days of special program and the Living History Rendezvous, which includes a dinner meal. It does not include lunches.

### ***Second Year Mountain Man Adventure-Trapper (limited to 50 older Scouts)***

This is a special program for Scouts who are 15 years old by December 27 and who are First Class or above in Scout rank. This new program is designed for three full days of Mountain Man adventure and activities that start in the morning and end in the afternoon and include the Mountain Man Village and Rendezvous on the 29<sup>th</sup>. Suggested dress for this program is high top boots or moccasins, long sleeve shirt (button down or pullover) or one color or calico ribbon shirt or rendezvous shirt and felt wide brim hat. Trousers that are recommended are black jeans or khaki corduroy. Participants will make many items to keep including a powder horn, bullet bag, bullets (not for shooting), candles, a flint and a flint and steel kit. They will also learn how to do many different craft techniques including lazy stitch bead working and scrimshaw. The fee for this special program of activities is \$18 to cover supplies for the three days of special program and the Afternoon Living History Rendezvous, which includes a dinner meal. It does not include lunches.

***Third Year Program In the Mountain Man program is intended to help teach the lifestyle as well as many skills please have your scouts dress accordingly.***

***Third Year Mountain Man Adventure (limited to 30 older Scouts)***

This is a special program for Scouts who are 15 years old by December 27 and who are First Class or above in Scout rank. And have participated previously in the Second Year Mountain Man program. This program is designed for three full days of Mountain Man adventure and activities that start in the morning and end in the afternoon and include Living History Rendezvous on the 29<sup>th</sup>. It also includes an overnight Mountain Man Adventure at Bridger's Cabin on the Night of the 28<sup>th</sup>. Scouts will come to class on the 28<sup>th</sup> and will return to their Troop campsite on the 29<sup>th</sup> after the Rendezvous is concluded, they will be fed lunch and dinner on the 28<sup>th</sup>, Breakfast and lunch (on the 29<sup>th</sup>) and dinner at the Rendezvous. Suggested dress for this program is high top boots or moccasins, long sleeve shirt (button down or pullover) or one color or calico ribbon shirt or rendezvous shirt and felt wide brim hat. Trousers that are recommended are black jeans or khaki corduroy. Participants will make many items to keep including a possibles bag, bullets (not for shooting), and high top moccasins. They will also learn how to do many different craft techniques including lazy stitch bead working, and leatherworking. They will have an opportunity to compete in a Black Powder (egg shoot), a tomahawk throwing and trap line competition. They will learn some Wilderness Survival Techniques including shelter making, and trail marking and hide tanning. The fee for this special program of activities is \$18 to cover supplies for the three days of special program and the Afternoon Living History Rendezvous.

- ***Throwing Range will be open in the Living History area on the 28<sup>th</sup> in the afternoon and the 30<sup>th</sup> all day. At the Throwing Range you will have the opportunity to throw tomahawks.***
- ***Living History Area will be closed in the afternoon with the exception of Scouts participating in the Living History Rendezvous, Warriors (Indian Village II), Trappers (Mountain Man II) and XTREME Mountain Man III programs.***
- ***Patches will be given out at the conclusion of the campfire at the Living History Rendezvous.***

**Account #722  
WINTER CAMP**

**TROOP REGISTRATION FORM AND FEE SCHEDULE**

**Mail To:**

Winter Camp  
c/o Circle Ten Council  
8605 Harry Hines Blvd  
Dallas, TX 75235

Unit Number \_\_\_\_\_

District: \_\_\_\_\_

Council: \_\_\_\_\_

	Number		TOTAL
Basic Fee	Scouts.....	_____ @ \$25	\$ _____

Basic Fee	Adults.....	_____ @ \$25	\$ _____
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Addition to Basic Fees: =====

December 29 Rendezvous (includes Indian Village I, and Mountain Man I. No age requirement)  
(Scouts/Scouter, 200 max total) \_\_\_\_\_ @ \$12 \$ \_\_\_\_\_

Indian Village II, an all day program for three days except lunch (50 max total)  
(Scouts must be 13 years by Dec. 27 or older) \_\_\_\_\_ @ \$18 \$ \_\_\_\_\_

Mountain Man II, an all day program for three days except lunch (70 max total)  
(Scouts must be 13 years by Dec. 27 or older) \_\_\_\_\_ @ \$18 \$ \_\_\_\_\_

Mountain Man III, an all day program for three days except lunch (50 max total)  
(Scouts must be 15 years by Dec. 27 or older) \_\_\_\_\_ @ \$18 \$ \_\_\_\_\_

**Program (Merit Badge Kit):**

Wood Carving MB Kit:	_____ @ \$ 7	\$ _____
Basketry MB Kit:	_____ @ \$ 7	\$ _____
Leather Work MB Kit:	_____ @ \$ 7	\$ _____
Woodwork MB Kit:	_____ @ \$ 7	\$ _____

C.O.P.E. Course (40 max. course is three mornings – 28, 29, 30)  
(Scouts must be 13 years by Dec. 27 or older) \_\_\_\_\_ @ \$30 \$ \_\_\_\_\_

**TOTAL FEES REMITTED WITH THIS FORM** \$ \_\_\_\_\_

**Account # 722**

Sorry, NO REFUNDS

**ATTENDING UNIT LEADER IN CHARGE:**

Print Name: \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone (Home) \_\_\_\_\_ - \_\_\_\_\_ Business \_\_\_\_\_ - \_\_\_\_\_

(e-mail) \_\_\_\_\_

Signature: \_\_\_\_\_

All fees are due post marked by December 5<sup>th</sup>. After December 5<sup>th</sup> the Basic Fee is \$35 per person.

# WINTER CAMP PRE-REGISTRATION FORM

**ATTENDING UNIT LEADER IN CHARGE:**

Troop #: \_\_\_\_\_ District: \_\_\_\_\_ Council: \_\_\_\_\_

Estimated # Scouts: \_\_\_\_\_ Estimated # Adults: \_\_\_\_\_

Print Name: \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone (Home) \_\_\_\_\_ - \_\_\_\_\_ Business \_\_\_\_\_ - \_\_\_\_\_

e-mail \_\_\_\_\_

All fees are due post marked by December 5<sup>th</sup> after you have scheduled your programs online. After December 5<sup>th</sup> the Basic Fee is \$35 per person.

Please return this form to:

Winter Camp  
Circle Ten Council  
Harry Hines Blvd  
Dallas Tx, 75235

Fax: 214-902-6789

Please note that your unit can not utilize the online program scheduling function until you have returned this form. You will be e-mailed a user id and password.