



# SUMMER CAMP



# LEADER'S GUIDE



CIRCLE TEN COUNCIL  
BOY SCOUTS OF AMERICA®



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# CIRCLE TEN SUMMER CAMPS

## WELCOME TO THE 2023 CAMPING SEASON!

We are very excited about our 2023 camping season and sincerely hope you and your units are as well.

The primary purpose of camp is for Scouts to have FUN! While advancing in rank and earning merit badges are undoubtedly important aspects of the camping experience, we must ensure that our Scouts can engage in many programs that they will enjoy. We designed makeup day on Friday morning to help our Scouts catch up when they miss some requirements because they were experiencing other activities and programs at camp.

This guide contains important information *for leaders* about camp and how to prepare for summer camp to make it more enjoyable for your scouts. For details about each camp see the Leader's Guide Section for Constantin or Trevor Rees-Jones.

For program offerings, see the individual camp Program Guide available on 1 March 2023. Classes open for selection online on 15 March.

With all the program upgrades the last few summers, it is VITAL that your unit takes time to discuss program offerings with its Scouts and allows them to make choices based on current offerings.

**Scouts who participate in activities of their choosing and have fun at camp will stay in Scouting and return to camp.**

## Saturday Departure

We will complete camp on Saturday morning with a grab and go breakfast and ask troops to leave before 10am.

And as always: THE *BEST* IS YET TO COME!



## **COVID-19**

We had very successful camp seasons over the last three years amid the COVID-19 pandemic and we plan on a successful year this year as well. We count on you and your unit to do their part. We will follow the latest guidance from the state and from the CDC. As of this writing, we plan to follow the similar plan we ended last year with but will modify it as the situation changes.

We will clean each area between classes again this year and we have multiple sites available for you and your Scouts to wash hands regularly. If you wish to bring personal tents, you are welcome to do so. For further details, see the latest Council guidance posted on the Council website.

We highly recommend vaccination for all scouts and scouters.



# CAMPER EQUIPMENT CHECKLIST

We strongly suggest that you label each item of clothing and equipment (including the water bottle) with the Scout's name and troop number. This helps staff return lost items.

## What to Bring to Camp

One of the Methods of Scouting is uniform. The Scouts BSA uniform builds individual and unit pride. The dress of a troop reflects the Scoutmaster's attitude toward wearing the BSA uniform. We encourage all Scouts to arrive at camp and depart in their Field Uniform (Class A). We also wear the uniform for evening flags and for dinner. We wear our OA sashes on Friday, and for any OA ceremonies. At other times Scouts should wear their Activity (Class B) uniform.

### Scout Uniform

- o Official shirt
- o Official shorts/long pants
- o Scout belt
- o Scout socks (2 pair)
- o Scout hat (if part of troop uniform)
- o Camp uniform (USED DAILY – 6 DAYS)
- o Camp or troop t-shirts
- o Socks (3 – 5 pair)
- o Swimsuit
- o Raincoat or poncho
- o Underwear
- o Hiking shoes and tennis shoes (closed-toe)

### Necessary Equipment

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

### Optional Equipment

- o Wristwatch
- o Sunglasses
- o Personal first aid kit
- o Musical instrument
- o Sewing kit
- o Pocket knife
- o Binoculars
- o Clothesline (and clothes pins)
- o Work gloves
- o Battery operated fan and extra batteries
- o Survival kit (for Wilderness Survival merit badge)
- o Fishing pole and tackle (license if 17 or older)
- o Spending money
- o Ear plugs
- o Water shoes
- o Day pack or fanny pack
- o Camp box or locker with lock
- o Small rug or mat
- o Camp chair
- o (TRJ) long jeans for horseback riding

### NOT SUGGESTED

- o Cell phone
  - o Other electronic devices
  - o Collections of value
  - o Other valuables
- ### DO NOT BRING
- o Fireworks
  - o Firearms
  - o Valuables
  - o Alcohol or drugs
  - o Sheath knife
  - o Pets (including parents' night)



## Hammocks

We do permit hammocks at camp. Mount them no higher than a Scout is tall. Do not mount hammocks on top of each other. Hang them from trees only, using straps to not damage trees. Do not mount hammocks inside tents. The frames will not handle hammocks.

<https://www.scouting.org/health-and-safety/safety-moments/hammock-camping/>

## Bicycles

We welcome anyone that would like to bring their bicycle to camp. Keep in mind that cyclists must follow all BSA policies while riding, which includes wearing a helmet. We do not allow bicycles until after adults have removed all cars from the campsites. This is for the overall safety of all our participants.

At TRJ there will be a bicycle safety course offered on Sunday after dinner and Monday after lunch. A tag will be issued upon completion. If any camper cannot attend, they should set a time with staff to get certified individually.

## Cots

Circle Ten Camps do NOT provide cots. We encourage you to bring your own.

## Personal Possessions

Camp is an outdoor experience. We understand that today's Scout does not often leave their cell phone at home. However, personal electronic devices are not appropriate for an outdoor experience. Circle Ten Council strongly discourages bringing them to camp. In all cases, do not leave personal valuables (watches, wallets, and money) out in the open at camp. Bring nothing to camp that you cannot replace. It is impossible to provide security for these items. We recommend 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.

## Personal Boats at Camp Constantin

Many leaders own boats. Leaders may bring their own boat to camp if the leader understands that even though they bring their own boat, the Camp is still responsible for the leader and any youth aboard the boat. Boaters must follow the Camp code of conduct and all BSA policies and procedures. While at summer camp, the Circle Ten Council has the responsibility to ensure safety of all activities. Here are the rules about personal boats:

- Contact the Camp Director before bringing the boat to camp.
- Circle Ten Council camps do not have space to dock any personal boats. Plan to tie up or beach at your campsite.
- All boats must have current registration.
- All boaters must wear properly fitted US Coast Guard-approved personal flotation devices (PFDs, life jackets) at all times.
- Leaders must take Safe Swim Defense and Safety Afloat training online. Keep a copy of your certificate for reference.
- If, at any time, any leader demonstrates questionable boating safety, the Camp Director has the authority to ask the leader to remove the boat from the water and trailer it in the parking lot.



## 2023 Circle Ten Summer Camps Leader's Guide

- BSA policy does not permit personal watercraft (such as jet skis or equivalent). We will ask any leaders bringing a personal watercraft to leave them trailered in the parking lot.
- We highly recommend having a Texas boaters license. The training is free and the license costs \$11. See <https://courses.boatus.org/>
- 

### Unit Equipment Checklist

What Troops should 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.

#### Equipment

- US Flag
- Troop flag
- Patrol flags
- Troop library
- Troop first aid kit
- Rake
- Shovel
- Broom
- Troop bulletin board
- Rope (for camp gadgets and knot instruction)
- Axe yard items (hand axe, bow saw, sharpening stone, etc.)
- Secure (lockable) storage bin (for money & medicines)
- Water containers
- Drinking cups
- Ice cart (we sell ice but you need to transport)
- Lanterns
- Trash bags
- Buckets for water for camp fires (if not under fire ban)



## SPECIAL NOTES

**Med Forms:** Turn in all medical forms to Camp Health Officer in Med/First Aid Lodge.

**All Other Forms:** go to the Camp Office at check-in *including for each adult*:

Copy of the Sexual Offender database check

Copy of a valid Youth Protection certification (Training valid for two years)

Adult in Camp State Compliance Form

**All Non-Circle Ten Council units** will need to bring two (2) copies of their local council insurance claim form.

**Swim Check forms:** If you have them, please email a copy early to the Camp Director. Do bring a copy with you as well to hand to Aquatics staff to get your wrist bands.

**Campsites and Electricity:**

Camp Constantin sites have NO electricity. Camp TRJ pavilions have limited electricity. If you need power, you must bring a battery pack or use solar power. Charging for adults is available in the Scoutmaster Lounge. Extension cords may not be run into tents. **People may not add extension cords or plug into any camp buildings. (A SCOUT IS OBEDIENT)**

**Mobility Issues:** The camp terrain is rocky, and the roads are unpaved. If you have adults with mobility issues, you may want to consider renting a golf cart for them to get around. We limit the amount of vehicle traffic in camp.

**Wrist Bands:** We require everyone in camp not on staff to have on a wrist band. This is for security and safety. Further, we use them in Aquatics to designate swimming ability. We use blue for swimmer, red for beginner, and white for non-swimmers and people who do not take the swim test. Ensure everyone in your troop has a wrist band on.

**Vehicle Storage:** All vehicles must be parked in designated parking areas with proper ID tags displayed. Only 1 car/vehicle/trailer will be allowed in campsites. The owner of each vehicle is the person solely responsible for its security. The Circle Ten Council is not responsible for loss or damage caused by fire, storm, theft or vandalism to any person, vehicle, and trailers or for any loss or damage to articles left in vehicles. We do offer a charging station for electric vehicles for \$10.

**Visitors:** We understand leaders and scouts may need to leave camp for a variety of reasons. For safety reasons, please make sure to always check in or check out at the Camp Headquarters with our Office Manager in our visitors and scout log. Scouts must have a parent or guardian come in to sign them in if they are coming to camp late or out if they are leaving.

**Tents & Cots:** Camp provides 1 wall canvas tent on a wood platform for every 2 people, including adults. Units must adhere to the Guide to Safe Scouting. Camp will provide extra tents to meet YPT rules. Units may bring personal tents. Camp does not provide cots.



# PROGRAM OVERVIEW

Welcome to Camp! First and foremost, our staff dedicates themselves to providing the best program possible to supplement the year-round programs of each Scout Troop. This is the Circle Ten Council Summer Camp Mission.

Our camps are filled with a diverse merit badge selection, and staffed by fellow Scouts and Scouters who are ready and eager to help your youth on their Trail to Eagle.

## NOTE ON MERIT BADGE FEES

The camp will charge all fees for merit badges directly to the unit. Units will pay the fees for classes at the time of class selection. The unit must check out online prior to camp to confirm the classes. Any classes changes made at camp will be paid when the troop reconciles their account balance with the Assistant Camp Director at camp. All your Scouts need to do is show up at their assigned class and their supplies will be waiting for them. For example, if you sign a Scout up for Wood Carving merit badge, camp will automatically charge your unit \$15 on the invoice and the Scout can simply pick up their merit badge kit from their instructor. The Trading Post will still have kits available for purchase should a Scout want to do a project for fun, but they will no longer have to buy a kit from the trading post before class.

## Eagle Required Merit Badge Complexity



See each camp's Addendums and postings online for additional program information, daily, and weekly schedules.

The "2023 Class Catalog" contains all merit badge and class information.



## OA EVENTS AND SCOUTMASTER INFORMATION

### General

- Have your OA members bring their sash to camp!
- Check in with OA Camp Chief at check-in.
  - Provide list of names for Call-out
  - Provide list of names for Brotherhood
    - May add to names as week goes on
    - \$20 required to pay for sash – payable to Circle Ten Council
- Mikanakawa dues may be paid at camp – payable to Circle Ten Council

### Monday

- **Brotherhood candidates** pick up re-dedication paperwork from Camp Chief

### Thursday

- **Brotherhood candidates** meet after lunch to review requirements & paperwork. For Brotherhood and ceremony days and times, check with your Camp Chief.

### Friday

- **OA Call-out**
  - Please schedule with the Camp Chief
  - OA members wear sash, preferably with Field Uniform
  - All Scouts, Scouters, and parents are welcome

### Out-of-Council Troop

If your home Lodge is not Mikanakawa (Circle Ten Council), we still may host your call-out. We will need a letter/email from your Lodge Chief (or Lodge Adviser) permitting us to do so.



# ARRIVAL AND DEPARTURE PROCEDURES

## CHECK-IN

### *You need these forms to check in:*

1. Troop roster: A copy of your BSA generated roster with the names of those youth and adults in attendance highlighted
2. 1 copy of a severe **weather hazard training** certificate (at least 1 adult must have the training)
3. Medical forms (see details below) for each person (alphabetical order by last name)
4. COVID forms as required by council at time of check in
5. **For Each Adult**
  - a. Copy of the Sexual Offender database check (Instructions in Appendix)
  - b. Copy of a valid Youth Protection certification. (Training valid for two years)  
Note: Camp can accept a PDF YPT roster printed from [my.scouting.org](https://my.scouting.org) for the troop with attendee names highlighted.
  - c. Adult in Camp State Compliance Form (see Appendix)If any of these forms are missing, the camp cannot allow the adult to remain at camp overnight.
6. All *Non-Circle Ten Council* units will need to bring two (2) copies of their local council insurance claim form.

### *Check in Times:*

You will sign up for check in arrival times online where you make your reservation. Please plan to arrive at your appointed time and please make sure that your unit brings the listed items for check-in (due to limited copy paper and ink, the camp office cannot make copies at camp.)

### *Further explanations:*

**Roster:** To better serve your unit, we are asking that you bring a BSA generated roster which indicates Scouts and leaders who will be camping with us during the week. You must list all adults and youth that will be spending at least one overnight on your BSA generated roster. Retrieve this roster from [my.scouting.org](https://my.scouting.org). Simply log in to your <https://my.scouting.org> account and find the "Member Manager" tab on the left-hand side. Find the Roster information there under "Roster Details". You can export certain roster information from there including a list of every Scout registered in your unit. From there we would ask that you highlight those in attendance for your summer camp adventure. Your local council service center, or your district executive can also help you obtain a BSA generated roster.

**Weather Hazard Training:** Available from <https://my.scouting.org>. Each adult should take this course. We need at least 1 copy of a leader's certificate.

**Medical form:** A copy of the complete **Annual Health and Medical Record (parts A, B and C)** including a copy of the insurance card front and back for all Scouts and adult leaders attending camp. We will return all medical forms to the Troop after camp concludes. Date all immunization information with year received. Many troops put their forms in a loose-leaf notebook for ease of handling and return. This is helpful to camp staff as well. Please bring



forms in alphabetical order by last name. Find forms at: <https://www.scouting.org/health-and-safety/ahmr/>. The State of Texas and BSA requires all participants spending at least one night in the campsite to submit all three parts of the BSA health and medical record signed and dated within the previous 12 months.

**COVID-19 Forms:** See the forms on the website.

### ***Reconcile Fees:***

During the check-in process you will set an appointment with the Assistant Camp Director to reconcile your camp fees later. At that time the camp will collect any outstanding fees from the troop.

**Camp check-in occurs at your designated time on Sunday afternoon.**

***Process:*** When you first arrive at camp, a camp staff member, who will serve as your Staff Guide for the orientation period, will meet your troop to begin the check-in process and prepare your Scouts for medical re-checks, swim checks, and a tour of camp.

- One adult leader is responsible for checking in the troop at camp headquarters.
- One adult takes medical forms to the Health Lodge.
- All go to the Dining Hall for a briefing. We will go over meal time procedures.
- After you and your Staff Guide/Ambassador inspect camp-supplied equipment for damage, your troop can begin to set up your site.
- All go to campsite and change to prepare for swim check, if needed.

Please take the time to note any damaged equipment so that we may repair or replace it and thus not charge your troop at the end of your week (Troops must pay for any equipment they damage).

**NOTE: To ensure safety, staff will allow only one vehicle per unit into the campsite to deliver gear.** Trailers may remain in camp, but all vehicles must go to the parking lot. Campers who require a medical vehicle pass, should see the camp medic.

***Scoutmaster and Senior Patrol Leader meeting:*** Sunday, following dinner.

The Camp Director reserves the right to adjust campsite assignments.



## SWIM TESTS

**Swim Tests** - Swimming and boating at camp are two of the most enjoyable activities at summer camp. 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.

Your troop can take their swim check prior to your arrival at summer camp. Find the details and form on the web site at:

<https://filestore.scouting.org/filestore/outdoor%20program/aquatics/pdf/430-122.pdf>

You may email your swim test results the Camp Director prior to your arrival.

*At any time, the Aquatics Director reserves the right to make any Scout or leader re-take the swim check.*

### *Wristbands in camp*

As part of the check-in process when you arrive, the camp will issue your unit one wristband per registered youth and adult. It is important that every registered person wears the wristband properly as this is part of our Youth Protection program. If a wristband gets broken or lost during your week, you may replace it at the same place it was issued. During the week, we expect that new leaders, family members, and program guests will visit camp. All guests must check in at Camp Headquarters to register and receive a camp wristband. Staff will ask anyone without a wristband to immediately report to the Camp Director or Camp Ranger. If you expect guests to arrive outside of normal business hours, please notify camp management so we may arrange for their check-in.

## CHECK-OUT

Check out is Saturday morning and we have planned Saturday breakfast for your convenience. We have designed the menu to be portable and starting at 7:00 a.m. you may send a representative to the Dining Hall and pick up your *Grab-n-Go* meal. You will be issued enough food for your entire unit and you are welcome to stay and enjoy your meal in the dining hall or take it back to your campsite. After breakfast, Scouts return to their campsites to pack and clean up.

A Camp Staff member will visit your campsite to inspect it with the troop leader. Remember your unit must return any camp equipment your unit borrowed to the Quartermaster before staff will clear your unit to leave. Once the staff have cleared you to leave, 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 collect your medical forms. We will destroy any forms not collected. To ensure safety, staff will allow only one vehicle at a time per unit into the campsite to pick up gear.

Prior to your final departure from camp please stop by the Camp office to submit your recommendations for our 2023 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.



## TRADING POST & OTHER NOTES

Our camps are pleased to offer air-conditioned Trading Posts that will have all your camping needs in one location! We will offer everything from chips and soda, to frozen Snickers and Slushes, merit badge kits and supplies. Forgot your compass? We remembered it and brought it for you! T-shirts, hats, gifts, walking staff emblems, pocket knives, you name it, and it's here at the Trading Post located next to the Old Handicraft pavilion. There are also special edition items including t-shirts available for pre-purchase on the registration site.

### Spending Money

We request that campers bring only small bills; ones, fives, and tens to camp. The Trading Post cannot easily make change for larger bills.

Keep all personal items and spending money in a secure box while at camp. The camp is not responsible for securing or for the loss of personal items. It is your responsibility to keep track of all personal valuables while at camp. Items left at camp are not retained after camp.

### **DO NOT BRING VALUABLES TO CAMP.**

Clearly mark all clothing and equipment  
with your full name and troop number.

*Encourage your Scouts, as we will, to drink water located in every program area and main areas in camp. Besides, it's free!*

### First Aid

Each unit should take care of its own needs as much as possible. For more serious issues, come to the health lodge. We encourage each unit to bring a first aid kit to take care of the usual minor cuts and injuries Scouts experience. Drink water and sports drinks frequently to prevent dehydration.

### Buddy System

All programs stress the use of the buddy system, whereby campers engage in activities with at least one other person so that they can monitor and help each other. The Guide to Safe Scouting requires using a formalized buddy system in certain adventurous or higher-risk activities.

### Rest at Camp

The amount of sleep a Scout gets can make the difference between a great camping experience and a poor one. Each person needs an adequate amount of sleep to function in a cheerful and positive manner. The camp Scoutmaster is responsible to see that each Scout can get at least eight (8) hours of sleep each night. This means each troop should respect the quiet time from 9:45 p.m. to 7:00 a.m.

### Scout's Own Interfaith Service

**A Scout is Reverent.** On Wednesday morning at 7:00 a.m. our Chaplain will lead a Chapel Service (Scout's Own Interfaith Service). We encourage all chaplain aides to see the chaplain ahead of time to coordinate helping with the service.



### **Conservation and Camp Improvement Projects**

Please see the Camp Director or Camp Ranger upon arrival for any Camp Improvement Projects or conservation service. They will identify the needs of the camp and provide any necessary equipment. As always, it is everyone's responsibility to follow the "Guide to Safe Scouting" when using heavy equipment such as saws, axes, etc.



## MEALS & TABLE WAITERS

### Dining Hall Etiquette

- We encourage Troops to bring table decorations and leave in dining hall for the week.
- Everyone washes hands before grace/flags/entry
- Enter only after permission to do so
- Walk AROUND the tables
- All shirts must have sleeves (no tank tops)
- No hats on heads in the dining hall
- Always wear closed-toe shoes
- Keep Scouts in dining hall until dismissed.

### Table Waiters

Each troop will provide two (2) Scouts per table. These Scouts are responsible for set-up before the meal and clean-up afterwards. Troops send an adult to supervise the Scouts and assist where needed.

### Program at Meals

Camp is time to sing Scout Songs. Our staff has developed some fun activities during meals. At lunch and at supper we will sing some songs. On Wednesday will have our birthday celebration. We will invite any scouts and scouters having a birthday that week to the stage to recognize their birthday. We will also go over any important points of information at each meal. Please keep your unit in the dining hall until dismissed by staff.

### Table Waiter Responsibilities

- Arrive 15 minutes before each meal. Be early
- 2 table waiters for each 10 people in your troop
- Pre-washed hands and face

### Table Waiter Duties

- Set tables
  - Drinking glasses
  - Water pitchers (2 per table)
  - Flatware & napkins
- Clean tables
  - All eating utensils to wash station
  - Return water pitchers
  - Wipe down tables
  - Sweep floors

## SPECIAL MEALS

*If your unit or individuals have special eating requirements, please enter that information into the reservation system prior to attending camp. The camp cooking staff will pull information from the system and do its best to accommodate your needs or requirements based on religious beliefs, allergies, etc.*



# HEALTH AND SAFETY

## Guide to Safe Scouting

At all times, follow the Guide to Safe Scouting. That supersedes anything stated in this guide.

## Alcohol, Illegal Drugs, and controlled Substances

Circle Ten Council does NOT permit the consumption, possession or use of alcohol, illegal drugs, or controlled substances on camp. Staff will ask violators to leave camp. Staff may take additional actions, including notification of local law enforcement officials.

## Tobacco

Council does not permit smoking or the use of any tobacco product in the presence of youth members at any Circle Ten Council Camp. We prohibit smoking or use of tobacco or e-cigarettes in or around buildings or around camp program areas. Every camp will have a designated area for smoking. Please ask the Camp Director where the appropriate smoking areas are when you arrive. Note that Texas law now does not permit smoking by anyone under 21 years of age.

## Prescription/Non-Prescription Medication

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

## Drinking Water

Proper amounts of water are important during hot weather. We encourage troops to use water coolers but troops must provide separate cups or water bottles (disposable/reusable) for each person. Leaders should encourage each Scout and Scouter to carry drinking water with them.

HEAT INJURIES CAN BE SERIOUS! HIGH WATER INTAKE is a must. NOTE: Soft drinks or coffee do not replace water!

## Staff Housing

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

## Camp Curfew

No Scout may be out of their campsite after 9:45 p.m., unless accompanied by an adult(s), following YPT guidelines, or with authorization from the Program Director or Camp Director to participate in an activity.

## Firearms, Ammunition, Fireworks, Bows and Arrows

Camp does not allow personal firearms of any type (including rifles, shotguns, handguns, BB/paintball/air soft guns, black powder, cannons, potato/tennis ball bazookas, catapults, blow



guns, bows, arrows, sling shots, or water guns), ammunition, laser pointers, and fireworks in camp. The Camp Director reserves the right to confiscate and return upon departure from camp any item that they consider a potential risk to the general health and well-being of the camp. The Camp Director requests that Officers of the Law notify the office in person of any exceptions to this rule.

### **Fires, Liquids and Propane Fuels**

When you arrive at camp your check-in procedure will include a fire ban status report. Due to the rural nature of our camps, often the local Fire Marshal will mandate a burn ban. The camp management team has assured the local authorities of full cooperation when a burn ban is in effect. Please understand that the local marshal may at times grant special dispensation at their discretion to allow programmatic burns when appropriate. If there is no ban, build fires only in designated areas and under proper supervision. Use liquid or propane fuels only under adult supervision. Do NOT use liquid fuels of any type to start fires. Store liquid fuel in approved containers and, along with propane cylinders, store under lock and key. BSA policy prohibits the use of open flames in tents. This includes mosquito coils, catalytic heaters, gas lanterns, stoves, candles, and smoking material. This also includes cigarette smoking.

### **Transportation**

The troop must arrange for safe transportation of your Scouts to and from camp. BSA and the State of Texas mandate seat belts for all occupants of motor vehicles. The bed of a truck or a trailer is never an appropriate place for Scouts or Scouters to ride.

### **Vehicles in Camp**

Council policy requires that all leaders and visitors park their vehicles in the camp parking lot while camp is in session. On Sunday, designate one vehicle at a time per unit, if you desire, to carry gear to your campsite after you check in. After unloading, promptly return it to the parking area. Troops may leave one unattached equipment trailer at their campsite. Camp does not permit personal vehicles in camp past 5:30 p.m. on Sunday afternoon. The Medic will accommodate persons with physical disabilities on an individual basis.

### **Closed-toe Shoes**

While sandals and flip-flops are certainly comfortable to wear around town, summer camp is not the best place to wear them. There's a lot of walking over rugged and uneven terrain. All our camps have a no open-toe shoes policy. We recommend aqua-shoes for most lakefront activities.

### **Health Lodge**

Medical professional staff our Health Lodges and are available for camp emergencies. Leaders must conduct their own first aid in camp, just as if you were on a weekend camping trip. Please do not use the Health Lodge for minor injuries such as scrapes, splinters, or common bug bites. In the event of a medical emergency such as broken bones, sprains, deep cuts, or sickness, please send the affected Scout to the Health Lodge with a buddy and/or leader. Except for emergencies, it is the responsibility of the unit leadership to provide transportation for campers who require the attention of a doctor or the services of a hospital.

**DO NOT LEAVE THE CAMP WITH A MEDICAL EMERGENCY WITHOUT HAVING SOMEONE CHECKIN WITH THE HEALTH LODGE OR CAMP DIRECTOR.**



## Inclement Weather

Our biggest concern is the safety of our campers and staff. Should severe weather threaten camp, we will take the appropriate steps to ensure everyone's safety. Please see the *Circle Ten Summer Camp Safety Guide* for specific procedures on inclement weather.

## Heat Alert

- Camp Leadership will monitor and announce heat alerts as required.
- Increase water consumption.
- Decrease or shut down sales of soda.

## Heat Alert Codes for Camp

Code	Heat Index	Action
<u>Heat Alert 1</u>	90 – 105 Degrees	Reduce action in sun. Drink ½ liter (about 2 cups) of water per hour
<u>Heat Alert 2</u>	105 – 115 Degrees	Immediately and sharply reduce activity. Increase water intake (1 liter, about 1 quart, an hour). Be aware of probable sun/heat stroke, heat cramps and heat exhaustion. Seek shade. Shut down sales of soda.
<u>Heat Alert 3</u>	115+ Degrees	Take immediate action to stop activity. Seek cool areas and increase water intake (2 liters per hour, about 2 quarts). Monitor Scouts for heat/ sun stroke.

***Soft drinks or coffee do not replace water. They react differently within the body.  
Replenish electrolytes with food and the occasional sports drink.  
Age increases the probability of heat injury.***

## Camp Emergencies

Only the Camp Director or the Camp Ranger can declare an emergency in camp. This could include, but is not limited to, thunderstorms, tornados, lost camper, or other camp-wide emergency. To report an emergency, a leader should contact the nearest staff member who will notify the Camp Director or Camp Ranger. You will receive a separate emergency procedures pamphlet when you arrive at camp with complete details on emergency procedures.

## Emergency Bell

Emergency use: If you hear the bell ring continuously, everyone come to the dining hall for further instructions.

## You Must Check Out of Camp

Leaders must follow youth protection guidelines when transporting unit member(s) to the doctor or hospital. Remember to take the insurance forms with you for completion at the doctor or hospital. You may obtain your Scout's health record from the Health Lodge before going to the doctor or hospital. The adult leader must be prepared to pay for any prescription that the doctor may prescribe for the patient. Circle Ten Council will not pay for prescriptions, hospital, or emergency room bills. The Camp Director will work with you to notify the parents in the event of any serious illness or injury. If parents will not be at home during the week of camp, have them advise you how you will contact them, including phone numbers. Directions to doctors' offices and hospitals are available at the Health Lodge.



## Medical Insurance

Circle Ten Council insurance covers Scouts and Scouters registered in Circle Ten Council. 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). "All adults accompanying a Scouting unit who are present at the activity for 72 total hours or more must be registered as leaders. The 72 hours need not be consecutive." *Guide to Safe Scouting*

## Policy on Insurance Claims

Report all accidents, illnesses, or tick bites to the Health Lodge. Parents or the guardian file claims for treatments with HSR Insurance Company. Submit any medical expenses incurred after leaving camp, due to an accident or illness first manifested while at camp, immediately to the HSR Insurance Company. Information on coverage and claim forms are available online at [Circle Ten Council | Page - Insurance Policy and Claim Forms](#). This supplemental insurance protection begins when the camper leaves home and ends upon their return home from camp.

Dental: The policy only covers dental bills for broken teeth resulting from an accident at camp. Parents must pay all other dental bills.

You will be asked to file an Incident Report with Circle Ten for any incidents requiring follow up. Should insurance need to get involved, that Incident Report will initiate the claim process.

## Visitors

All visitors must check in at the camp office upon arrival and present a photo ID. The office will issue them a wristband that they must wear at all times while on camp property. Visitors may not spend the night at camp. Siblings are welcome, but parents must supervise at all times. Please leave your pets at home. Those wishing to eat a meal at camp must buy a meal ticket at the Trading Post. Visitors may not drive to campsites but must park in the lot and walk. And as always, only closed toe shoes.



# CAMP CONSTANTIN

## JACK D. FURST AQUATIC BASE



# 2023

## LEADER'S GUIDE



CIRCLE TEN COUNCIL  
BOY SCOUTS OF AMERICA





# 2023 CAMP CONSTANTIN JACK D. FURST AQUATICS BASE

## ROAR!

THEY'VE ESCAPED! The Dinosaurs have escaped our enclosures and habitats and we need YOU to help us get them back before they find their way off of the reservation! We will be using our Scout skills to track these prehistoric beasts. We will need to be brave as we move around the reservation during the week. Make sure you keep your eyes peeled and ears open when you're out and about, listen for their roars and search for their footprints, you never know what could lead you right to them! So, get here as soon as you can so we can find the missing Dinosaurs! Get ready for the adventure of a lifetime. I can assure you that you won't find an experience like this anywhere else! Consider this your invitation!

Welcome to the Camp Constantin Jurassic Safari Reservation! Get ready for the most exciting safari the world has ever seen! Hello, my name is Eugene Thornberry, and I will be your Safari lead. I really need your help, as some of our most FEROCIOUS and DANGEROUS dinosaurs have escaped their enclosures and we need to track them down and get them back before they find a way out of the reservation!!! Join me, where we will travel about the reservation looking for clues, footprints, and more. Be sure when you get to camp to always take your buddy with you wherever you go because you never know when they just might POP UP! This summer you will use your Scout Skills, and new merit badge training, to find out just how dangerous these dinos are and just how challenging this journey will be, but I know you guys will do great! So, hurry and get here because the hunt waits for YOU!

As a member of our team, you'll find out just what it was like back during the Jurassic period. Learn new skills and embark on an adventure you won't want to want stray from so get ready for the safari that will bring you the most exciting memories that will NEVER go extinct!





## LEGACY OF SCOUT CAMPING AT POSSUM KINGDOM LAKE

Welcome to the Addendum to the Circle Ten Leader's Guide for Camp Constantin. This contains our camp specific details for leaders and parents. Before Circle Ten Council took possession of the nearly 400 acres on the north shore of Johnson's Bend of the Brazos River, Eugene Constantin owned this land. It was his dream to one day give this land that he loved to his son. In the 1940's his son, like many sons of that day, went off to war.

Like so many of those sons, he did not return. For many months, Mr. Constantin mourned his loss. He began to wonder what would happen to his beloved land. Mr. Constantin decided that if he couldn't leave it to his own son, then he would leave it to the sons and daughters of America. Camping began in 1946, and on 1 January 1947 he gave half of the property to the YMCA and the other half to Circle Ten Council, Boy Scouts of America.

To honor the man and the son who made this wonderful camp possible, Circle Ten Council named it Camp Constantin. Then, in the mid 1990's, Jack D. Furst, who grew up attending Camp Constantin (first as a camper and then a staff member), also gave back to the camp he loved. He was the driving force behind the construction of the Jack D. Furst Aquatic Base, which radically improved the waterfront opportunities for Scouts all over North Texas and Oklahoma. For **77 years**, Camp Constantin has been the "icon" of what Scout camp should be.





## GENERAL INFORMATION

### MAILING ADDRESS

All kids love getting mail, and Scouts at camp are no different. We encourage you to have parents send letters and/or packages to their Scout while away at camp. Please clearly write the Troop number and a return address on the package, in case camp receives the package after the Scout goes home.

Camp Constantin/JDF Aquatics  
Base  
Scout's Name / **Troop Number**  
3003 Park Road 36  
Graford, Texas 76449

### EMERGENCY TELEPHONE NUMBER

(940) 779-2131 (available year-round). Please note, the Camp telephone number is for **medical and family emergencies only**. We ask parents to use this number only for emergencies. If a parent calls with a non-emergency, staff will deliver the message at the next meal.

### CAMP HEADQUARTERS' HOURS

The Camp Office operates from June 4<sup>th</sup> through July 15<sup>th</sup>.

Sunday:	12:00 p.m. - 5:30 p.m.
Monday - Friday:	9:00 a.m. - 11:30 a.m.
	1:30 p.m. - 5:30 p.m.
Saturday:	8:00 a.m. - 12:00 p.m.

### CAMP LEADERSHIP

#### Safari (Camp) Director

Jamel Holmes  
[jamel.holmes@scouting.org](mailto:jamel.holmes@scouting.org)  
(214) 902-6710

#### Safari Program Director

Logan Fritz  
[Logan.fritz2@scouting.org](mailto:Logan.fritz2@scouting.org)  
(972) 977-3408

#### Director of Safari Program Logistics

Joshua Smith  
[joshsmith10@gmail.com](mailto:joshsmith10@gmail.com)

#### Asst. Safari (Camp) Director

Ryan Downey  
[ryan.downey@scouting.org](mailto:ryan.downey@scouting.org)  
(214) 902-6764

#### Reservation (Camp) Ranger

Collin Anderson  
[collin.anderson@scouting.org](mailto:collin.anderson@scouting.org)  
(214) 687-7653

#### Camp Commissioner

Dan Lins  
[cc.constantin.bsa@gmail.com](mailto:cc.constantin.bsa@gmail.com)  
(312) 835-2365

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Visit our Facebook page at:

[https://www.facebook.com/Camp-ConstantinJack-D-Furst-Aquatic-Base-111471410448545/?ref=page\\_internal](https://www.facebook.com/Camp-ConstantinJack-D-Furst-Aquatic-Base-111471410448545/?ref=page_internal)



**I have questions - is there a place  
I can find someone to ask?**

## ***YES! - Summer Camp Leaders' Meetings***

**Thurs. March 9<sup>th</sup>,  
Thurs. April 13<sup>th</sup>, and  
Thurs. May 11<sup>th</sup>  
All at 7:00 p.m.**

Join Zoom Meeting

<https://us02web.zoom.us/j/5204778914>

Meeting ID: 520 477 8914

Find your local number: <https://us02web.zoom.us/u/kcGoAAYimA>

At this time, you will be able to:

- Meet the Camp Director and Assistant Camp Director
- Get the latest and greatest updates to program and schedules
  - Get answers to any other questions you may have



# PROGRAM OVERVIEW

Welcome to Camp Constantin! First and foremost, our staff at Jack D. Furst Aquatic Base at Camp Constantin dedicates themselves to providing the best program possible to supplement the year-round programs of each Scout troop. This is the Circle Ten Council Summer Camp Mission. However, here at Camp Constantin we like to do it in style!

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

These areas include:

- Aquatics Habitat
- Brazos Buccaneers (Trail To First Class)
- Eagle's Landing Enclosure
- Handicraft Enclosure
- Industrial Arts Enclosure
- Nature Enclosure
- Scoutcraft Enclosure
- Shooting Sports Habitat
- STEM Enclosure

**Check the main registration page for additional program information.**

Please use this URL <https://scoutingevent.com/571-2023SummerCampCON>

All documentation will be under **Attachments**.

**All merit badge and class information are in the "2023 Constantin Class Catalog".**



## Special Opportunities for Scouts 15+ years of age

### *Special classes include Advanced Sailing and Water Odyssey.*

Older scouts can take the opportunity to enjoy the water more! They can try the water odyssey where you get the opportunity to participate and enjoy every water activity there is on the waterfront. Remember all participants must be a swimmer. (See registration site for fee)

### *Our NEW Outpost Program*

Go on an adventure to the back side of our reservation where you can chill and relax without the huge lunch crowd. You will be served lunch at the outpost. It is a 2-hour experience from 12-2PM, on Tuesdays and Thursdays. Scouts will meet at the waterfront and arrive at the site by boat. All who participate will be given a special limited edition outpost patch. Scout must be a swimmer in order to sign up. (See registration site for fee)

### *OA*

Come join OA members on Thursday night for a special cracker barrel and ice cream social in the dining hall at 10:00 p.m.



## Adult Opportunities

We like for adults to have fun at camp too. Please review the 2023 Constantin Program Guide & Class Catalog on the registration site for many such opportunities, including Adult Water Odyssey and Adult Water Sprots as well as training opportunities.

Once again, we will offer adult training. For more information see the Program Guide

- Scoutmaster Position Specific (SALT)
- Introduction to Outdoor Leader Skills (IOLS)
- Swimming & Water Rescue (SWR)
- Paddle Craft Safety (PCS)
- National Rifle Association (NRA) training

### 2023 NRA Program

The NRA program at Camp Constantin is designed to give you the certifications you need to open and run a rifle range where Scouts are shooting. BSA requires two certified persons too open a range. One person must have a current NRA Instructor certification and one person must have a current NRA Range Safety Officer (RSO) certification.

The NRA certification procedure is to take classes for the certification:

- The RSO certification class is a single 8-hour class which will be given on Monday
- The Rifle Instructor certification is made up of 3 classes
  - Basic Instructor Training (BITS) is a 6-hour class and is given on Tuesday
  - Basic Rifle is an 8 ½ hour class that starts on Tuesday evening and runs through Wednesday noon
  - Rifle Instructor is a 10-hour class starting at 1 o'clock Wednesday and runs 5 o'clock Thursday

The NRA classes are capped at 15 students. The RSO class is restricted to adults only. We do not restrict the rifle classes by age, but we will give adults priority for the class. Scouts that are 18 years or older can fill the open class seats and be certified as assistant instructors. The assistant instructor is however restricted from running an active firing line on the range. They cannot be counted as a Rifle Instructor to open a range but they do provide an additional set of eyes on the range for safety concerns.

#### Costs:

- BITS is a free class IF YOU ARE TAKING THE RIFLE INSTRUCTOR PACKAGE otherwise it is \$50.00
- RSO is \$ 75.00
- Basic Rifle is \$ 50.00
- Rifle Instructor is \$ 75.00

The costs of the class is less than ½ price of that found elsewhere.



## THE CONSTANTIN BELL

The camp has a beautiful bell outside the dining hall that you can hear all over camp. We have found a way to use it every day and in case of emergencies.

Emergency use: If you hear the bell ring continuously, everyone come to the dining hall for further instructions.

Marine bells ring 1 bell or “ding” for every half hour of the watch. There are 6 watches of the day. We will ring the bell at breakfast and at supper with the flag ceremony.

8:00 a.m.: 8 bells, 4 sets of 2 dings

6:00 p.m.: 4 bells, 2 sets of 2 dings





## DAILY SCHEDULE

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

7:45 a.m. Breakfast Table Waiters Report

8:00 a.m. (8 Bells) Breakfast Starts

8:35 a.m. Breakfast Ends/Clean-Up

**9:00 a.m. Program Session 1**

**10:00 a.m. Program Session 2**

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

**11:00 a.m. Program Session 3**

**12:10 p.m. Lunch**

12:00 p.m. Lunch Table Waiters Report

12:10 p.m. Lunch Starts

12:45 p.m. Lunch Ends/Clean-Up

**1:00 p.m. Rest Time/SPL Meeting on Quarterdeck**

**2:00 p.m. Program Session 4**

**3:00 p.m. Program Session 5**

**4:00 p.m. Open Activities Start**

4:00 p.m. Totin' Chip and Firem'n Chit at TFC (not Friday)

5:15 p.m. Open Activities Close

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

**5:45 p.m. Dinner Table Waiters Report**

6:00 p.m. (4 Bells) Dinner Starts

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

**7:30 p.m. Evening Activities Start**



## FUN & GAMES

We love it when Scouts compete and have fun at camp. We have several opportunities for Scouts and troops to do just that. Here they are with some of the rules and how many you need to make a team.

### **Fat bat (whiffle ball)**

Whiffle Ball teams can number between 1 and 10 players. To decide who bats and who fields, a coin should be tossed or some other way of deciding should be done such as a game of Rock, Paper, Scissors. Each batter faces three balls from the pitcher and must attempt to hit the ball into one of the scoring zones. Failure to hit the ball within these three pitches will result in the batter being out. Unlike baseball, there is no stealing bases, and movement between bases can only be done on a scoring shot. Hitting the ball into the single zone enables the player to advance one base, hitting into the double zone enables them to advance two bases, and a triple three bases. Hitting past the triple zone is a home run. Every player who makes it round the bases scores a run for the team. There are two ways to be out in Whiffle Ball. Being caught out or swinging and missing three times. An inning is up once all the batters have had their turn or if three are 'out'. It is then the opposition's turn for their innings. Each team shall have an agreed number of innings, usually 6, although another number can be agreed between two teams. Games may also be played in a set time limit, often 55 minutes. At the end of the game, the winner is the team with the most runs.

### **Nuke 'Em**

Two teams of players must be created, can go up to 8-15 members. Play begins with the server from the serving team serving the ball over the net to the opponents. The ball remains in play being thrown and caught back and forth across the net until there is a miss. You may also pass the ball to one team member per "volley". If the ball is thrown and the opposing team does not catch the ball whoever it landed closest to is out. The goal is to get all members of opposing team out. Members that are out stand in a line on the side of court, if one of their team members catches the ball with one hand another team member may reenter the game. Whichever team gets the ball the other members of opposing team out first wins.

### **Velociraptor Dash (Troop Relay Race):**

The Velociraptor Dash is a troop relay race running through camp. Each troop will need one runner, one swimmer, two canoers. Four Scouts total.

Swimmers start in the swimmer's area of swim dock, swim four lengths of the swim dock, and then jump out and safely get up to tag the runner from their troop to go. The runner will be waiting at the Jack D. Furst sign at the Waterfront. The runner then runs up the main road of camp, around the gaga ball pit by the office, and back down the back road to the waterfront. The runner then tags the two canoeists back at the Jack D. Furst sign at the waterfront. The canoeists run down to the canoes at the swim dock. The canoes will be moved ahead of time by the staff. They will jump in and canoe out and around the nearest channel marker buoy back into the cove past the boat dock to the Rowing and Canoeing Area (R&C). The first troop to make it to shore wins.



### **Sailing Regatta:**

For the Sailing Regatta you will need two Scouts.

Scouts will be tasked to rig a sailboat (sunfish) and sail out to the nearest channel marker buoy, and then return to the starting point. The first team to return, drop sails, and pull the boat up on shore will win. This Challenge will be determined by the wind.

### **Raft Race:**

For the Raft Race you will need four Scouts.

To build their raft, the Scouts will pick up from the waterfront at any point throughout the week before the race the following: four blue barrels, located on the side of the nautilus and four pieces of wood, also located on the side of the nautilus. The unit will need to provide rope. Rope is the only thing a unit can use to race in the raft race. Anything else that is used aside from rope will disqualify the unit from competing in the raft race.

The unit will be judged by Aquatic staff on appearance, stability, and the fastest rafting crew. The Raft crew will paddle with oars around the boat dock starting in the sailing area and ending in the R&C area. Only one Scout can have half their body out of the craft and in the water. Everyone else has to have all parts of them (minus feet) on the watercraft.

Please note that the unit must disassemble the craft before leaving the waterfront and return all materials back to where they were sourced. The unit must remove all rope and return it back to their campsite/trailer.

### **War Canoes:**

Form a team of 8 Scouts and compete in time trials for the right to compete against the “elite” Scoutmaster team at the end of the week during the Water Carnival. Troops (youth only) will sign up for 20-minute time trials during open area. They will embark in the canoe and have from the sailing area until the north east corner of the boat dock to get the paddling down.

The clock will be started as the nose of the canoe passes the corner of the boat dock. They will have to canoe around the furthest buoy in the cove and return to the boat dock. The clock will be stopped as the nose of the canoe passes the timer again.

Each troop will have 2 attempts to complete the course, and the fastest time will be used as the final time. The top 4 troops will compete head-to-head on Friday afternoon, and the champion troop will compete against a troop of Scoutmasters.



# WEEKLY SCHEDULE

CAMP CONSTANTIN WEEKLY SCHEDULE 2023							
		Daily Mile Swim practice at 6:30 a.m.					
TIME	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
6:30 a.m.	Staff Time		Hell's Gate trip		Hell's Gate trip		
7:00 a.m.		Reveille	Reveille	Chapel	Reveille	OA Brotherhood	Grab-n-Go Breakfast
8:00 a.m.		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Trailers in camp
9:00 a.m.		Program Session 1	Program Session 1	Program Session 1 / SALT	Program Session 1 / IOLS	Merit Badge Make-up / Service Project	Troops Check-out & Depart
10:00 a.m.		Program Session 2	Program Session 2	Program Session 2	Program Session 2		
10:30 a.m.		SM meeting	SM meeting	SM meeting	SM meeting		
11:00 a.m.		Program Session 3	Program Session 3	Program Session 3	Program Session 3	Staff Time	
12:10 p.m.	Noon: Troops arrive: Check in, swim checks, camp set up, etc.	Lunch	Lunch / Adult Luncheon	Lunch	Lunch		Lunch
1:00 p.m.		Rest Time/SPL Meeting	Rest Time/SPL Meeting	Rest Time/SPL Meeting	Rest Time/SPL Meeting		
2:00 p.m.		Program Session 4	Program Session 4	Program Session 4	Program Session 4		Water Carnival & Open Area Extravaganza
3:00 p.m.		Program Session 5	Program Session 5	Program Session 5	Program Session 5		
4:00 p.m.		Open Activities until 5:15 p.m.	Open Activities until 5:15 p.m.	Open Activities until 5:15 p.m.	Open Activities until 5:15 p.m.		
5:00 p.m.							
6:00 p.m.		Dinner	Dinner	Dinner	Dinner		Dinner
7:00 p.m.		SM & SPL Meeting	7:30 p.m. Evening activities	7:30 p.m. Evening activities	7:30 p.m. Evening activities, 8:30 TFC Social		7:30 p.m. Evening activities; 10:00 p/m. OA Fellowship / Star Party
8:00 p.m.	8:15 p.m. Opening Campfire						
9:00 p.m.							
10:00 p.m.	Taps	Taps	Taps	Taps	Taps	Taps	

All activities subject to change from weather.



## ADDITIONAL PROGRAM INFORMATION

### Sunday:

- 7:00 p.m. - Scoutmaster & SPL Meeting – Dining Hall
- 8:15 p.m. - Opening Campfire – Amphitheater

### Monday:

- 6:30 a.m. – Swim checks at swim dock
- 4:15 p.m. – 5:30pm –Open Aquatics, Handicraft, Shooting Sports, TFC
- 7:30 p.m. - **Possumfest** – at the Waterfront. Open Swim, Blob, Rowing, Canoeing, and Ice Cream!

### Tuesday:

- 6:30 a.m. – Mile Swim at swim dock
- 6:15 a.m. – Hell's Gate Canoe Trip
- 12:00 p.m.- Outpost Lunch
- 1:00 p.m. – Adult steak lunch & meeting (all adults) at Commissioners Cove Pavilion
- 4:15 p.m. – 5:30pm – Open Aquatics, Handicraft, Shooting Sports, TFC
- 7:30 p.m. – Chaplain's Aide Training at amphitheater
- 7:30 p.m. – Eastside: Shooting Sports, Handicraft, Blob/Swim and Westside: Johnson Peak hike

### Wednesday:

- 6:30 a.m. – Mile Swim at swim dock
- 7:30 a.m. – Chapel Service (Scout's Own Interfaith Service) – Amphitheater (Chapel)
- 9:00 a.m.-3:30 p.m. – Scoutmaster Specific Training – Training Room (SALT)
- 1:00pm - SM Dutch Oven Cook Off Submissions Due- Scoutcraft
- 4:15 p.m. – 5:30pm –Open Aquatics, Handicraft, Shooting Sports, TFC
- 7:30 p.m. – Movie night/ Video Game Tournament or in-camp time
- 7:30 p.m. – Wilderness Survival MB overnight, departs from Scout Skills/Craft

### Thursday:

- 6:30 a.m. – Mile Swim at swim dock
- 6:15 a.m. – Hell's Gate Canoe Trip

- 9:00 a.m. – IOLS in Training Room
- 12:00 p.m. - Outpost Lunch
- 4:15 p.m. – 5:30pm – Open Aquatics, Handicraft, Shooting Sports, TFC
- 7:30 p.m. – Westside: Shooting Sports, Handicraft, Blob/Swim and Eastside: Johnson Peak hike
- 10:00 p.m. – OA Ice Cream Fellowship in Dining Hall. All OA members welcome.
- 10:00 p.m. – Star Gazing Party – Shotgun Range

### Friday Morning:

- 7:00 a.m. OA Brotherhood Walk - Handicraft
- 9:00 a.m. OA Service Project (all welcome)
- Morning – MB makeup time. Scouts visit each area

### Friday Afternoon:

2:00 to 5:00 p.m. Open Area Extravaganza

- Aquatics – blob, row, canoe, swim, kayak, etc.
- Branding at Handicraft area
- Chess Tournament at STEM area
- Rocket Launch – Dining Hall field
- Constantin Shoot-out – Shooting Sports

### Friday Night: Jurassic Safari Night – Waterfront 7:15

- Closing Campfire
- Velociraptor Challenge
- Raft Race
- Awards
- OA Callout

### Groups:

#### Westside campsites:

Indian Mound, Eagle Wing, Sandy Point, Breezy Point, Antelope View Possum Hollow, Rocky Ledge

#### Eastside campsites:

Inspiration Point, Morning Star, Hawks Nest, Skull Ridge, Crows Point, Deer Run, Hooten Hollow, Echo Valley



TREVOR REES-JONES SCOUT CAMP  
CLEMENTS SCOUT RANCH



# 2023 LEADER'S GUIDE





# 2023 CAMP TREVOR REES-JONES

**“Heroes are made by the path they choose, not the powers they are graced with”**

**- Iron Man**

**SUPERHEROES ASSEMBLE!** We need your help to save the world! Whether you're a fan of Marvel or DC, The Avengers or The Justice League, comic books or movies, this summer will be filled with **OUT OF THIS WORLD** programs for your scouts to find their inner hero! Are you ready for an action-packed week filled with fun competitions? What powers will you bring to the table? Would you rather have super strength to climb to the top of our 48-foot tower? Would you want to fly through the air on our ATVS? Or maybe telepathy to communicate with animals like our amazing horses? No matter what powers you choose, we will make sure you'll leave with all the scout skills necessary to take on any challenge!

Welcome to Camp Trevor Rees-Jones Superhero Headquarters! We have received an incoming message that reads as follows:

"Greetings Heroes,

My name is Captain Davis and I'm from planet Marsh. I am sending this to warn you that the infamous villain Al E. Gator is planning on taking over planet Earth and they are planning to invade Camp Trevor Rees-Jones Superhero Headquarters first! You have one week to work with your fellow team of heroes to stop Al E. Gator and prevent them from leaving the camp! It is imperative for your team to attend the Monday Night Crusader Marathon, Tuesday Evening Superhuman Soccer, Wednesday Western Wonder Fair, Thursday Afternoon Villain Throwdown, and Fridays Superhero Finale to help us stop Al E. Gator once and for all. You will need to use your scout skills and merit badge training to defeat AL E. Gator. It is up to you to help save the world this summer! We know you can do it. Good Luck."





# WELCOME TO THE 56<sup>th</sup> ANNIVERSARY CAMPING SEASON AT TRJ!

We are very excited about celebrating our 56<sup>th</sup> camping season and sincerely hope you and your units are as well! We want to make sure our scouts and leaders have a great time this summer.

The primary purpose of camp is for Scouts to have FUN! While advancing in rank and earning merit badges are undoubtedly important aspects of the camping experience, we also want to ensure that our Scouts can engage in other programs that they will enjoy. Don't worry if your scouts aren't able to complete everything during class time! Friday mornings are designed as a makeup period for your scouts to catch up on any work they weren't able to complete during the week. Fridays after lunch at the old handicraft pavilion from 1:00 p.m. – 2:00 p.m. is a time where all leaders and SPLs can ask our Area Directors and Instructors any questions they may have on what part of the merit badge the scouts were able to complete. To avoid any after-camp confusion we want to make sure this time is utilized for any last-minute questions or clarifications!

This guide contains important information about merit badges and programs. On Sundays after dinner, we will share any changes made after this document's publication at the evening SPL and leaders' meeting. If you have any program questions in advance of camp, please contact us! Our contact information is on the next page.

Visit our Facebook page at: <https://www.facebook.com/TrevorReesJonesScoutCamp>





## GENERAL INFORMATION

### MAILING ADDRESS

All kids love getting mail, and Scouts at camp are no different. We encourage you to have parents send letters and/or packages to their Scout while away at camp. Please clearly write the Troop number and a return address on the package, in case camp receives the package after the Scout goes home.

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

### EMERGENCY PHONE NUMBER

Camp phone number (available year-round)  
903-675-0293

Please note, the Camp telephone number is for **medical and family emergencies only**. We ask parents to use this number only for emergencies. If a parent calls with a non-emergency, staff will deliver the message at the next meal.

### CAMP HEADQUARTERS' HOURS

The Camp Office operates from June 4<sup>th</sup> through July 15<sup>th</sup>.

Sunday:	12:00 p.m. - 5:30 p.m.
Monday - Friday:	8:00 a.m. - 9:00 p.m.
Saturday:	8:00 a.m. - 10:00 p.m.

### CAMP LEADERSHIP

**Camp Legion Director**  
**Savannah Lopez**

[savannah.lopez@scouting.org](mailto:savannah.lopez@scouting.org)  
(214) 436-2710

**Legion Program Director**  
**Lorenzo Guerra**

[lorenzo.guerra@scouting.org](mailto:lorenzo.guerra@scouting.org)  
(830) 422-1058

**Assistant Legion Ranger**  
**Luke Bach**

[luke.bach@scouting.org](mailto:luke.bach@scouting.org)  
(817) 471-0320

**Seasonal Legion Ranger**  
**Jonathan Pittman**

[jonathanpittman12@yahoo.com](mailto:jonathanpittman12@yahoo.com)  
(469) 642-9424

**Legion Camp Commissioner**  
**Autymn Bach**

[autymnridgle1996@gmail.com](mailto:autymnridgle1996@gmail.com)  
(903) 288-7567

**Legion Camp Commissioner**  
**Dan Reel**

[reeldh@aol.com](mailto:reeldh@aol.com)  
(469) 767-2059



**I have questions - is there a place  
I can find someone to ask?**

## ***YES! - Summer Camp Leaders' Meetings***

**Wed. March 8<sup>th</sup>,  
Wed. April 12<sup>th</sup>, and  
Tues. May 9<sup>th</sup>  
All at 7:00 p.m.**

This meeting will take place via Zoom  
<https://us02web.zoom.us/j/9382655185>

**At this time, you will be able to:**

- Meet the Camp Leadership Team!
- Receive the latest and greatest updates to program and schedules!
- Have any questions you have answered!
- Explore camp offerings!



# PROGRAM OVERVIEW

Welcome to Trevor Rees-Jones Scout Camp at Clements Scout Ranch! First and foremost, our staff at TRJ dedicates themselves to providing the best program possible to supplement the year-round programs of each Scout troop. This is the Circle Ten Council Summer Camp Mission. However, here at TRJ we like to do it in style!

TRJ is known for its horsemanship, climbing, and ATV programs but we also have eleven different program areas, filled with a diverse merit badge selection, and staffed by fellow Scouts and Scouters who are ready and eager to help your youth on their Trail to Eagle.

These areas include:

- Aquatics - Pool and Lakefront
- Communications and Citizenship
- Horsemanship
- First Year Camper
- Handicraft
- Climbing and Rappelling
- Nature
- Scoutcraft
- Shooting Sports
- ATV

## **All fees are paid at the time of registration**

The camp will charge all fees for merit badges directly to the unit. Units must pay the fees when the troop registers for merit badge classes online. Any balance due from class changes will be handled when the troop reconciles their account balance with the Assistant Camp Director. All your Scouts need to do is show up at their assigned class and their supplies will be waiting for them. For example, if you sign a Scout up for Wood Carving merit badge, camp will automatically charge your unit \$15 on the invoice and the Scout can simply pick up their merit badge kit from their instructor. The Trading Post will still have kits available for purchase should a Scout want to do a project for fun, but they will no longer have to buy a kit from the trading post before class.

**Additional program information, daily, and weekly schedules will be available online.**

**All merit badges and class information are in the “2023 TRJ Class Catalog”.**

Registration for merit badge classes will be live on March 15, 2023, at 5:00 p.m. on the registration site.



# NEW AT TRJ FOR 2023

## Merit Badge/Activity Changes

### New for 2023

- Animation
- Archaeology
- Art and Sculpture
- Engineering
- Farm Mechanics
- Forestry
- Sustainability
- Woodturning (activity)



## ADULT OPPORTUNITIES

Here at Trevor Rees-Jones Scout Camp we want our adult leaders to have just as much fun as our scouts! Whether you want to spend time sharing stories in the Scoutmasters' lounge, fishing, hiking, taking any of our Adult Leader Classes, or helping the staff in any merit badge class, we want you to enjoy your week. Every morning there will be coffee available by 6:00 a.m. in the lounge for you to come and enjoy with good company.

We will have a special Scoutmaster Vigilante Shoot during the week, a Superhero Grub (Dutch oven) Cook Off, and we encourage you to participate in the Thursday Afternoon Villain Throwdown against the staff. Every day right after breakfast we will have Coffee with the Camp Director where you will be given some news for the upcoming day and have a chance to speak one on one with Key Leadership including our Camp Ranger!

The staff and Scouts love to see the leaders participating and having fun so don't hesitate to join in! We would love to see you wear western attire to our Wednesday Western Wonder Show, sing songs outside the dining hall, go out on the blob, ride a horse, go fishing, swimming, and anything else we can fit into our week of fun!

The Adult Leader Trainings and we will be offering this summer are:

- **Introduction to Outdoor Leadership (IOLS)**
- **CPR/First Aid**
- **Wilderness and Remote First Aid**
- **Paddle Craft Safety**

If you have any questions about our leader training, please reach out to us. We will have a schedule put together for training by our first meeting. If you would like to see different trainings, please reach out to our commissioner to see if we may be able to fulfill that request for you. Aside from the main training courses we will also have some small meetings and discussions about various topics and would love to have all who are interested join us in sharing information with one another.

We are very excited to have you join us at camp this summer and can't wait for fellowship, coffee, laughs, and a week we will all enjoy at Trevor Rees-Jones Scout Camp!



## DAILY SCHEDULE

7:45 a.m. Breakfast Table Waiters Report

7:50 a.m. **Morning Assembly/Flag Ceremony**

8:00 a.m. Breakfast Starts

8:50 a.m. Breakfast Ends/Clean-Up

**9:00 a.m. Program Session 1**

**9:15 a.m. Coffee with the Camp Director**

**10:00 a.m. Program Session 2**

**11:00 a.m. Program Session 3**

11:55 p.m. Lunch Table Waiters Report

**12:00 p.m. Lunch**

12:00 p.m. Lunch Starts

12:50 p.m. Lunch Ends/Clean-Up

**1:00 p.m. Rest Time/SPL Meeting at Headquarters  
(Tues/Thurs)**

**2:00 p.m. Program Session 4**

**3:00 p.m. Program Session 5**

**4:00 p.m. Open Activities Start**

Totin' Chip (Monday) and Firem'n Chit (Tuesday) at TFC

5:30 p.m. Open Activities Close

5:45 p.m. Dinner Table Waiters Report

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

6:00 p.m. Dinner Starts

6:50 p.m. Dinner Ends/Clean-Up

**7:00 p.m. Evening Activities Start**

**10:00 p.m. Lights Out**



# HERO MISSIONS

## **Monday Night Crusader Marathon**

Calling all Superheroes! This is your chance to showcase your teamwork and see which group of superheroes can complete our marathon the fastest. Starting at the archery range hero #1 must shoot 3 arrows, then proceed to tag hero #2 to run from shooting sports to Lake Allen. Heroes #3 & #4 will then canoe across lake Allen, and then tag hero #5 who needs to run from Lake Allen to the waterfront. After being tagged Hero #6 needs to paddle board around the guard stand and back, then tag Hero #7 to run to scout skills who then has to tie 2 knots (2 of the 7 basic scout knots) quickly! Finally, after being tagged Hero #8 needs to make a mad dash to the pool, and finally tag Hero #9 so they can swim across the pool, dive for a toy, and tag the fence while eating their team's baton (banana). But DON'T forget, Al E. Gator is watching from afar and taking notes! You will need nine superheroes per team for this mission. If you don't have enough, feel free to team up with other superheroes! This mission starts at 7:30 p.m. after dinner.

## **Tuesday Evening Superhuman Soccer**

HELP! Al E. Gator has hypnotized all the camp staff into thinking they're villains! We need your help to defeat the staff at Superhuman Soccer so that they can become superheroes again. This mission is after dinner from 7:30 p.m. - 8:30 p.m.

## **Wednesday Western Wonder Fair**

Come gather at the flag poles after dinner with our superhero that will lead you to our Western Wonder Fair! Al E. Gator seems to have taken the night off, so all the superheroes are enjoying their night at the fair! Enjoy some superhero branding, devour some of your favorite superhero snacks (ice cream), and listen to some of your favorite country music! We will have some mini competitions and games for all to enjoy. Choose your favorite superhero staffer to team up with for the final showdown...who knows maybe we will see Al E. Gator after all.

## **Thursday Afternoon Villain Throwdown**

Al E. Gator strikes again! Our Legion Program Director has been captured! This time we need sidekicks (adults) and superheroes (Scouts) to team up and defeat our staff at the same marathon as Monday. Al E. Gator doesn't believe you can do it, but if you do then he will release your Legion Program Director. We need your help! You will need five sidekicks and four superheroes for this mission. This mission is after the last merit badge class from 4:15 p.m. to 4:45 p.m.

## **Friday Superhero Finale**

Congratulations, you have completed your superhero training! It's time for you to put your powers to the test. Go to Legion Headquarters at 2:00 p.m. for your final mission in defeating Al E. Gator. Good luck...



## OTHER OPPORTUNITIES FOR FUN

### Trail Rides

At TRJ we would like everyone to have the opportunity to ride our superhero sidekicks. We have a wonderful wrangler staff who are devoted to making sure everyone can ride. Sign up for trail rides at Legion Headquarters.

To have a pleasant experience on the Trail Rides, riders must adhere to the following rules:

1. Riders **MUST** wear long pants.
2. Riders **MAY NOT** wear backpacks, waist/belt-packs, canteens, baggy clothing, or other items that hang loosely around the neck, waist, arms, or legs that may snag during the trail ride.
3. Riding helmets are furnished and must be worn in the corral and on trail rides.
4. Riders must be healthy enough for outdoor activities, subject to the discretion of the Head Wrangler.
5. The **maximum** weight for any rider is 220 pounds unless waived by the Head Wrangler.
6. Riders must have a current BSA medical form on file with the unit scheduling the trail ride. Medical form copies will be available for inspection if requested by the Head Wrangler.
7. All riders must follow the directions given by the horse wranglers at all times and all decisions of the Head Wrangler are final.

### Woodturning Experience

Have you ever wondered what a Superhero does in their spare time? Well look no further! Here at TRJ you have the opportunity to make your own superhero pen! Many seek the opportunity but only some are gifted with the chance. Sign up online or at Headquarters to have an evening slot on Tuesdays and Thursdays.

### Scoutmaster Vigilante Shoot

Calling all Sidekicks! Come show off your marksman skills where the winner will receive full superhero status. Do you have what it takes to outshoot our Master Sharpshooter Legion Program Director? We shall see! The Vigilante Shoot is on Wednesday from 4:00 p.m. - 5:30 p.m.

### Superhero Grub (dutch oven) Cookoff

Sidekicks, see if you can appease the appetite of our Legion Leadership! Bring your best grub and hope that Al E. Gator doesn't sabotage your hard work. The cookoff starts Friday, tasting will begin at 4:30 p.m.!

### Wilderness Survival Overnighter

Any scout participating in the Wilderness Survival Merit Badge will meet after dinner Thursday night and do a short hike to their wilderness survival camp site. They will then be able to build shelters, start a fire (weather permitting), and enjoy their night under the stars. They will hike back to their campsites in time for breakfast! Scouts can only bring a water bottle, pocket knife,



flashlight, raingear and Bug Spray. If any scout needs to attend the Mile Swim, then they can let the instructor know so they can get back in time.

### **Five Mile Hike**

Come join us on a scenic five-mile hike around camp on Friday morning. Please bring a water bottle with you, there will be stations for you to fill up along the way. This hike meets a requirement for our First Year Camper Program! This will be your final opportunity to take in the Beauty of Trevor Rees-Jones and we hope to see you there!

### **Star Party**

Meet us at the Nature Pavilion Monday night at 7:45 p.m. to hike up to the Upper Corral. We will be using our telescopes to take in the full beauty of the open Night sky. This will fulfill a requirement for the Astronomy merit badge but if you love the stars, please feel free join us! (Day subject to change based on weather conditions)

### **Superhero Movie Night**

Come take a well-deserved break after showing off your superhero teams at our Monday Night Crusader Marathon. Our movie night will feature one of our favorite superhero movies so grab some popcorn and your favorite snacks from our trading post and enjoy!



# DETAILED WEEKLY SCHEDULE

Trevor Rees-Jones Summer Camp Weekly Schedule							
	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00 AM	Staff Time						Grab-n-go Breakfast
7:00 AM		Mile Swim	Mile Swim	Mile Swim	Mile Swim	Mile Swim	
8:00 AM		Flags	Flags	Flags	Flags	Flags	
9:00 AM		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Check - out
10:00 AM		Program Class 1	Program Class 1	Program Class 1	Program Class 1	Merit Badge Make-up	
11:00 AM		Program Class 2	Program Class 2	Program Class 2	Program Class 2		
12:00 PM		Program Class 3	Program Class 3	Program Class 3	Program Class 3		Staff Time
1:00 PM	Lunch	Lunch	Lunch	Lunch	Lunch		
2:00 PM	Check - in / Tours	Rest Time	Rest Time SPL Meeting	Rest Time	Rest Time SPL Meeting	Rest Time SM Meeting	
3:00 PM		Program Class 4	Program Class 4	Program Class 4	Program Class 4	Open Area / Camp Games	
4:00 PM		Program Class 5	Program Class 5	Program Class 5	Program Class 5		
5:00 PM		Open Areas until 5:30pm	Open Areas until 5:30pm	Open Areas until 5:30pm	Open Areas until 5:30pm		
6:00 PM		Flags	Flags	Flags	Flags	Flags	
7:00 PM	Dinner	Dinner	Dinner	Dinner	Dinner		
8:00 PM	SM/SPL Meeting	Monday Night Madess Movie Night 8:00pm	Open Areas	Western Fair	Open Areas		
9:00 PM	Opening Campfire						
10:00 PM			Brotherhood Walk			OA Callout	
11:00 PM	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	
12:00 AM							
1:00 AM							
2:00 AM							
This schedule is subject to change, you will receive the updated one at Camp							



## ADDITIONAL PROGRAM INFORMATION

### Sunday:

- 7:00 p.m. - Scoutmaster & SPL Meeting – Old Handicraft Pavilion
- 8:15 p.m. - Opening Campfire – Amphitheater

### Monday:

- 6:30 a.m. – Swim checks at Pool
- 9:10 a.m. – Coffee with the Camp Director
- 4:15 p.m. – 5:30pm –Open Aquatics, Handicraft, Shooting Sports, FYC (totin' chip), Climbing Tower
- 7:30 p.m. – Monday Night Crusader Marathon
- 8:00 p.m. – Movie Night (dining hall)

### Tuesday:

- 6:30 a.m. – Mile Swim at Waterfront
- 9:10 a.m. – Coffee with the Camp Director
- 1:00 p.m. – SPL meeting at HQ
- 4:15 p.m. – 5:30pm –Open Aquatics, Handicraft, Shooting Sports, FYC (firem'n chit), Climbing, Paddleboarding Activity
- 7:30pm- Superhuman Soccer
- 7:30 p.m. – Open Aquatics, Shooting Sports, Blob/Swim, Climbing
- 9:00 p.m. – Brotherhood Walk

### Wednesday:

- 6:30 a.m. – Mile Swim at Waterfront
- 7:30 a.m. – Chapel Service (Scout's Own Interfaith Service) – Amphitheater (Chapel)
- 9:10 a.m. – Coffee with the Camp Director
- 1:00 p.m. – Adult Leader meeting (all adults) at Scout Master Lounge
- 4:00 p.m. – Scout Master Vigilante Shoot
- 4:15 p.m. – 5:30pm –Open Aquatics, Handicraft, Shooting Sports, FYC, Climbing
- 7:30 p.m. -Wednesday Western Wonder Fair (meet at the flagpole)
- Branding at Western Wonder Fair

### Thursday:

- 6:30 a.m. – Mile Swim at Waterfront
- 9:10 a.m. – Coffee with the Camp Director
- 1:00 p.m. – SPL meeting at HQ
- 4:15 p.m. – 5:30pm –Open Aquatics, Handicraft, FYC, Climbing, Paddleboarding Activity
- 4:15 p.m. – Thursday Afternoon Villain Throwdown
- 7:30 p.m. – Open Aquatics, Blob/Swim, Climbing
- 10:00 p.m. – OA Ice Cream Fellowship in Dining Hall. All OA members' welcome

### Friday Morning:

- 6:30 a.m. – Mile Swim at Waterfront
- 9:00 a.m.- Cowboy Action Shooting OA Service Project (All welcomed)
- 9:10 a.m. – Coffee with the Camp Director
- 9:00 a.m. to 11:50 a.m. – MB makeup time. Scouts visit each area

### Friday Afternoon:

- 1:00 to 2:00 p.m. SM/AD merit badge meeting- Old Handicraft Pavilion
- 2:00 to 5:00 p.m. Open Areas / Camp wide Games
- 4:30pm - SM Dutch Oven Cook Off Submissions Due- Scoutcraft

### Friday Night:

- Closing Campfire
- Awards
- OA Callout



# APPENDIX - FORMS

## Contents

- Adult in Camp State Compliance
- Cowboy Action Shooting Release
- Texas Sex Offender Registry Search steps



## Adult in Camp State Compliance Form

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

Name (First Middle Last) \_\_\_\_\_ DOB (mm/dd/yyyy) \_\_\_\_\_

Unit (Type & Number) \_\_\_\_\_ District: \_\_\_\_\_ Council: \_\_\_\_\_

The Following questions are required by the State of Texas Youth Camp Safety Act and must be completed to attend a Texas Youth Camp.

Scouting Background (position, council, year):

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Experience Working with Youth in other organizations:

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Previous Residences (last 5 years):

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Current Memberships (religious, community, business, labor, or professional):

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References. Please list those who are familiar with your character as it relates to working with youth. References will be checked when necessary.

Name: _____	Phone: _____
Name: _____	Phone: _____
Name: _____	Phone: _____

Additional Information. Mark each answer Yes or No.

Do you use illegal drugs?	_____ Yes	_____ No
Have you ever been convicted of a criminal offense?	_____ Yes	_____ No
Have you ever been charged with child neglect or abuse?	_____ Yes	_____ No
Has your Driver's License ever been suspended or revoked?	_____ Yes	_____ No
Other than the information above, is there any fact or circumstance involving you or your background that would call into question you being entrusted with the supervision, guidance, and care of young people?	_____ Yes	_____ No

A criminal background check is required by the State of Texas within 90 days of camp and will be conducted by the Circle Ten Council. I agree to this background check to be eligible to attend this camp.

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

Date: \_\_\_\_\_



## CIRCLE TEN COUNCIL



### Cowboy Action Shooting Release

#### **PARTICIPATION AND HOLD HARMLESS AGREEMENT**

Circle Ten Council will be conducting a Scout cowboy action shooting program. In this program, Scouts will shoot a rifle, pistol, and shotgun under the supervision of an NRA Range Safety Officer and NRA certified instructors. For safety, Scouts must always wear eye protection and hearing protection while on the range. The Range Master expects all Scouts to abide by all safety rules and the instructions of the Range Safety Officer(s) (RSO) and rifle, pistol, and shotgun instructor(s).

I, the undersigned, give my child, \_\_\_\_\_, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from all claims or liability arising out of this participation. For safety, my child and I agree that he/she will do the following or he/ she, the RSO will remove them from the program. I understand that I will not receive a refund of any additional costs associated with participation in this program if my child is removed for not following the rules below.

1. Complete a range safety briefing.
2. ALWAYS wear all safety gear while on the range.
3. Follow all the safety rules provided in the Cowboy Action Shooting Program briefing.
4. Follow the instructions of the Range Safety Officer(s) and rifle, pistol, and shotgun instructor(s).
5. Do not handle the firearms until instructed to do so by the instructor(s).
6. Participant is 14 years of age, or 13 and has completed the eighth grade, as of the start of the class and will be in full compliance with all local, state, and federal guidelines, including age restrictions and original equipment manufacturer standards.

Participant signature: \_\_\_\_\_ Date: \_\_\_\_\_

Parent / guardian signature: \_\_\_\_\_ Date: \_\_\_\_\_

Parent / guardian printed name: \_\_\_\_\_ Date: \_\_\_\_\_

Home phone: \_\_\_\_\_ Cell phone: \_\_\_\_\_

Email address  
(print): \_\_\_\_\_



## **Texas Sex Offender Registry Search steps**

1. Go to <https://publicsite.dps.texas.gov/SexOffenderRegistry/Search> or google search "Texas Sex Offender Registry" and select "SEARCH"
2. Enter the adult participant first and last name in the designated fields and click on the "Search" button

3. If the next page shows "0" results, Print the page and you are done with that participant. It should look like the screenshot below. If there are results you will need to further refine your search by proceeding to step 4.

Last Name	First Name	DOB	Number of Results
Anderson	John		0

4. If the name is common, there may be results that will not associate with the adult participant. If so, you will need to go back to the first search screen page and click on "Additional Search"



## 2023 Circle Ten Summer Camps Leader's Guide

Sex Offender Registry  
Texas Department of Public Safety

Public Sex Offender Registry Search

Map Address

Address

Registrant Name

First Name  
Last Name

Optional Search

Search

5. On the next screen click on “Name”

Sex Offender Registry  
Texas Department of Public Safety

Search Type

Address | ZIP Code | County | Name

Address

Street Number  
Street Name  
City  
State  
ZIP Code

Search

6. Enter the Adult Participants name and date of birth in the designated fields

Sex Offender Registry  
Texas Department of Public Safety

Search Type

Address | ZIP Code | County | Name

Registrant Name

First Name  
Last Name

Optional

DOB

Search

7. Print out the search results page showing “0” results. The page should look like the screen shot from step 3.