

# Camp James Ray Resident Camp Program Guide 2023



## **JURASSIC JOURNEY!**



# **TABLE OF CONTENTS**

## **PROGRAMS FOR SCOUTS**

**Program Areas**

**Open Time Activities**

## **PROGRAM AREAS AND WEBELOS/ARROW OF LIGHT ADVENTURES**

## **WEBELOS/ARROW OF LIGHT SCOUT CLASS SIGN-UP TIMES**

## **DAILY CAMP SCHEDULES**

**Webelos/Arrow of Light Daily Schedule**

**Cub Daily Schedule**

# CUB AND WEBELOS/ARROW OF LIGHT RESIDENT CAMP

## PROGRAM AREAS

**NOTE:** Cub Scout campers (going into 2<sup>nd</sup>/3<sup>rd</sup> grades) do not need to select classes. Their classes will be on a rotation schedule at each of the program areas.

### Aquatics

#### Sanford Aquatics Center

WEBELOS/ARROW OF LIGHT/CUBS: Scouts have the opportunity to practice swimming skills, ride two amazing water slides and soak up the rays, with sunscreen on of course, in the 128,000-gallon pool.

#### Waterfront

WEBELOS/ARROW OF LIGHT ONLY: Hosted on our very own Lake Texoma, Scouts can learn canoeing, rowing, and seamanship.

### Communications and Technology

WEBELOS/ARROW OF LIGHT/CUBS: Scouts can explore a wide range of subjects from the world of robotics and its effects on society, to conducting experiments and engineering a project. Scouts may practice search and rescue while learning about radio technologies or learn the art of designing games and challenge their leaders to one they make themselves.

### Field Sports/BMX

WEBELOS/ARROW OF LIGHT: An obstacle course, a bouldering wall, BMX! What more adventure could you ask for? Scouts will learn about sports safety, and teamwork, and push themselves further than they thought they could while mastering all our Field Sports/BMX area has to offer.

CUBS: Ultimate Frisbee, a bouldering wall, and every Scout's favorite game... Gaga Ball!!! These are just a few of the activities Scouts have a chance to enjoy while enjoying our Field Sports area.

### Handicraft

WEBELOS/ARROW OF LIGHT/CUBS: Scouts will get down and dirty and learn how to make useful and decorative objects with their hands.

### Nature

WEBELOS/ARROW OF LIGHT: For the budding Ecologist or the Scout who thinks that shiny rock is cool, Nature has something for everyone. Learn about everything around you, from the ground you walk on to the woods you walk through; even the snakes, spiders and other critters whose environment we share.

CUBS: Scouts have a chance to learn about many different animals and their vital role in our lives. If the mood strikes our furry, feathered, and/or reptilian friends, they may even get a chance to pet and feed them.

### Outdoor Skills

WEBELOS/ARROW OF LIGHT/CUBS: The Outdoor Skills program area is where Scouts are taught skills that will enable them to "Be Prepared" while learning cooking, first aid and other essential outdoor skills.

### Shooting Sports

WEBELOS/ARROW OF LIGHT/CUBS: Learn how to use BB guns, bow and arrows, and wrist rockets (a type of slingshot) and then test your aim safely and effectively.

# OPEN TIME ACTIVITIES

## ***You do not have to sign up for Open Areas***

Afternoons during summer camp are some of the most fun times on camp. There are opportunities for Scouts to try their hand at a myriad of fun and different activities. We pride ourselves on offering activities Scouts can't usually take part in at other times of the year. Many program areas offer "Open Time" where Scouts can participate in that area's activities without having to sign up for a class.

## **Open Shooting Sports**

Scouts have a chance to practice their shooting sports skills on the archery and BB gun ranges. Wrist rockets (a type of slingshot) will also be available to shoot on the BB gun range.

## **Open Swim**

Scouts and adult leaders will have the chance to enjoy our nice pool after a long and hot day. With two water slides and nice cool water, it's guaranteed to be a refreshing time.

*(All pool activities are weather permitting as assessed by our trained lifeguard staff)*

## **Open Boating (Webelos/Arrow of Light sessions only)**

Scouts get more time to hone their naval skills. Adult leaders also have the opportunity to learn how to sail a small sailboat during their free time (first come first serve)

*(All boating activities are weather permitting as assessed by our trained lifeguard staff and trained aquatics director)*

## **Open Nature**

Stop by the Nature Center and visit the critters!

## **Open Field Sports (not staffed)**

Tether Ball, Gaga Ball, Horseshoes, Human Foosball, Disc Golf and the Bouldering Wall are all available during Open Time.

## **Whittlin' Chip**

If you have Scouts in your unit who would like to work on their Whittlin' Chip during Shoes Up Time after lunch, you may sign up for it when registering for your classes. Scouts must have their own pocketknife.

# PROGRAM AREAS AND WEBELOS/AOL ADVENTURES

Course	Course Capacity	Completion or Partial	Fee	Notes
<b>AQUATICS</b>				
Aquanaut Boating (Waterfront) <i>Elective</i>	20	P		<b>Scouts must attempt the BSA swim test prior.</b> Down at the waterfront your Scouts will learn about boating safety, the parts of a canoe and paddle, how to select the proper paddle and – with adult supervision – paddle a canoe! *Completion of Aquanaut - Pool will result in the completion of the Aquanaut adventure.*
Aquanaut Swimming (Pool) <i>Elective</i>	20	P		<b>Scouts must attempt the BSA swim test prior.</b> The pool portion of the Aquanaut adventure focuses on developing swimming skills by teaching your Scout various swim strokes and learning about safety procedures for water activities. *Completion of Aquanaut - Boating will result in the completion of the Aquanaut adventure.*
Learning to Swim	10			<b>MEANT FOR NON-SWIMMERS.</b> Scouts will receive hands-on instruction with aquatics staff in this introductory class focusing on getting your Scout used to and getting comfortable in the water, as well as practicing basic swimming skills.
<b>COMM/TECH</b>				
Engineer <i>Elective</i>	20	C		Scouts will have the opportunity to learn about the world of engineering! They will learn about different types of engineers in our society, examine blueprints and design, build and test their own creation.
Radio Fox Hunt <i>For Fun</i>	15			This just-for-fun class teaches the Scouts what a Radio Fox is, how it gets used, and what a fox hunt is! Scouts use radio direction-finding techniques to locate one or more radio transmitters that are hidden on camp.
Robotics <i>For Fun</i>	15		\$10	A just-for-fun activity where scouts will learn the basics of robotics – what it is and how it moves. They will also have the opportunity to construct a simple robot.

Course	Course Capacity	Completion or Partial	Fee	Notes
<b>FIELD SPORTS</b>				
BMX <i>For Fun</i>	20 with a max of 5 from one unit			Your scout can bike through our very own BMX course with big jumps, turns and more! Before riding, your scout will learn about proper biking technique and properly applying safety gear. (You may bring your own bike and protective equipment if it is in good repair and the Guide to Safe Scouting is followed.)
Sports <i>Elective</i>	20	C		Webelos learn what sportsmanship looks like, play individual and team sports and learn about the various rule and officiating signs of different sports.
Stronger, Faster, Higher <i>Required</i>	20	P		Scouts will learn the importance of exercise by doing a series of exercises and recording their results so improvement can be shown. They also learn important skills like stretching before being active in sports to prevent injury.
<b>HANDICRAFT</b>				
Art Explosion <i>Elective</i>	20	C		Allow your creativity to “explode” during this class filled with painting, drawing and more! Go on a gallery walk filled with different types of art, create a self-portrait and use your skills to draw or paint “beautiful” Camp James Ray. This is a fun time with opportunities for your Scout to use their creativity to create their own works of art.
Duct Tape Adventure <i>For Fun</i>	20		\$5	Whether it be a Duct Tape Wallet, a Duct Tape Bookmark or your own creation, your Scout will learn how to make cool crafts they can take home and show off!
Dino Craft <i>For Fun</i>	20			Get ready to roll up your sleeves and put on your paleontologist hats! Scouts will investigate what a paleontologist does and design and make their own fossil. From the radius of a Brachiosaurus to the femur of a T-Rex, what your Scout makes is up to them to uncover!
Leatherworking <i>For Fun</i>	20		\$5	Scouts will learn the different ways leather is used, learn about the different leatherworking tools and how to use them. Scouts will also make unique items from leather and personalize their craft.

Course	Course Capacity	Completion or Partial	Fee	Notes
<b>NATURE</b>				
Earth Rocks <i>Elective</i>	20	C		Scouts will learn about geology, rocks, minerals, geological features and building materials used in their own homes. They will learn about rock hunts, identifying different rocks and the different uses rocks and minerals have in our daily lives.
Into the Wild <i>Elective</i>	20	C		Scouts will learn about different native animals and about the ecosystems they live in. Scouts will also discuss and learn about understanding the balance of nature.
Into the Woods <i>Elective</i>	20	C		Scouts will learn about forestry, as well as about native species of trees and plants, how to identify them and how they impact the environment. They will also visit the nature center.
<b>OUTDOOR SKILLS</b>				
Castaway <i>Elective</i>	20	C		Demonstrate how to light a fire, build a shelter, learn about an outdoor survival kit, ways to treat drinking water, what to do if lost in the woods and learn the qualities of a good leader.
Cast Iron Chef <i>Required</i>	20	C		Learn to plan and budget a menu, learn different methods of food preparation, and learn how to build a fire in an appropriate outdoor location.
First Responder <i>Required</i>	20	C		Learn basic first aid and about different hurry cases, as well as choking and treatment for shock. Learn how to treat cuts-scratches-burns-sunburn-blisters-bites and hear from a first responder.
Outdoor Adventurer <i>Required</i>	20	C		Participate in a campout, set up tents, learn about extreme weather conditions, learn the bowline knot, recite the Outdoor Code and the Leave No Trace Principles.
Webelos Walkabout <i>Required</i>	20	C		Scouts will go on a hike, learn about first aid kits, Outdoor Code and Leave No Trace Principles, identify plants, animals, and insects.

Course	Course Capacity	Completion or Partial	Fee	Notes
<b>SHOOTING SPORTS</b>				
Archery	16	P		Scouts will have the opportunity to work towards meeting the requirements to earn the shooting sports rank level patch and discipline pins. This will allow scouts to focus and master their archery skills.
BB Gun	16	P		Scouts will have the opportunity to work towards meeting the requirements to earn the shooting sports rank level patch and discipline pins. This will allow scouts to focus and master their BB gun skills.
Open Shoot				Open to those who want more practice or just enjoy the shooting sports area. <u>This will be the only opportunity for scouts to continue to work on their Shooting Sports Award for their rank.</u>



# CLASS SIGN-UP TIMES

Area	Class Name	9:00 AM	10:00 AM	11:00 AM	2:00 PM	3:00 PM	4:00 PM
Aquatics	Aquanaut Swimming	X	X	X	X		
Aquatics	Learn to Swim					X	
Aquatics	Open Swim						X
Aquatics	Aquanaut Boating	X	X	X	X	X	
Aquatics	Open Boating						X
Comm Tech	Engineer	X			X		
Comm Tech	Radio Fox Hunt		X	X		X	
Comm Tech	Robotics		X	X	X		
Field Sports	BMX		X	X		X	
Field Sports	Sports	X			X		
Field Sports	Stronger, Faster, Higher	X			X		
Field Sports	Open Field Sports						X
Handicraft	Art Explosion	X		X		X	
Handicraft	Duct Tape Adventure	X		X			
Handicraft	Dino Craft		X			X	
Handicraft	Leatherwork		X		X		
Nature	Earth Rocks	X	X		X	X	
Nature	Into the Wild	X		X	X		
Nature	Into the Woods		X	X		X	
Nature	Open Nature						X
Outdoor Skills	Cast Iron Chef				X		X
Outdoor Skills	Castaway				X		X
Outdoor Skills	First Responder	X	X			X	
Outdoor Skills	Outdoor Adventurer		X	X		X	
Outdoor Skills	Webelos Walkabout	X		X			
Shooting Sports	Archery	X	X	X	X	X	
Shooting Sports	BB Guns	X	X	X	X	X	
Shooting Sports	Open Shoot						X

# WEBELOS/ARROW OF LIGHT DAILY SCHEDULE

## Day 1 – Sunday or Wednesday

12:30 pm – **Check-In** Opens (Dining Hall)  
Camp Tour  
Swim Checks  
Campsite Set Up

6:05 pm – Gathering & Flag Ceremony

6:15 pm – Dinner

7:30 pm – Leaders’ Meeting (Activity Bldg.)

8:30 pm – Opening Campfire

10:30 pm – Lights Out

## Day 4 – Wednesday or Saturday

7:30 am – **Check Out** Opens (Dining Hall)  
Campsite Inspection, pick up Grab &  
Go Breakfast

7:50 am – Flag Ceremony (limited staff)

9:00 am – Check Out Ends

## Days 2 & 3 – Monday/Tuesday or Thursday/Friday

7:30 am – Leaders’ Meeting (DAY 3 ONLY)

7:50 am – Gathering & Flag Ceremony

8:00 am – Breakfast

9:00 am – Session 1

10:00 am – Session 2

11:00 am – Session 3

12:15 pm – Lunch

1:00 pm – Shoes Up Time

2:00 pm – Session 4

3:00 pm – Session 5

4:00 pm – Session 6/Open Areas

6:05 pm – Gathering & Flag Ceremony

6:15 pm – Dinner

7:30 pm – Evening Activity

10:30 pm – Lights Out

### **IMPORTANT NOTES REGARDING CAMP DEPARTURE:**

The safety of our campers and staff is a priority, as well as the enjoyment of the program areas.

If any unit or individual will need to leave camp before the scheduled morning camp check-out on the last day, the **only times** that the gates will be opened to enter camp and drive to the campsite will be between the hours of 12 noon–1 p.m. or 4:15-5:30 p.m.

**There will be no driving in camp during program hours except as necessary by camp staff or in case of an emergency.** Please “be prepared” and plan accordingly.

The front gate is now closed each night from 11:00 p.m. - 6:00 a.m. If anyone must leave camp and return between these times, they will have to speak with the camp director prior to departure to get the gate code for reentry.

# CUB DAILY SCHEDULE

## Day 1 – Sunday

12:30 pm – **Check-In** Opens (Dining Hall)  
Camp Tour  
Swim Checks  
Campsite Set Up

6:05 pm – Gathering & Flag Ceremony

6:15 pm – **Dinner**

7:30 pm – Leaders’ Meeting (Activity Bldg.)

8:30 pm – Opening Campfire

10:30 pm – Lights Out

## Day 3 – Tuesday

7:30 am – **Check Out** Opens (Dining Hall)  
Campsite Inspection, pick up **Grab & Go Breakfast**

7:50 am – Flag Ceremony (limited staff)

9:00 am – Check Out Ends

### Notes about camp departure:

The safety of our campers and staff is a priority, as well as the enjoyment of the program areas. If any Unit or individual chooses to leave camp before the scheduled morning check-out day, the **ONLY** times the gate will be opened to enter camp and drive to the campsite will be between the hours of 12 noon–1 p.m. and 4:15-5:30 p.m.

**There will be no driving in camp during program hours except as necessary by staff or in case of an emergency.** Please “be prepared” and plan accordingly.

The front gate is now closed each night from 11 p.m. – 6 a.m. If anyone must leave camp between these times, they must speak to the Camp Director prior to departure to get the gate code for reentry.

## Day 2– Monday

7:30 am – Leaders’ Meeting

7:50 am – Gathering & Flag Ceremony

8:00 am – **Breakfast**

9:00 am – Session 1  
Group 1 – Shooting Sports  
Group 2 – Outdoor Skills  
Group 3 – Field Sports

10:00 am – Session 2  
Group 1 – Outdoor Skills  
Group 2 – Field Sports  
Group 3 - Nature

11:00 am – Session 3  
Group 1 – Field Sports  
Group 2 – Nature  
Group 3 – Comm Tech

12:15 pm – **Lunch**

1:00 pm – Shoes Up Time

2:00 pm – Session 4  
Group 1 - Nature  
Group 2 – Comm Tech  
Group 3 – Shooting Sports

3:00 pm – Session 5  
Group 1 – Comm Tech  
Group 2 – Shooting Sports  
Group 3 – Outdoor Skills

4:00 pm – Open Areas (not Waterfront)

6:05 pm – Gathering & Flag Ceremony

6:15 pm – **Dinner**

7:30 pm – Evening Activity – Pool Party

10:30 pm – Lights Out