



YOUR TRAIL TO SCOUTS BSA

Webelos/Arrow of Light
Long-Term Camp

Camp James Ray



**Scouting
America**

Circle Ten Council

WELCOME TO WEBELOS/ARROW OF LIGHT LONG-TERM CAMP AT CAMP JAMES RAY

You are about to embark on an awesome adventure at Camp James Ray! Your campers will enjoy new experiences and gain skills to help prepare them for the adventures that lie ahead. While your Scouts will have the opportunity to earn some advancement, the focus at Camp James Ray summer programs will be on offering fun and exciting activities that will help your Cub Scouts be prepared for their future Scouting experiences, and all that life has to offer!

We look forward to providing you and your Scouts with the best summer at camp ever! This guide should help you be prepared for your time at camp but may not answer every question or address every situation. Please feel free to reach out to our program team at campdirector@campjamesray.org for any additional information needed.

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PLANNING YOUR SUMMER CAMP ADVENTURE

GET YOUR SCOUTS EXCITED!

Whether you have been attending Cub Resident Camp for years or this is your first trip to Camp James Ray, you and your Webelos and Arrow of Light Scouts are in for a special experience this summer! You are the one stop shop for information for youth in your unit and their parents. Use these tips to help get your Scouts excited about coming to summer camp:

- Engage your past customers! Ask your Scouts that attended last year to share with Bears and Webelos who will be eligible to attend camp this summer.
- Have a den meeting with the summer camp's theme - this year we are heading back to the Wild West!
- Have a den meeting where you demonstrate what to pack for camp (packing list included in this guide) and show pictures of what you can expect when you get to camp.

RECRUITING LEADERS

Serving as a leader at Webelos/AOL Camp is a special job! For many Scouts, this will be their first time camping away from their families. When considering camp leadership, you want to seek encouraging, outdoor-loving leaders. Summer camp should be a fun experience for Scouts to try new things and learn new skills. Look for leaders who support young campers who might get a little homesick, who enjoy camping, and who love to engage in fun programming!

ADULT SUPERVISION

The minimum leadership requirements for any Cub Scout unit attending long-term camp is a ratio of two adults to a maximum of eight youth and one additional adult for each four additional youth (or part thereof).

For example:

Youth Attending	Adults Required
6	2
9	3
15	4

All adults in camp must:

- Bring an [Annual Health and Medical Record \(Part A, B\)](#)
- Have current Safeguarding Youth Training, regardless of Scouting America registration status.

Cub Scout parents or legal guardians taking part in an overnight Cub Scout program with their own child or legal ward are not required to register as leaders. All adults must review the "[How to Protect your Children from Child Abuse: A Parent's Guide](#)" that can be found in the front of each Cub Scout Handbook. In addition, the parent or legal guardian must be accompanied by a registered leader at any time they are with youth members other than their own child/ward. All other overnight adults must be currently registered in an adult fee required position.

SAFEGUARDING YOUTH

Safeguarding Youth Guidelines must be followed at all times. Per current guidelines:

Two registered adult leaders 21 years of age or over are required at all Scouting activities, including all meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth or female adult program participants.

Individual registrants or units that cannot meet these requirements will be paired with another unit or group to meet these requirements as needed.

WHAT TO BRING (AND WHAT TO LEAVE AT HOME!)

PAPERWORK

- Copy of a current Scouting America Annual Health and Medical Record (Part A & B) for every participant
 - Proof of current Safeguarding Youth Training for adults, if not already provided
-

ALL CAMPERS

- Scout uniform and field uniform
 - Clothing appropriate for weather
 - Pajamas or sleeping clothes
 - Closed-toed shoes (suggest 2 pair)
NOTE: flip flops and open-toed shoes are not allowed outside the pool area
 - Swimsuit (modest) and cover-up
 - Swim shoes/shower shoes
 - Personal items (e.g., deodorant, comb, medications, toothpaste, toothbrush)
 - Towels (swim and bath)
 - Cot or air mattress
 - Sleeping bag, sheets or blanket, pillow
 - Day Pack
 - Rain gear
 - Water bottle, canteen, or cup
 - Flashlight and extra batteries
 - Sunscreen
 - Insect repellent
 - Personal first aid kit
-

OPTIONAL

- Money for patches, snacks and beverages, and t-shirts at the camp trading post.
 - Pocket knife
 - Battery operated fan, extra batteries
 - Mosquito
 - Camp chair
 - Webelos or Arrow of Light Handbook
 - Glow sticks (great to keep track of your kids at night and to play games)
 - Plastic storage container (to keep clothes or other items dry)
 - Snacks (do not keep in the tent)
 - Sports drinks or flavor packets for water
 - Sunglasses
 - Clothesline and clothespins (do not hang on trees or the pavilion)
 - Zip ties or twine. All items must be removed before leaving camp.
 - Painter's tape, the only tape allowed to be used on camp buildings or pavilions. Do not use any other tape (e.g., Duct tape)
-

LEAVE AT HOME

- Valuables
- Electronics (youth)
- Fireworks
- Sheath or hunting knives
- Pets
- Personal firearms and ammunition
- Personal bows and arrows
- Illegal drugs (including marijuana) and alcohol

REGISTRATION

UNIT OR INDIVIDUAL REGISTRATION

Register online for camp at:

<https://scoutingevent.com/571-2026CubWebResidentCamp>

Units can register together, or individual participants can register to attend. Individuals will be put together with other groups to meet training and safeguarding youth requirements.

BEFORE YOU COME TO CAMP

REQUIRED ADULT TRAINING

It is the policy of Circle Ten Council (and required by the State of Texas Youth Camp regulations) that all adults at long-term camps have current **Safeguarding Youth Training** before attending camp, regardless of membership with Scouting America.

Each unit should bring at least one leader that has **BALOO Training**. If your unit leader does not have a BALOO trained leader attending camp, we will pair you with another group who does have appropriate training.

Each unit should bring at least one leader that has **Hazardous Weather Training**. This training is available online at my.scouting.org and is less than 30 minutes. We encourage all adults that are engaged in scouting to complete this training.

Unit leaders should review our Circle Ten Council Emergency Action Plan (will be posted to Blackpug soon) prior to arriving at camp. An orientation will be held at camp on arrival day, but it is important that each unit is aware of our procedures.

SCOUTING AMERICA REGISTRATION REQUIREMENTS

All youth attending Webelos/AOL camp must be registered with Scouting America.

All leaders and adults who are responsible for youth members other than their own child/ward must be registered with Scouting America.

Cub Scout parents or legal guardians taking part in an overnight Cub Scout program with their own child or legal ward are not required to register as leaders. All adults must review the "[How to Protect your Children from Child Abuse: A Parent's Guide](#)" that can be found in the front of each Cub Scout Handbook. In addition, the parent or legal guardian must be accompanied by a registered leader at any time they are with youth members other than their own child/ward. All other overnight adults must be currently registered in an adult fee required position.

SWIM CHECKS

We suggest that you and your Scouts complete swim checks PRIOR to arrival. That gives you more time to enjoy your arrival day! Swim checks can be a stressful process for some young people and adults. Completing them at a time when there is less activity and less perceived pressure can alleviate some of that stress.

See Appendix A for more information on the swim check process.

Circle Ten will offer swim checks prior to camp. You can register online at <https://scoutingevent.com/571-2026SwimChecks>

For more information on obtaining your own swim check, please see <https://www.scouting.org/wp-content/uploads/2022/03/Swim-Classificaiton-record-430-122.pdf>.

Participants who do not have a swim check will have an opportunity to complete them on arrival day.

SUBMIT YOUR PAPERWORK PRIOR TO ARRIVAL

To facilitate a quick check-in process, please submit the following documents via email to registration@campjamesray.org prior to arrival:

- Safeguarding Youth Training certificate for each adult
- Hazardous Weather Training, if applicable
- Swim check documentation, if applicable
- Proof of Scouting America Membership
 - Bring a copy of unit roster from unit leader; or
 - Login to my.scouting.org, click on Menu on left, click on My Application, print screenshot showing names and BSA ID; or login to scoutbook.com, click on My Dashboard and print screenshot showing names and BSA ID)

**PLEASE DO NOT SUBMIT HEALTH
FORMS ELECTRONICALLY**

ARRIVAL AND DEPARTURE

CHECK-IN

Campers should arrive at their designated time. A campsite host will greet campers in the campsite and help with remaining check-in procedures.

You will need to drop all your gear at your campsite, then return your vehicle to the parking lot. There are no vehicles allowed in the camping and program areas. If you have a special need, please reach out to the camp director for additional information.

Leader Check-in

The designated leader will check in at the registration office in the administration building and register the unit. If your entire group has not arrived, late arrivals must check-in individually. You may submit any missing paperwork on their behalf.

No one should arrive at camp or leave camp property without signing in/out at the office. This is an important security piece of our safety plan.

After check-in, you will go to the health lodge to turn in your [Annual Health and Medical Record](#) (Part A & B) for each participant to the health officer. The health officer may ask to speak with members of your group that have special medical or dietary needs.

Part-Time Adults and Guests

All adults who will be staying overnight **MUST** be registered for camp and meet all requirements outlined in the Adult Supervision section (page 5).

Upon arrival, all adults/guests must check-in at headquarters. Guests who are day visitors only must be accompanied by a registered leader at all times.

Early Departure

If a member of your unit must leave camp early, they will need to check-out with the office. If departure is outside regular camp office hours, they will need to inform the office staff prior to departure to make arrangements.

If your unit/group is planning to depart early, you will need to make arrangements with your campsite host and with the office staff.

DEPARTURE (NEW FOR 2026 SEASON)

Camp programming will be complete after campfire on Wednesday evening. You may depart camp Wednesday evening, or you may choose to camp Wednesday evening and depart Thursday morning. Camp closes at 10:00 a.m. Thursday.

All camp program support will end on Wednesday evening. If you have an emergency overnight or before departure Thursday, please contact the ranger.

IMPORTANT: You may not check-out until you are actually leaving camp. The designated leader should be the last one from the unit to leave.

For Wednesday Evening Departure:

Please turn in your surveys and check-out with your leaders. You will need to report any damage to your campsite and any items removed.

Do not forget to pick up your gear from the health lodge. All paperwork left at camp will be destroyed prior to the next session.

For Thursday Morning

Please turn in your surveys and health forms from the health lodge. All paperwork left at camp will be destroyed prior to the next session.



YOUR CAMP EXPERIENCE

CAMPING AT CJR RESIDENT CAMP

Tents Provided By Camp

Canvas wall tents will be provided and set up prior to your arrival. We will offer one tent for every two campers. Tents will comfortably accommodate two cots (bring your own).

Many of our campers prefer to use a tarp on the floor and a mosquito net inside their tent to provide additional protection.

If you choose to bring your own tent, please be mindful that you will likely be sharing a campsite with others and be considerate when choosing a place to set up your tent. Please do not remove canvas tents from tent pads.



Hammocks

Hammocks are allowed at Camp James Ray. Please follow guidelines for hammock camping - a safety moment is included in Appendix A for your convenience.

Campfires

Frequently during summer months Camp James Ray is under a burn ban and campfires are prohibited. Please consult with your group guide or camp leadership before having a campfire at your campsite.

If you are permitted and choose to have a campfire, please follow campfire safety guidelines. See Appendix C for an overview.

Water in Campsites

Water is available at each campsite. There will be a potable water hose at each latrine for filling water coolers. It is your responsibility to fill your water cooler. If you need assistance, please see your group guide.

Ice is available in the cooler at the back of the dining hall. Please help yourself.

Bath Houses and Restroom Facilities

There are latrines at each campsite with composting toilets. For campsites without permanent latrines, port-a-potties will be available.

There are bath/shower facilities located at the pool house and at the bath house in the open field across from the dining hall. Facilities that are not 'single-entry' facilities will be designated as youth/adult and male/female. Please help us keep our Scouts safe and follow Scouting America policies for privacy and use of separate facilities.

CPAP & Electricity Usage Guidelines

CPAP machines must be battery operated. Running extension cords to tents is prohibited.

Generators are not to be run in Circle Ten Council camps by campers.

We suggest you bring a portable power station such as a Jackery to power CPAPs or charge electronic devices etc. Charging ports are available in the dining hall and in the leader's lounge.

Mobility Issues

The camp terrain is rocky, and the roads are unpaved. If you have campers with mobility issues, please reach out to the camp director upon registration to ensure we assist when planning accommodations.

LEADER/PARENT ENGAGEMENT

At Camp James Ray Summer Camp, leader/parent involvement is an integral part of the program. Your group will have a group guide throughout your time at camp and each activity will be staffed with an activity specialist, but leaders and parents are asked to assist the camp staff during activities.

You may be given the opportunity to help supervise program areas, such as the pool, or the shooting sports ranges.

Parents and guardians monitor Scouts during camp, including during activities, transition time between activities, free time, and evening/shower time.

It is the responsibility of parents and leaders to address behavior concerns. Please see camp leadership staff if you have concerns that need to be addressed outside of your unit.

ACTIVITIES & SCHEDULE

All Scouts participate in an engaging program that everyone can enjoy! Webelos and AOL Scouts get to experience a variety of activities, allowing them to do things they may not realize they enjoy.

You will be assigned to a group and have a rotation schedule of activities. Activities will include shooting sports, aquatics, field games/sports, crafts, and more. These activities may meet some requirements for advancement, but the focus for camp activities is on having fun and creating an environment for Scouts to learn and grow.

Following is a sample; the actual schedule may vary.

Webelos/AOL Resident Camp			
	Monday	Tuesday	Wednesday
7:00 a.m.		Reveille	Reveille
8:00 a.m.		Breakfast	Breakfast
9:00 a.m.		Session 1	Session 1
10:00 a.m.		Session 2	Session 2
11:00 a.m.		Session 3	Session 3
12:00 p.m.		Lunch	Lunch
1:00 p.m.	Arrival, Check-In, Set Up Campsite, Health and Swim Checks	Shoes Up	Shoes Up
2:00 p.m.		Session 4	Session 4
3:00 p.m.		Session 5	Session 5
4:00 p.m.		Session 6	Session 6
5:00 p.m.		Shoes Up	Shoes Up
6:00 p.m.	Dinner	Dinner	Dinner
7:30 p.m.	Special Program	Special Program	Special Program
9:00 p.m.	Back to Campsite	Back to Campsite	Back to Campsite
10:30 p.m.	Lights out	Lights out	Lights out

MEALS

All meals will be served in the dining hall. The dining hall is an air-conditioned facility. Meals will be served buffet style.

There is no assigned seating at Camp James Ray.

Please include all dietary restrictions in your registration. We are unable to accommodate dietary restrictions that were not included in your registration.

While we are able to accommodate some dietary restrictions (vegetarian, for example) we are not able to accommodate every situation. For those whom we cannot accommodate, we will store your food for you in the kitchen.

PB&J

Due to health concerns, Camp James Ray no longer offers a peanut butter and jelly station. We have worked with the dining service to create a menu that is well received by both adults and youth campers, but we realize there may be instances where a meal is not preferred.

While we no longer offer a self-serve station to prepare peanut butter and jelly sandwiches, we are happy to store your supplies in our office and your labeled jelly in the refrigerator in the office, so that you may provide the alternative for your campers.

We hope that this will serve as a solution for all.

Dining Hall Etiquette

- Please wash your hands, and ensure your Scouts wash their hands, before mealtime. There are hand washing stations outside the dining hall.
- Remove all hats before entering the dining hall
- All attire rules apply in the dining hall
- When you are finished with your meal, please scrape leftovers into the trash cans provided, then place dirty dishes and utensils in the dirty dishes window.

Table Responsibilities

We ask that Scouts and leaders clean your area before leaving the dining hall including:

- Return water pitchers
- Wipe down tables with rags located near the trash cans
- Sweep floors
- Clean up any spills

Program at Meals

Summer camp is fun! At mealtimes our staff will have some entertainment and fun. This also serves as an opportunity to share any new information.

Please keep your group together until your table area is clean and you are dismissed by staff.

Grayson Grace

For the gift of life

For the joy of serving others through Scouting

For the food you have provided

We thank you O Lord

Amen

DRESS CODE: CLOTHING, UNIFORM, FOOTWEAR

Uniform: Field uniform is required for formal flag raising and flag lowering.

Camp Attire: Clothing worn by participants must not promote illegal drugs, alcohol, violence, sexual activity, racism, sexism or bigotry. Clothing should be modest and appropriate for a youth camp.

Swimming Attire: Swimsuits must be modest. For males, tight fitting swim briefs or short swim bottoms are not allowed. For females, modest tankinis or one-piece swimsuits are appropriate.

Participants are encouraged but not required to wear a swim t-shirt in the pool for modesty and sun protection.

When not in the pool area, participants should have swimsuits covered.

Footwear: Appropriate footwear is required by all participants while at camp. Closed-toed shoes, closed-toed sandals, "tennis" shoes or boots are appropriate. When at the pool or shower house, flip flops or slides may be worn.

Regular footwear should be worn to the pool. Socks are not required to be worn with shoes.

TRADING POST

The trading post is open daily. Here you can purchase camp t-shirts, knives, gifts, souvenirs, snacks, treats and drinks. We also have a variety of camping supplies and toiletries available.

If you are in need of an item not available in the trading post, please let camp staff know.

Sale of soft drinks may be restricted during times of dangerous heat.

LEADER'S LOUNGE

The leader's lounge is for adults only. Please no Scouts.

LOST AND FOUND

All lost and found items should be turned in to headquarters. All items will be held for one week following departure. **Items not retrieved after seven days will be donated or disposed of.** Frequently lost items such as water bottles, flashlights, sunglasses, and pool towels should be marked with a name and unit number for easy identification.

WI-FI AND CELLULAR SERVICE

Wi-fi is available in select areas of camp only and has limited capacity. Passwords will be provided during the leader's meetings. Please do not share the password with Scouts.

Most areas of camp have service for Verizon and AT&T users. Some T-Mobile users may have spotty coverage.

CAMP LEADERSHIP

Your camp leadership team is committed to offering your Scouts the best summer camp experience possible. The camp director, program director, and business manager are the key leads of camp along with the camp ranger. Together we help to ensure that programming, supplies, facilities and staff are prepared for your arrival.

We hope you have a great time, but if you have any issues while you are here, please come see us! We are only able to help solve a problem or address a situation if we know about it.

HEALTH AND SAFETY

CAMP RULES AND REGULATIONS

Alcohol, Tobacco, and Illegal Substances

Use of tobacco products and vaping is only permitted for adults in designated areas.

There is no place in Scouting for the possession or use of alcohol or illegal substances. Anyone found in violation of this policy will be required to leave Circle Ten Council property and may be reported to local law enforcement and their local council. If the unit is unable to provide proper leadership to satisfy Safeguarding Youth standards, the entire pack will be required to leave camp.

While some states have provisions for medical use of marijuana, it is still illegal at the federal level and is not allowed on any Circle Ten Council property.

Camp Curfew and Rest

Getting appropriate rest is important to ensure the best experience at camp. Please be respectful of camp quiet hours between 10:30 p.m.- 6:30 a.m.

Youth should not be out of the campsite after 10:00 p.m. unless accompanied by an adult(s), following Safeguarding Youth guidelines, or with authorization from the program director or camp director to participate in an activity.

Firearms, Ammunition, Fireworks, Bows and Arrows

Circle Ten Council 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, or 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.

Law enforcement officers should notify the camp director upon check-in of any exceptions to this rule.

GUIDE TO SAFE SCOUTING

The Guide to Safe Scouting and Safeguarding Youth Policies inform every activity and policy at camp. Please be mindful of these guidelines and take care to follow them at all times.

For more information, please see <https://www.scouting.org/health-and-safety/>

THE BUDDY SYSTEM

The buddy system is designed to provide an additional layer of safeguarding by ensuring no youth member is alone and that a buddy can get help in an emergency.

The buddy system is used whenever youth members are outside the line of sight of qualified adult leadership and specific activities where the buddy system is required for participation.

- The adult unit leadership oversees and approves buddies.
- Buddies are two and can also be three to prevent youth members from being alone.
- A buddy pair cannot be mixed gender, where appropriate a third youth must be added (for a buddy group of 3).
- Youth siblings of the same gender may serve as buddies regardless of age with permission from their parents or legal guardians.
- Except for siblings, it is recommended that the age gap between buddies be at most three years for all non-sleeping activities but must be no more than two years for all tenting.
- When exceptional circumstances warrant, a parent or legal guardian may serve as a buddy for their child's Scouting activities, but youth buddies meeting the above criteria, if available, are always preferred.

EMERGENCY ACTION PLAN (COMING TO BLACKPUG SOON)

Safety is our primary concern at Camp James Ray. While we cannot plan for every potential emergency that could arise at camp, we are able to provide a guideline for how to handle certain situations, and provide a structure for how to respond when the unexpected happens. A comprehensive Emergency Action Plan is available for review prior to camp and for reference while you are in attendance.

Please review these policies and be prepared to respond appropriately in the event of an emergency. We will review the guide at camp, and you will need to be able to share information with your Scouts as appropriate.

CAMP HEALTH LODGE AND MEDICATIONS

All injuries, illnesses, and incidents requiring the intervention of a medical provider beyond basic Scout-rendered first aid should be handled by the camp health officer. If possible, send the affected Scout to the health lodge with a buddy and/or leader. If a first aid responder is needed at the scene, please alert a camp staff member immediately.

IF THERE IS AN EMERGENCY - notify camp staff immediately. Depending on your location in camp, 911 may not get you to the closest appropriate agency. Camp rangers have existing relationships with responding personnel and have information they will need.

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. Please remember that two-deep leadership is still required.

DO NOT LEAVE THE CAMP WITH A MEDICAL EMERGENCY WITHOUT HAVING SOMEONE CHECK-IN WITH THE HEALTH LODGE OR CAMP DIRECTOR.

Prescription/Non-Prescription Medication

A unit leader may dispense prescription medications 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. Please place all used needles in a sharps container located in the health lodge.

INCLEMENT WEATHER & HEAT

Camper and staff safety is our primary concern. We make every effort to monitor weather and other natural disasters and keep you informed of anticipated issues. Procedures are outlined in the Camp James Ray Emergency Action Plan. In the event of an inclement weather emergency, campers, leaders,

and staff will follow the procedures outlined in the Emergency Action Plan and in the safety briefing that will be held on arrival day at camp.

Campers and leaders must comply with instruction from the Camp Director, Program Director, Camp Rangers, or other appointed designee.

Heat can be a dangerous element in outdoor environments. If the heat index reaches unsafe levels, we will cease outdoor activities until temperatures have returned to safe levels.

It is critical that you stay adequately hydrated while you are at camp, and that you monitor your Scouts to ensure they are drinking enough water as well. Dehydration is the number one cause for visits to the medical lodge at summer camps- avoid that disruption of your fun by drinking more water!

Sodas, tea, and coffee are not appropriate to keep you hydrated.

Appendix A: Swim Check Procedure

Ability Groups

All youth and adult participants are designated as swimmers, beginners, or non-swimmers based on swimming ability confirmed by standardized Scouting America swim classification tests. Each group is assigned a specific swimming area with depths consistent with those abilities. The classification tests must be renewed annually, preferably at the beginning of the season.

Swimmers pass this test: Jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

Beginners pass this test: Jump feet first into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming, and return to the starting place.

Anyone who has not completed either the beginner or swimmer tests is classified as a non-swimmer.

The non-swimmer area should be no more than waist to chest deep and should be enclosed by physical boundaries such as the shore, a pier, or lines. The enclosed beginner area should contain water of standing depth and may extend to depths just over the head. The swimmer area may be up to 12 feet in depth in clear water and should be defined by floats or other markers.

Appendix B: Hammock Camping

Why Hammock Camping? Hammock camping has become a favorite among campers due to its minimal impact on the environment, aligning well with the Leave No Trace principles. However, just like any outdoor activity, it comes with certain risks that need careful consideration.

Hammock Safety Points:

1. **Follow Manufacturer's Instructions:** Each hammock has specific guidelines for hanging distances between solid supports like trees. Always adhere to these instructions to ensure safe setup.
2. **Secure Hanging Locations:** Only hang hammocks to secure and immovable objects like trees or solid posts. Avoid attaching hammocks to objects that might move, such as vehicle bumpers.
3. **Check Knots and Fastenings:** Before entering a hammock, double-check all knots and fastenings. Ensuring a secure setup is crucial for your safety.
4. **Avoid Stacking Hammocks:** Never stack hammocks on top of each other. It compromises their stability and increases the risk of accidents.
5. **Height Considerations:** Hang hammocks no higher than 3 feet above the ground to prevent severe falls and injuries.
6. **Stay Away from Water:** Hammocks should not be hung over water bodies like rivers, lakes, or streams. Avoid accidents by staying clear of waterfront areas.
7. **No Swinging or Standing:** Never swing or stand in a hammock. Falls from hammocks can lead to serious injuries, so use them only for their intended purpose.
8. **Inspect Ropes:** Check hammock ropes for fraying or damage before use. Replace with manufacturer-approved replacement ropes if needed.
9. **Weight Limit:** Don't exceed the weight limit specified by the manufacturer. Overloading the hammock compromises its safety.
10. **Supervise Children:** Keep a watchful eye on children using hammocks, ensuring their safety at all times.
11. **Protect Trees:** If using living trees, take care not to damage the bark. Some hammock-tents have wide bands to distribute stress, minimizing harm to trees.

Remember, hammock camping can be a delightful experience when done safely. By following these guidelines, you're ensuring the safety of yourself and those around you. So, whether you're a seasoned hammock camper or new to the trend, let's keep safety at the forefront of our camping adventures. Stay safe out there!

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

Appendix C: Campfire Safety

Handbooks for each program have useful tips for campfires. Here are a few highlights:

Environmental conditions

- Leaders should understand the local campfire regulations or requirements.
- Beware of current fire conditions, especially if it has been dry and windy. Check for any active burn ban.
- Consider wind direction and projected size of fire before starting.
- Maintain your campsite
- Use an established campfire ring, if available, and keep your campfire size appropriate.
- Be sure your fire is a minimum of 15 feet from tents, shrubs, trees or other flammable objects. Always check for low-hanging branches above the fire.
- Store matches, lighters, and items used as fire starters in a secure waterproof box or bag outside of your tent. In bear country, store away from your campsite.

Additives, Fire Extinguishing, and First Aid

- Additives to the fire are [prohibited](#). This includes chemicals, accelerants, color-changers, and other flame-enhancing products like Magical Flames™.
- Avoid cooking over a fire where chemicals or additives have been previously used.
- Always extinguish campfires properly. Ensure campfires are completely cold-out. Do a test on cooled ash for any sign of heat before you consider the fire extinguished.
- Never leave a campfire unattended. Prepare a unit fireguard, and practice it.
- Always have a shovel/rake and water or other extinguishing materials handy.
- Be prepared to respond to burns or someone on fire with "Stop, drop, and roll."

<https://www.scouting.org/health-and-safety/safety-moments/camp-fire-safety/>