



TREVOR REES-JONES SCOUT CAMP 2026 Program Guide



Scouting America
Circle Ten Council

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Howdy y'all,

Welcome to Trevor Rees-Jones Scout Camp! On behalf of the entire camp staff and myself, we are thrilled to have you join us for TRJ Summer Camp 2026. Adventure is waiting around every bend in the trail, and there's no shortage of ways to make memories that'll last long after the dust settles.

Get ready to enjoy some fishin', climbin', shootin', and even horseback ridin' on our beautiful stallions. Whether you're casting a line on the water, scaling the heights of our climbing program, or exploring camp with your fellow Scouts, there's plenty of adventure waiting for every trailblazer who rides into camp.

From sunrise flags to the glow of the evening campfire, every day at TRJ is filled with excitement, friendship, and the spirit of the great outdoors. Our staff has been hard at work preparing a program that will make your time here safe, exciting, and unforgettable.

We're mighty glad you've decided to join us, and we're lookin' forward to seein' y'all here on the trail for an incredible week of camp!

Yours In Scouting,
Russell Ramsay
Program Director





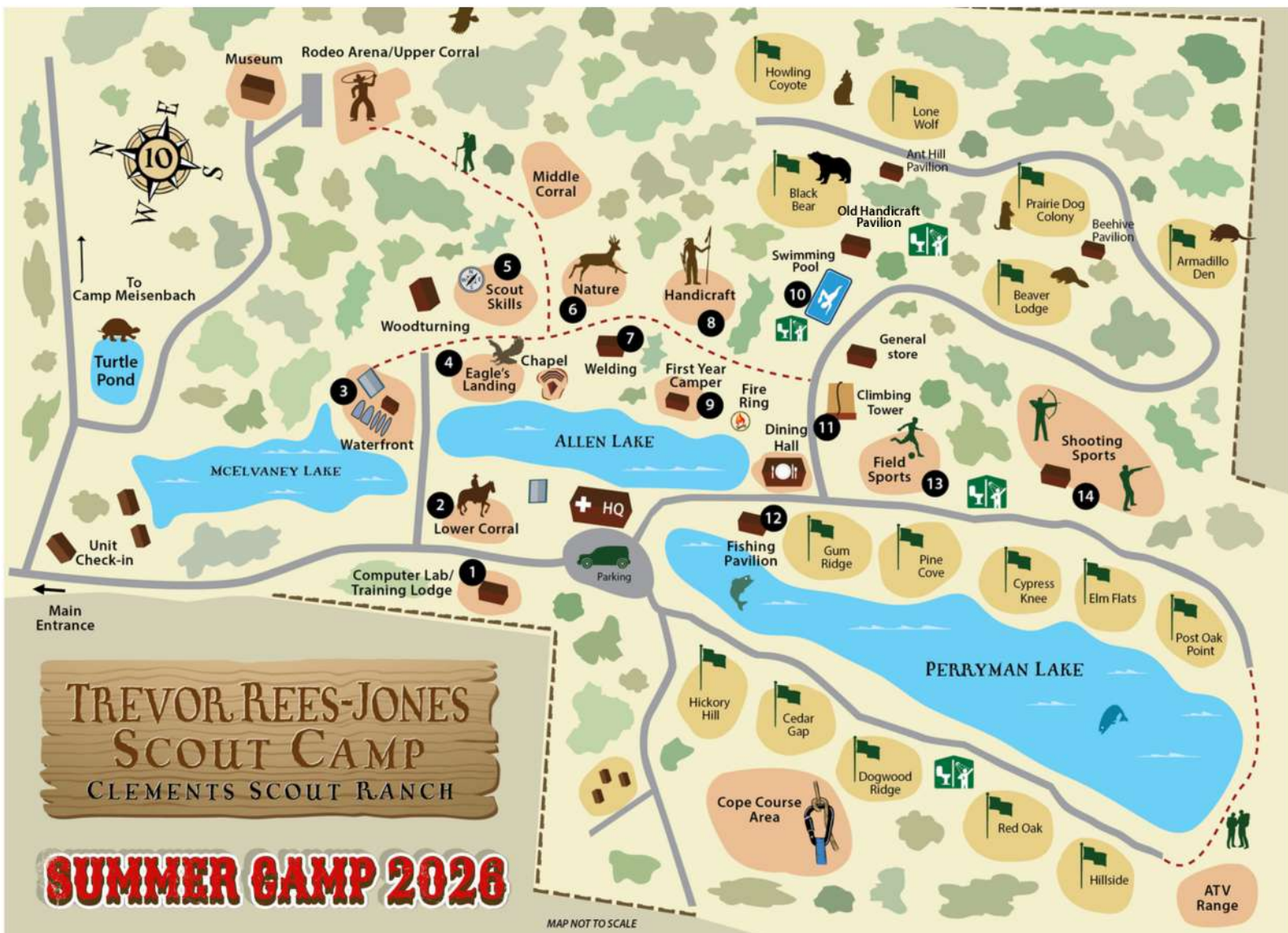
Weekly Schedule

	SUN	MON	TUES	WED	THURS	FRI	SAT
6:00 a.m.		Swim Check Make Up	Mile Swim	Mile Swim /Interfaith	Mile Swim	Mile Swim	
7:00 a.m.		Flags	Flags	Flags	Flags	Flags	Grab-n-go Breakfast
8:00 a.m.		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	
9:00 a.m.		Session 1	Session 1	Session 1	Session 1	MB Makeup	
10:00 a.m.		Session 2	Session 2	Session 2	Session 2		
11:00 a.m.		Session 3	Session 3	Session 3	Session 3		
12:00 p.m.	Check-in / Camp Tours / Swim Checks	Lunch	Lunch	Lunch	Lunch	Lunch	
1:00 p.m.		Quiet Hour/ SPL Meeting	Quiet Hour/ SPL Meeting	Quiet Hour/ SPL Meeting	Quiet Hour/ SPL Meeting	Quiet Hour/ SPL Meeting	
2:00 p.m.		Session 4	Session 4	Session 4	Session 4	Tournament Time	
3:00 p.m.		Session 5	Session 5	Session 5	Session 5		
4:00 p.m.		Open Areas	Open Areas	Open Areas	Thursday Throwdown		
5:00 p.m.		Flags	Flags	Flags	Flags	Flags	
6:00 p.m.	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner	
7:00 p.m.	SM/SPL Meeting	Cowboy Kickoff	Open Areas / Cowboy Action Shoot	Wild West Wednesday	Open Areas/ Video Game Tournament	Closing Campfire	
8:00 p.m.	Opening Campfire		Adult Open Climb		Night Climb / Adult Open Swim	OA Callout	
9:00 p.m.							
11:00 p.m.	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	



Daily Schedule

7:45 a.m.	Table Waiters Report to Dining Hall
7:50 a.m.	Flag Ceremony
8:00 - 8:50 a.m.	Breakfast
9:00 - 9:50 a.m.	Class Session 1
10:00 - 10:50 a.m.	Class Session 2
10:30 a.m.	Scoutmaster Meeting
11:00 - 11:50 a.m.	Class Session 3
11:55 a.m.	Table Waiters Report to Dining Hall
12:00 - 12:50 p.m.	Lunch
1:00 p.m.	Quiet Time / SPL Meeting at flag poles
2:00 - 2:50 p.m.	Class Session 4
3:00 - 3:50 p.m.	Class Session 5
4:00 - 5:15 p.m.	Afternoon Open Areas
5:45 p.m.	Table Waiters Report to Dining Hall
5:50 p.m.	Flag Ceremony
6:00 - 6:50 p.m.	Dinner
7:00 - 9:00 p.m.	Evening Open Areas
11:00 p.m.	Lights out



- 1 STEM**
Animation
Chess
Moviemaking and Photography
Robotics
Space Exploration
Cybersecurity
- 2 LOWER CORRAL**
Horsemanship
Veterinary Medicine and Animal Science
- 3 WATERFRONT**
Canoeing
Kayaking
Rowing

- 4 EAGLE'S LANDING**
Citizenship in the Community
Citizenship in the Nation
Citizenship in the World
Communication
- 5 SCOUT SKILLS**
Camping
Cooking
First Aid
Orienteering
Emergency Preparedness
Fire Safety
Pioneering
Wilderness Survival
- 6 NATURE**
Astronomy
Environmental Science
Insect Study and Nature
- 12 FISHING**
Fly Fishing

- 8 HANDICRAFT**
Art
Basketry
Leatherwork
Sculpture
Woodcarving
- 7 WELDING**
- 9 FIRST YEAR CAMPER**
- 10 SWIMMING POOL**
Lifesaving
Swimming
- 11 CLIMBING TOWER**
Climbing
- 14 SHOOTING SPORTS**
Archery
Rifle Shooting
Shotgun Shooting

Sunday

Check-In | Assigned Time Slot

Arrive at camp during your designated time slot, then head to HQ to drop off your paperwork and meet your troop guide. Once you're squared away with admin, your troop guide will walk your troop to your campsite to drop off gear before going on a tour of camp. If you have paperwork for swim pre-checks, you will drop them off with our aquatics team at the pool; otherwise, your troop will need to complete swim checks during this time. Please make sure your Scouts are in their swimsuits or have their swimsuits easily accessible to change into.

Scoutmaster SPL Meeting | 7:00 p.m.

Following dinner, please head to the old Handicraft Pavilion behind the pool for our Scoutmaster SPL meeting. This is an opportunity to meet our leadership team and area directors. We will share important information for the week, so please come ready to take notes and relay the info back to your Scouts.

Opening Campfire | 8:00 p.m.

Gather 'round the campfire for tall tales, skits, and camp songs as we light the fire! An excellent way to welcome Scouts to camp and our camp staff will end the night with some treats for everyone to enjoy.





Monday

Boat Fishing | 6:00 a.m.

Come cast off from boats on Lake Perryman, where Scoutmasters with Safety Afloat can take their Scouts out to the best fishing spots. Sign up and meet at the fishing pavilion!

Makeup Swim Checks | 7:00 a.m.

For any Scouts who couldn't complete their swim checks at check-in, we'll be offering makeups before breakfast.

Afternoon Open Areas | 4:00 – 5:15 p.m.

Head on over to the waterfront (blob, slide, rope swing, boats), climbing tower, FYC (Totin' Chip / Firem'n Chit), and shooting sports for some good ol' camp fun! Rifle: \$1 for 10 shots | Shotgun: \$1 for 2 shots — tickets at the General Store
Sign-ups for pen turning (\$10) are also at the General Store.

Trail Rides | 4:15 p.m. | 5 p.m.

Dust off your boots and hit the trail! Sign up at HQ, 10 spots available. Please arrive **15 minutes** before your time slot for a mandatory safety briefing.

Cowboy Kickoff | 7:00 – 9:00 p.m.

Join us for an epic Western showdown featuring a petting zoo, tug-o-war, broncing barrel rides, tomahawk throwing, branding, and more—where cowhands, courage, and camp spirit collide! Meet at the flag poles after dinner.

Tuesday

Boat Fishing | 6:15 a.m. | 7:00 p.m.

Mile Swim | 7:00 a.m.

We're offering the Mile Swim Award for those ready and willing. Training will take place at the pool Tuesday–Thursday mornings, with the full mile completed at the waterfront on Friday morning. This is Day 1 of training, and Scouts must attend all training days in order to attempt the full mile swim on Friday.

Afternoon Open Areas | 4:00 – 5:15 p.m.

Rifle: \$1 for 10 shots | Shotgun: \$1 for 2 shots | Pen turning: \$10 — General Store.
Join us at the pool, climbing tower, FYC (Totin' Chip / Firem'n Chit), and shooting sports for some fun!

Trail Rides | 4:15 p.m. | 5:00 p.m. | 7:15 p.m. | 8:00 p.m.

Saddle up, cowhands! Grab your long pants and hit the trail. Sign up at HQ, 10 spots available per time slot. Please arrive **15 minutes** before your time slot for a mandatory safety briefing.

Evening Open Areas | 7:00 – 9:00 p.m.

Rifle: \$1 for 10 shots | Shotgun: \$1 for 2 shots — Tickets at the General Store
Join us at the waterfront (blob city, boats, slide), climbing tower, and shooting sports (archery only).

Ziplining | 7:00 p.m. (8 spots) | 8:00 p.m. (6 spots)

Sign up at HQ and get ready to soar through the trees! Meet at HQ 10 minutes before your time slot.

Star Party | 7:45 p.m.

Meet at the Nature Pavilion to hike to the upper corral for telescope viewing of the night sky. Open to all and counts toward the Astronomy Merit Badge! (Weather dependent)

Cowboy Action Shoot | 7:00–9:00 p.m.

Sign up at the General Store and sign the waiver! (Must be 13 or 14 and completed 8th grade with a signed waiver) Scouts will shoot lever action rifle, revolver and shotgun. **Limited to 15 youth participants*

5-mile Hike | 8:00 - 10:00 p.m.

Meet at the flag poles to hike to Johnson Lake. Counts for First Class requirement.

Adult Open Climb | 9:00-10:00 p.m.

Take a load off and have fun at the climbing tower.

Wednesday

Boat Fishing | 6:15 a.m.

Cast off from boats on Lake Perryman, where Scoutmasters with Safety Afloat will guide y'all to the best fishing spots. Sign up and meet at the fishing pavilion!

Mile Swim | 7:00 a.m.

This is Day 2 of training, and Scouts must attend all training days in order to attempt the full mile swim on Friday.

Interfaith Worship Service | 7:15 a.m.

Meet at the chapel for a moment of reverence — open to all faiths and traditions.

Afternoon Open Areas | 4:00–5:15 p.m.

Rifle: \$1 for 10 shots | Shotgun: \$1 for 2 shots | Pen turning: \$10 — General Store. Join us at the pool, climbing tower, FYC (Totin' Chip / Firem'n Chit), and shooting sports for some fun!

Scoutmaster Shootout | 4:00–5:30 p.m.

Test your aim and skills in this friendly showdown!

Wild West Wednesday | 7:00–9:00 p.m.

Head over to the Scout Skills area, where our staff has transformed it into a full Western town! Try your hand at branding, slingshots, and card games, and enjoy some refreshments along the way. Once the sun sets, stick around for a classic Western movie showing in the chapel.



Thursday

Boat Fishing | 6:15 a.m. | 7:00 p.m.

Mile Swim | 7:00 a.m.

Thursday Throwdown | 4:00 – 5:30 p.m.

A camp relay race between troops! Make sure to sign up by filling out the form in your welcome packet. We'll kick off at HQ, run over to the waterfront, canoe across, sprint to Scout Skills, and then finish strong at the pool. You won't want to miss this!

Trail Rides | 4:15 p.m. | 5:00 p.m. | 7:15 p.m. | 8:00 p.m.

Saddle up, cowhands! Grab your long pants and hit the trail. Sign up at HQ—10 spots available per time slot. Please arrive **15 minutes** before your time slot for a mandatory safety briefing.

Smash Bros Tournament | 7:00 p.m.

Join our video game showdown in Scoutmaster Lounge and battle it out in Super Smash Bros. for the title of camp champion!

Ziplining | 7:00 p.m. (8 spots) | 8:00 p.m. (6 spots)

Sign up at HQ and get ready to soar through the trees! Meet at HQ 10 minutes before your time slot.

Wilderness Survival Overnighter | 7:15 p.m.

Meet at Scout skills and hike to spend the night under the stars in a makeshift shelter. Open to any Scouts and counts towards the wilderness survival merit badge. Bring a water bottle, flashlight, bug spray and a knife (with totin' chip).

Evening Open Areas | 7:00 – 9:00 p.m.

Rifle: \$1 for 10 shots | Shotgun: \$1 for 2 shots — Tickets at the General Store
Join us at the pool, climbing tower, and shooting sports.

Adult Open Areas | 9:00 - 10:00 p.m.

Take a load off and relax at the pool or go climbing/rappelling at the climbing tower.

Friday

Mile Swim | 6:30 a.m.

The time has come to see if your training has paid off. Head to the waterfront and complete the mile swim to earn your Mile Swim Award and patch!

5 Mile Hike | 9:00 a.m.

Meet at the flag poles to hike over to Johnson Lake. Counts for the First Class requirement.

Trail Rides | 9:00 a.m. | 10:00 a.m. | 11:00 a.m.

Saddle up, cowhands! Grab your long pants and hit the trail. Sign up at HQ—10 spots available per time slot. Please arrive **15 minutes** before your time slot for a mandatory safety briefing.

Discovery Scuba Experience | 9:00 a.m. | 10:30 a.m. | 2:00 p.m. | 3:30 p.m.

Cost: \$40. Sign up at the General Store and sign the waiver. 6 spots available per 90 minute session.

ATV Trail Ride | 10:00 a.m.

For those with a valid ATV rider card, we are offering trail rides over to Camp Meisenbach. Sign up at the General Store (\$10).

Top Shot | 2:00 p.m.

Troops—round up your best archers, marksmen, and shotgun shooters! Use the week to find your dream team, then take on the rest of camp in the ultimate showdown at Shooting Sports.

New York Zipline Adventure | 2:00 p.m.

Join us as we venture off site to Tater Mountain only 30 minutes from camp.

Western Tourney Time | 2:00–5:00 p.m.

Represent your troop in a legendary contest of skill and grit—may the best cowhands win!

- **Dutch Oven Cook-off:** Cook at your campsite and bring your dish to Scout Skills for judging.
- **Crate Stacking:** How high can you go? Test your balance at the climbing tower.
- **Fishing Tournament:** Prizes for most caught and largest by weight!
- **Fire Building Contest:** Show your spark at FYC.
- **Chess Tournament:** Outsmart your foes in the STEM area.
- **Blob City Race:** Dash, dive, and splash at the waterfront!
- **Wild Waterfront:** Try to sink the others at the waterfront

Ziplining | 2:00 p.m. (8 spots) | 3:00 p.m. (8 spots) | 4:00 p.m. (6 spots)

Sign up at HQ and get ready to soar through the treetops like a true frontier rider! Meet at HQ 10 minutes before your time slot.

Closing Campfire + OA Callout | 7:15 p.m.

Gather 'round the fire to celebrate a legendary week with stories, songs, and well-earned awards! Followed by the OA Callout.

OA Ice Cream Social | 9:00 p.m.

Saturday

Check-Out | 7:00 - 11:00 a.m.

Grab your breakfast to go, then head back to your campsite to pack up. Let your troop guide know what time you plan on hitting the trail—they'll conduct the required final campsite inspection before you check out at HQ and pick up your packet.



Merit Badges

*Eagle-required merit badges | *Prerequisites*

AQUATICS (POOL)



Life Saving*

Prerequisite: Must have already earned the Swimming Merit Badge before starting the Lifesaving Merit Badge.



Swimming*

Prerequisite: Must be classified as a Swimmer.

AQUATICS (WATERFRONT)

Prerequisite: Must be classified as a Swimmer for the following badges.



Canoeing



Kayaking

Cost: \$10



Rowing



Merit Badges

CLIMBING TOWER



Climbing

Must have proper footwear (closed-toe shoes) - tennis shoes or climbing shoes work best. In order to complete this badge, Scouts will be required to attend afternoon open sessions. Cost: \$15

EAGLE'S LANDING



Citizenship in the Community*

Partial merit badge only. Requirements 3a, 3b, 4b, 4c and 7c will not be covered at camp.



Citizenship in the Nation*

Partial merit badge only. Requirements 7a, 7b and 7c will not be covered at camp.



Citizenship in the World*



Communication* and Public Speaking

Requirement 8 will be limited to only a few Scouts to emcee one of the interfaith worship services or closing night campfire.



Personal Fitness* and Sports

Partial merit badges only. Requirement 7 of the Personal Fitness merit badge will not be completed. Requirements 5g and 5h of the Sports merit badge will not be completed.

OFFERED CLASSES



HANDICRAFT



Art

Cost: \$5



Sculpture

Cost: \$5



Woodcarving

Prerequisite: Must have Totin' Chip. Cost: \$5



Basketry

Cost: \$10



Leatherwork

Cost: \$15



Welding

Scouts *must* wear a pair of blue jeans (no holes or rips), a long-sleeve shirt, and a pair of leather boots. If a Scout doesn't have appropriate clothing or footwear, they will not be allowed to weld. Cost: \$30

OFFERED CLASSES



LOWER CORRAL



Horsemanship

Scouts *must* wear long pants (jeans preferred) and sturdy closed-toe shoes (boots preferred). Cost: \$50



Veterinary Medicine and Animal Science

Cost: \$20

NATURE



Astronomy

A star party is held during the week to observe the night sky. This activity is weather dependent and the merit badge may be partial if the star party cannot be held.



Environmental Science*



Nature and Insect Study

Cost: \$5



Fishing



Fly Fishing



SCOUT SKILLS



Camping*

Partial merit badge only. Requirements 4b, 5e, 8d, 9a, 9b and 9c will not be covered at camp.



Cooking*

Partial merit badge only. Requirements 4, 5 and 6 will not be covered at camp.



First Aid*



Orienteering



Emergency Preparedness*

Partial merit badge only. Requirements 2a, 2c, 8d and 9 will not be covered at camp.



Fire Safety



Pioneering



Wilderness Survival

Scouts will spend a night under the stars in a makeshift shelter as per requirement 5e.

OFFERED CLASSES



RANGE AND TARGET SPORTS

All non-shooting requirements can be completed at camp. Scouts may or may not be able to complete all the shooting qualifications at camp. Range is open in the afternoons.



Archery

Cost: \$15



Rifle Shooting

Cost: \$20



Shotgun Shooting

Cost: \$55

STEM



Animation



Chess



Moviemaking and Photography

Scouts are encouraged to bring their own cameras. We prefer that they bring a digital camera *not* just a smart phone.



Robotics

Cost: \$15



Space Exploration

Cost: \$15



Cybersecurity

Other Programs



All-Terrain Vehicles

We're thrilled to feature our fleet of Polaris 4-wheelers this summer! Scouts 14 and older can sign up for a rare chance to explore over 2,000 acres of camp on the back of a four-wheeler.

Class Times:

- 9:00–11:00 a.m.
- 2:00–4:00 p.m.

Class Size: Limited to 8(?) Scouts per session.

Cost: \$100 per Scout.

Pre-requisite:

Scouts must complete the online ATV Safety Institute (ASI) Rider course *before camp* at atvsafety.org. This course takes about 2 hours, and Scouts must bring a copy of their certificate of completion.

Required Gear:

- Long-sleeved shirt
- Long pants
- Boots that cover the ankles

During Class:

- Helmets and goggles will be provided.
- All riders must wear long pants, boots covering the ankles, and a long-sleeved shirt or jacket.
- Scouts will earn their ASI Rider certification and experience riding across our vast camp lands.

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

Youth 13 years of age and older can sign up to be tested on our challenge course where the focus is to have Scouts take a step outside of their comfort zone while learning leadership skills, teamwork, trust, and communication. We believe in challenge by choice, as we engage in team building activities. They will also test their mental fortitude and problem-solving skills by participating in low and high ropes course elements. The final day of C.O.P.E. is spent having fun doing the high elements such as the zipline, power pole, and screamer. Join us this summer camp to enjoy this fun and exciting program.





First Year Camper (FYC)

For all new Scouts, come join us at our First Year Camper area! Throughout the week, the Scouts will work on their rank advancements for Tenderfoot, Second Class, and First Class.

High Adventure

Scouts ages 14 and up are invited to join us for this special TRJ adventure.

Have you been coming to camp for several years and completed most of the merit badges? Are you ready to push your summer camp experience to the next level and take full advantage of everything Trevor Rees-Jones Scout Camp has to offer? We have the perfect opportunity for you.

We are excited to introduce our newly revamped High Adventure Program. This program packages everything you could want into one action-packed, week-long experience. Participants will ride horses across our 3,000 acres of camp, shoot black powder rifles like the pioneers of the Wild West, learn the fundamentals of scuba diving, and much more.

We are also proud to partner with New York Zipline Adventures to offer an off-site treetop experience. Just 30 minutes from camp atop Tater Mountain, Scouts will soar through a course featuring multiple lines ranging from 150 feet to nearly 1,000 feet long and up to 100 feet above the ground.

Cost: \$100 per Scout.

Instructional Swim

Swimming is a lot of fun and can be a great part of a camp experience. We want to help you learn to swim with confidence and help you with skills needed to pass the BSA Swim Test.

NRA FIRST Steps Pistol

The FIRST Steps program is designed to be a four-hour safety and marksmanship training course. Scouts BSA members and Venturers who are over the age of 14, or are 13 and have completed the eighth grade, may participate in this activity. All youth participants are required to have written permission from their parent or guardian to fire a handgun before they can take part in the program.



Adult Classes

BSA Swimming and Water Rescue

This training provides Scouting America leaders with the knowledge and skills needed to prevent, recognize, and respond to swimming emergencies during unit swimming activities. The course expands on the awareness introduced in Safe Swim Defense and helps leaders better evaluate their preparedness to supervise swimming events. Scouting America recommends that at least one adult with this training be present whenever a unit swims at a location without lifeguards.

Cost: \$10

Climbing – Level I

This course is designed for Scouters who want to learn how to safely operate the climbing tower for unit climbing activities. Participants will learn proper belay techniques, correct use of helmets and harnesses, essential climbing knots, and how to rig a climb and a releasable rappel. You will practice setting up the tower multiple times to become comfortable with the equipment and procedures used during climbing events.

Cost: \$30

NRA Basic Instructor Training (BIT)

This course prepares participants to become NRA instructors by introducing the fundamentals of teaching firearm safety and shooting sports. Topics include the responsibilities of an instructor, effective teaching methods, and the safe use and operation of firearms. Completion of this course is required before taking any NRA instructor-level training.

Cost: \$50

NRA Basic Pistol

This course introduces participants to the fundamentals of safe and responsible handgun use. Instruction includes firearm safety rules, proper handling techniques, basic marksmanship skills, range procedures, and an overview of pistol parts and operation. *Prerequisite: Participants must have completed NRA Basic Instructor Training (BIT) within the past two years.*

Cost: \$50

NRA Pistol Instructor

This course prepares qualified participants to teach the NRA Basic Pistol course. Training focuses on instructional techniques, supervising range safety, organizing courses, and coaching students effectively. *Prerequisite: Participants must have completed the NRA Basic Pistol course.* Note: To complete this training, instructor candidates must demonstrate marksmanship by firing 16 shots within a 6-inch group at 15 yards (45 feet). Participants are strongly encouraged to practice pistol shooting beforehand.

Cost: \$75

NRA Range Safety Officer (RSO)

This course trains participants to become certified NRA Range Safety Officers responsible for supervising live-fire activities on the range. The Scouting America National Range and Target Sports Manual requires a certified RSO to directly oversee all live-fire shooting events.

Cost: \$75

Circle Ten Council Long-Term Camps A SCOUT IS REVERENT AWARD

Under the guidance of a unit's Chaplain's Aide, each camper at a Circle Ten long-term camp may work to fulfill the requirements of the council's, "A Scout is Reverent" award. After completing the requirements, the patch may be purchased.

The requirements are:

1. Attend a worship service if offered at their camp. In the event, that the camp does not offer a worship service, the unit may conduct a Scout's Own service or vesper service on its own or in conjunction with other units.

2. Lead grace before a meal or other event. This can be done at a camp-wide meal or the unit's campsite. To permit youth to fulfill this requirement, adults seeking the award should refrain from leading grace at camp-wide meals but ought to lead grace in the unit's campsite.

3. Scouts BSA, Venturing, and Sea Scouts: Participate in at least three devotional activities, either by preparing and delivering a devotional or attending the devotional. It is preferred that this occur within the unit at its campsite. Adults may complete this requirement by assisting youth in preparing devotionals.

4. With an adult leader, discuss the importance of the twelfth point of the Scout Law – "A Scout is Reverent." Discuss how it applies to you here at winter camp and in your daily life.

5. Become informed about the Religious Award for your faith:

Youth: Learn about the Religious Emblem of their faith and age group. If the Scout has already earned their faith's Religious Emblem, help explain the award program to another youth.

Adults: Commit to help make a Religious Emblems program presentation at a unit meeting or serve as a Religious Emblems Counselor for your faith community.





ASI ATV Safety Course - - GENERAL RELEASE WAIVER & INDEMNIFICATION AGREEMENT

IMPORTANT INFORMATION - YOU MUST READ THIS WAIVER & INDEMNIFICATION AND SIGN THE INCLUDED REPORT PRIOR TO CLASS

In consideration for the ATV Safety Institute ("ASI"), the Specialty Vehicle Institute of America ("SVIA"), the training sponsor, the owner of the training ATV and premises upon which training occurs, including each of their affiliates, subsidiaries, members, employees, officers, coaches, instructors, aides, and/or agents (the "Released Parties"), furnishing services, equipment, and/or curriculum and permitting the undersigned to participate in this ATV Safety Course (the "Course"), the undersigned Participant agrees to all of the following:

Participation in the Course requires physical stamina, motor coordination, and mental alertness. I hereby attest that I have no known physical or mental limitations and have not used any form of alcohol, or prescription or non-prescription drugs that could impair my performance in the Course. Participants under 18 years of age must have this form signed by a parent or guardian IN PERSON at the training location, or this form must be NOTARIZED.

I fully understand and acknowledge that (a) this Agreement is intended to be as broad and inclusive as permitted by the laws of the State in which the Course is conducted; (b) if any portion of this Agreement is for any reason held invalid or legally unenforceable, then the balance shall, notwithstanding, continue in full force and legal effect; and (c) I have had the opportunity to ask any questions about this Agreement and I fully understand its terms and meaning.

READ CAREFULLY: THIS IS A GENERAL RELEASE, WAIVER, ASSUMPTION OF RISK AND COVENANT NOT TO SUE

I fully understand and agree that: (a) there are **DANGERS AND RISKS OF INJURY, DAMAGE, OR DEATH** that exist in my participation in the Course and use of ATVs and ATV equipment ("ATV Activities"); (b) my participation in the Course and ATV Activities may result in injury or illness including, but not limited to, **BODILY INJURY, DISEASE, STRAINS, FRACTURES, PARTIAL OR TOTAL PARALYSIS, OTHER AILMENTS THAT COULD CAUSE SERIOUS DISABILITY, AND DEATH**; (c) these risks and dangers may be caused by negligence of Released Parties, other Course participants, or others, and may arise from foreseeable or unforeseeable causes; and (d) by participating in the Course and ATV Activities, **I, on behalf of myself, my personal representatives and my heirs, hereby knowingly and voluntarily assume all risks and all responsibility, and agree to release the Released Parties for any injuries, losses and/or damages**, including those caused solely or in part by negligence of the Released Parties or any other person. If I have brought an ATV or helmet to use in the Course, this Agreement applies to any damage that occurs to or from my ATV or helmet during the Course.

I fully understand and agree that, on behalf of myself, my personal representatives and my heirs, I hereby covenant not to sue, and am relinquishing any and all rights I now have or may have in the future to sue the Released Parties for any and all injury, damage, or death, whether known or unknown, that I may suffer arising from the Course, or from ATV riding or its equipment, including claims based on the Released Parties' negligence.

I HAVE READ THIS AGREEMENT AND BY SIGNING THE ATTACHED SIGNATURE PAGE I AGREE TO THE ABOVE TERMS, AND TO ASSUME ALL RISKS AND RELEASE THE ABOVE-NAMED RELEASED PARTIES FROM LIABILITY FOR PERSONAL INJURY, PROPERTY DAMAGE OR WRONGFUL DEATH CAUSED BY NEGLIGENCE OR ANY OTHER CAUSE.

READ CAREFULLY: THIS IS AN INDEMNIFICATION AND HOLD HARMLESS AGREEMENT

I, on behalf of myself, my personal representatives and my heirs, agree to hold harmless, defend, and indemnify the Released Parties from any and all claims, suits, or causes of action by any third parties, including Released Parties or other Course participants, for bodily injury, property damage, or other damages that may arise out of my use of ATVs and ATV equipment or my participation in the Course, including claims arising from the negligence of Released Parties, other Course participants, or any other party.

I HAVE READ THIS AGREEMENT AND, BY SIGNING THE ATTACHED SIGNATURE PAGE, I AGREE TO THE ABOVE TERMS, AND TO ACCEPT LEGAL RESPONSIBILITY AND PAY FOR ANY LOSS FOR CLAIMS OR LAWSUITS AGAINST THE ABOVE-NAMED RELEASED PARTIES ARISING FROM MY PARTICIPATION IN THE COURSE.

Rev 6/20

Participant signature: _____ Date: _____

Parent / guardian signature: _____ Date: _____

Parent / guardian printed name: _____ Date: _____

Home phone: _____ Cell phone: _____

Email address: _____

**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. Scouts will be required to wear eye protection and hearing protection at all times while on the range. Scouts are expected to abide by all safety rules and the instructions of the range safety officer(s) 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 Scouting America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and 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 will be removed from the program. I understand that any additional cost associated with participation in this program will not be refunded if my child is removed for not following the rules below.

1. Complete a range safety briefing.
2. Wear all safety gear AT **ALL TIMES** 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. 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: _____



Circle Ten Council Refund and Cancellation Policy

Effective 2025

1. All refund requests must be submitted by email at least 10 days before the start of the event to: 571.refundrequest@scouting.org. Refund requests will be considered for personal illness or family emergencies.
2. A service charge of 10% of the amount paid (minimum of \$5.00), less any non-refundable deposits or any already purchased items (food, t-shirts, etc.), will be assessed to cover administrative fees.
3. Refund requests must include the following:
 - a. Event Name and Event Date in the email header.
 - b. Name, telephone, email, and address of person requesting the refund.
 - c. Unit type and number.
 - d. Receipt or confirmation number, if available.
 - e. Reason for request.
4. Circle Ten Council will consider moving a reservation once within the calendar year if space is available.

Scouting America™

Scout Oath

On my honor I will do my best to do my duty to God and my country and to obey the Scout Law; to help other people at all times; to keep myself physically strong, mentally awake, and morally straight.

Scout Law

The Scout Law has 12 points. Each is a goal for every Scout. A Scout tries to live up to the Law every day. It is not always easy to do, but a Scout always tries.

A Scout is:

TRUSTWORTHY. Tell the truth and keep promises. People can depend on you.

LOYAL. Show that you care about your family, friends, Scout leaders, school, and country.

HELPFUL. Volunteer to help others without expecting a reward.

FRIENDLY. Be a friend to everyone, even people who are very different from you.

COURTEOUS. Be polite to everyone and always use good manners.

KIND. Treat others as you want to be treated. Never harm or kill any living thing without good reason.

OBEDIENT. Follow the rules of your family, school, and pack. Obey the laws of your community and country.

CHEERFUL. Look for the bright side of life. Cheerfully do tasks that come your way. Try to help others be happy.

THRIFTY. Work to pay your own way. Try not to be wasteful. Use time, food, supplies, and natural resources wisely.

BRAVE. Face difficult situations even when you feel afraid. Do what you think is right despite what others might be doing or saying.

CLEAN. Keep your body and mind fit. Help keep your home and community clean.

REVERENT. Be reverent toward God. Be faithful in your religious duties. Respect the beliefs of others.

Venturing Motto

Lead the Adventure

Sea Promise

As a Sea Scout, I promise to do my best:

To guard against water accidents

To know the location and proper use of the lifesaving devices on every boat I board

To be prepared to render aid to those in need

To let those less able come first.



CONTACT US

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COUNCIL BILLING INFORMATION

Circle Ten Council
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(214) 902-6700

