NOVEMBER 2026

WINTER CAMP 2026
PROGRAM GUIDE



TREVOR REES-JONES SCOUT CAMP
DECEMBER 27 - 31, 2026

Scouting America
Circle Ten Council

NATIONAL CAMP
ACCREDITATION PROGRAM

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INTRODUCTION

Letter to Leaders

Dear Winter Camp Leaders,

Thank you for joining us for Winter Camp! On behalf of the Winter Camp staff, I want to express how much we appreciate you taking time out of your busy lives to bring your Scouts and be part of this wonderful tradition. We know that serving as a leader isn't always easy. Some of you take vacation time from work, spend a week camping with teenagers, and rarely receive the recognition you deserve. So, before we step into our arena, I want to say a sincere thank you for all that you do!

When I accepted the offer to serve as the Winter Camp Youth Lead, I didn't have to think very hard about choosing a theme. Over the summer, after working at Camp Constantin, I watched all the Hunger Games movies with my girlfriend, Cristina. Naturally, The Hunger Games came to mind! Just like in Panem, life can get tough, but we can always find something to look forward to. I hope Winter Camp offers each of you a chance to step away from everyday life. Whether it'll be joining us at TRJ this December to enjoy the games and activities we've planned or watching the movies in preparation for Sunrise on the Reaping. I have no doubt this year's Winter Camp will be a spectacle of its own and I am honored to have each of you join us in the arena!

Inside this program guide, you'll find important information to help you and your unit prepare for a fantastic week at camp. We hope you'll take some time to review it before arriving so you can make the most of everything Winter Camp has to offer. Our staff is excited to welcome you, and we look forward to sharing this adventure with you and your Scouts. May the camp be ever in your favor!



Adam Helmke
2026 Winter Camp Youth Lead

Welcome

Circle Ten Council is proud to welcome you to Winter Camp at Trevor Rees-Jones Scout Camp—the largest annual event hosted by our council and staffed by the dedicated Arrowmen of Mikanakawa Lodge 101, Order of the Arrow.

This jamboree-style program provides a unique opportunity for Scouts BSA troops, Venturing crews, and Sea Scout ships to come together, camp alongside fellow units, and build lasting friendships beyond their immediate Scouting circles.

Each day offers a wide range of enriching experiences, including merit badge sessions, high-adventure activities, living history programs, and specialized training. Afternoons and evenings feature exciting opportunities such as an ziplining, climbing and rappelling, competitive games, social gatherings, and campfires that highlight the spirit of Scouting.

We are honored to provide a program that challenges youth, strengthens leadership skills, and builds memories that will last a lifetime. Thank you for being a part of this cherished tradition.

Scouting America
Circle Ten Council

SCHEDULES

Program Schedule

There's plenty to see and do at Winter Camp! From special activities to camp-wide events, there's something for everyone to enjoy throughout the week. Take a look at the schedule below and be sure to join in on the fun!

Day 1: Opening Campfire - 8:00 p.m.

Day 2: Fishing Competition - 1:30 p.m., Brotherhood Walk - 4:00 p.m., Vigil Call Out - 7:00 p.m., Movie Night - 7:30 p.m., Extreme Mountain Man Overnighter - 9:00 p.m.

Day 3: Scoutmaster Lunch - 12:00 p.m., Map and Compass - 1:30 p.m., Guest Speaker - 2:00 p.m., TIHA Dance Demo - 7:00 p.m., Cowboy Action Competition - 7:30 p.m., Camp Staff Reunion and Honor Society Social - 8:00 p.m.

Day 4: Polar Bear Plunge - 6:00 a.m., Scout's Own Services - 7:45 a.m., 5-mile Hike - 1:30 p.m., BBQ Dinner - 5:00 p.m., Closing Campfire - 8:00 p.m., Wilderness Survival Overnighter - 9:00 p.m.

The first and last days of Winter Camp are reserved for units to unpack and pack as needed. Days 2–4 will follow the daily schedule outlined below. Please note that the Day 1 Leaders' Meeting takes place at a different time than the meetings held throughout the rest of the week.

- *bugle calls*

6:30 a.m.	Reveille
7:00 a.m.	Breakfast
8:00 a.m.	**Trash Pick Up**
8:45 a.m.	Flag Raising
9:00 a.m.	Merit Badge Session 1
10:00 a.m.	Merit Badge Session 2
10:30 a.m.	**Leader's Meeting**
11:00 a.m.	Merit Badge Session 3
12:15 a.m.	Lunch
1:30 a.m.	Afternoon Programs
2:00 a.m.	SPL Meeting
3:00 a.m.	Top Gun & Archery Competition
5:45 a.m.	Flag Lowering
6:00 a.m.	Dinner
7:30 a.m.	Astronomy Star Party **weather permitting*
8:00 a.m.	**Trash Pick Up** and Evening Programs
10:00 a.m.	**Taps & Lights Out**

Flag Schedule

Units are encouraged to raise and lower their own flags each day. Some units bring their own flagpoles, while others share the campsite flagpoles and rotate responsibilities among the units.

Each day, one designated campsite will be responsible for raising or lowering the main camp flags, using the flagpoles behind the Dining Hall on the hill/pool side. **Please pick up and return the flags through the Youth Lead. Flag raising happens at 8:45 a.m. and flag lowering at 5:45 p.m.**

A formal morning flag-raising ceremony will be held before classes begin, and all units are welcome to participate. No formal evening flag-lowering ceremony will be held due to other camp activities. The assigned unit should lower the flags respectfully and return them to the Youth Lead in the Dining Hall.



DAY 1 EVENING
Gum Ridge

DAY 2 MORNING
Beaver Lodge

DAY 2 EVENING
Pine Cove

DAY 3 MORNING
Prairie Dog Colony

DAY 3 EVENING
Cypress Knee

DAY 4 MORNING
Armadillo Den

DAY 4 EVENING
Elm Flats

SCHEDULES

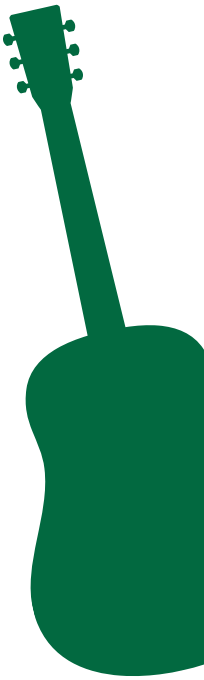
Daily Schedules

DECEMBER 26 / DAY 0 - STAFF ARRIVAL AND SET UP

12:15 p.m.	Staff lunch on your own
2:00 - 4:00 p.m.	Staff check-in opens @ HQ
1:00 - 4:30 p.m.	All staff report to their areas to finish setting up
4:30 p.m.	Staff *only* Emergency Drill Practice
5:00 p.m.	All Staff photo @ Chapel
6:00 p.m.	Staff dinner

DECEMBER 27 / DAY 1 - CAMPER ARRIVAL AND SET UP

7:00 a.m,	Staff breakfast
7:45 a.m.	Area Lead meeting @ Dining Hall
	All staff report to their areas to finish setting up
9:00 - 11:30 a.m.	Campers start arriving at camp
	Unit check-in opens @ HQ
12:15 p.m.	Staff lunch
1:00 - 4:00 p.m.	Unit check-in continues @ HQ
	Merit badge add/drop @ STEM building
1:00 - 4:00 p.m.	All staff report to their areas to finish setting up
4:00 - 5:30 p.m.	Leader / SPL Meeting @ Program Building
5:00 p.m.	Campers prepare dinner in their campsites
6:00 p.m.	Staff dinner
7:30 p.m.	Emergency Drill - Gather at the hill behind the Dining Hall
8:00 p.m.	Opening Campfire – bring a water bottle and chair
	Trading Post $$$ will have items for sale at the campfire so bring your spending money with you!



DECEMBER 28 / DAY 2 - FIRST PROGRAM DAY

6:30 a.m.	Campers wake up and prepare breakfast
7:00 a.m.	Staff breakfast
7:45 a.m.	Staff Area Lead meeting @ Dining Hall / IOLS meet @ HQ
8:30 a.m.	All staff report to their areas for morning program
9:00 - 12:00 p.m.	Adult Training @ ranges / Program Building
9:00 - 9:50 a.m.	Merit badge Session 1
10:00 - 10:50 a.m.	Merit badge Session 2
10:30 a.m.	Leaders' Meeting @ Program Building
11:00 - 11:50 a.m.	Merit badge Session 3
12:15 p.m.	Staff lunch
1:00 - 3:00 p.m.	Adult Training @ ranges / Program Building

Daily Schedules cont.

DECEMBER 28 / DAY 2 - FIRST PROGRAM DAY

1:00 p.m.	All OA Brotherhood candidates meet @ HQ
2:00 p.m.	SPL Meeting @ flag poles
1:30 - 4:30 p.m.	Afternoon activities • Field Games • Shooting Sports / Fishing Competitions + Cowboy Action Practice • Trail Rides 1:00, 2:00, and 3:00 PM • Pen Making, SIT & Ziplining
3:00 - 5:00 p.m.	Belt Making @ pavillion by the Trading Post
3:30 p.m.	OA Brotherhood candidates meet @ HQ
4:30 p.m.	Brotherhood Ceremony – existing Brotherhood and Vigil Honor members meet at the Indian Village (Arrowmen *only*)
6:00 p.m.	Staff dinner
7:00 p.m.	OA Vigil callout (Staff and Arrowmen *only*)
7:30 p.m.	Movie Night - ***The Hunger Games*** @ Program Building
9:00 p.m.	Extreme Mountain Man Overnighter

DECEMBER 29 / DAY 3 - SECOND PROGRAM DAY

6:30 a.m.	Campers wake up and prepare breakfast
7:00 a.m.	Staff breakfast
7:45 a.m.	Staff Area Lead meeting @ Dining Hall
8:30 a.m.	All staff report to their areas for morning program
9:00 - 12:00 p.m.	Adult Training @ ranges / New Program Building
9:00 - 9:50 p.m.	Merit badge Session 1
10:00 - 10:50 a.m.	Merit badge Session 2
10:30 a.m.	Leaders' Meeting @ New Program Building
11:00 - 11:50 a.m.	Merit badge Session 3
12:00 p.m.	**Scoutmasters Appreciation Lunch*** @ New Program Building
12:15 p.m.	Staff lunch
1:00 - 3:00 p.m.	Adult Training @ ranges / New Program Building
1:30 - 4:30 p.m.	Afternoon activities • Field games • Shooting Sports Competitions + Cowboy Action Practice • Map & Compass • Trail Rides 1:00, 2:00, and 3:00 PM • Pen Making, SIT, Ziplining & Aviation Merit Badge #1
2:00 p.m.	SPL Meeting @ flag poles **Guest Speaker, Dr. Steve Lacey*** @ New Program Building

**Please register in Black Pug to join us for the Scoutmaster's Appreciation Lunch and Guest Speaker, Dr. Steve Lacey - "The Anxious Generation" separately*

SCHEDULES

Daily Schedules cont.

DECEMBER 29 / DAY 3 - SECOND PROGRAM DAY

2:00 - 4:00 p.m.	***Remember the Titans*** (Citizenship in the Community) @ DH
6:00 p.m.	Staff dinner
7:00 p.m.	Native American Style Dance Demo @ New Program Building
7:30 - 10:00 p.m.	Cowboy Action Competition @ Cowboy Action Range
8:00 - 10:00 p.m.	Camp Staff Reunion and Honor Society Social @ Dining Hall

DECEMBER 30 / DAY 4 - THIRD PROGRAM DAY

6:00 a.m.	Polar Bear Plunge @ Pool
6:30 a.m.	Campers wake up and prepare breakfast
7:00 a.m.	Staff breakfast
7:45 a.m.	Scout's Own Services @ various locations
8:30 a.m.	All staff report to their areas for morning program
9:00 - 12:00 p.m.	Adult Training @ Ranges / New Program Building
.9:00 - 9:50 a.m.	Merit badge Session 1
10:00 - 10:50 a.m.	Merit badge Session 2
10:30 a.m.	Leaders' Meeting @ New Program Building
11:00 - 11:50 a.m.	Merit badge Session 3
12:15 p.m.	Staff lunch
12:45 p.m.	Staff Area Lead meeting @ Dining Hall
1:00 - 3:00 p.m.	Adult Training @ ranges / New Program Building
2:00 p.m.	SPL Meeting @ flag poles
1:30 - 4:30 p.m.	Afternoon activities • Field games • Shooting Sports Competitions • 5-MIle Hike • Pistol Shooting (Restricted to Class) • Pen Making, SIT, Ziplining & Aviation Merit Badge #2
3:00 p.m.	Taste of Cherokee Dutch Oven Cookoff
3:00 - 5:00 p.m.	Trial Duathlon
5:00 p.m.	**BBQ Dinner*** for Campers @ Dining Hall
6:00 p.m.	BBQ Dinner for Staff @ Dining Hall
8:00 p.m.	Closing Campfire
9:00 p.m.	Wilderness Survival merit badge overnighter @ Mountain Man

**Please register in Black Pug for meat or vegetarian option - $15 per person*

Daily Schedules cont.

Winter Camp ends today and all units should plan to depart camp by 10:00 a.m.. Please respect the desire of your fellow Scouts and Scouters to rejoin their families and celebrate New Year's Eve together.

DECEMBER 31 / DAY 5 - CLEAN UP AND HEAD HOME!

7:00 a.m.	Staff breakfast
7:45 a.m.	Staff reports to their areas to complete cleaning camp **GROUPS** 1. Program Areas: CT/COPE, IV, LJ, MM, NT, STEM, TP, SS, PM, WR 2. Individual Sleeping Areas 3. Staff Cabins and Common Area 4. Dining Hall 5. Headquarters
7:45 a.m.	Drive through check out will be open for units to leave camp and head home.
10:00 a.m.	Last camper out of camp and on their way home.

DRIVE SAFE AND HAPPY NEW YEAR!

MORNING ACTIVITIES

Each morning, Scouts can work on advancement through Trail to First Class or merit badge classes, or explore special living history programs in the Mountain Man area. Venturers and Sea Scouts can participate in living history activities or take advantage of program skills certification courses in climbing, range, and target sports.



Advancement at Winter Camp

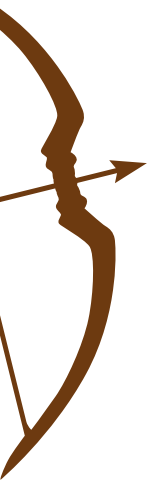
Winter Camp's primary goal is ***fun***! Morning merit badge classes are offered as an opportunity for Scouts to learn new skills while enjoying camp. This year, we are offering **49 merit badges** across three 50-minute periods each morning.

Please note that Scouts will have approximately three hours of instruction over three days, about 40% less time than a typical summer camp program. Our focus is on **quality instruction and meaningful learning rather than badge completions**. While some merit badges may be completed at camp, most will result in partials. A detailed list of offerings is included on the following pages.

Advancement & Records: After camp, carefully review your unit's coursework in Black Pug. ***Requirements marked as completed at camp do not necessarily mean the entire merit badge is complete, as some requirements may not be reflected on the site.***

Units using Scoutbook to track advancement should contact our administrative team after Winter Camp to request their unit's advancement report for upload. Please note that Scoutbook's software has previously experienced issues interfacing with Black Pug reports, so you may need to manually enter individual Scouts' advancements if the upload does not work correctly.

Classes At A Glance



Merit Badge	Fee	Minimum Age / Rank requirement
American Indian Culture		
Archery	$15	
Art	$5	
AI & Cybersecurity ***New!***		1st Class Scouts and above
Astronomy		
Aviation		1st Class Scouts and above
Basketry	$10	
Bird Study		
Camping		
Cit. in the Community ***New!***		
Cit. in the Nation ***New!***		
Cit. in the World ***New!***		

Classes At A Glance cont.

Merit Badge	Fee	Minimum Age / Rank requirement
• Chess	$10	
• Climbing	$15	
• Coin Collecting and Collections ***New!***		
• **Communication**		
• Competitive Gaming ***New!***		
• **Cooking**	**$20**	**1st Class Scouts and above**
• Crime Prevention & Fingerprinting		
• Digital Technology		
• Electricity		
• **Emergency Preparedness** ***New!***		**First Aid Merit Badge**
• **Environmental Science**		
• Fire Safety		
• **First Aid**		**2nd Class Scouts and above**
• Fishing	$10	
• Forestry		
• Game Design ***New!***		
• Geology		
• Healthcare Professions ***New!***		
• Horsemanship	$50	
• Leatherwork	$15	
• Multisport ***New!***		
• Orienteering		
• Photography		
• Pioneering		
• Pottery	$10	
• Radio		
• Rifle Shooting	$20	
• Robotics	$15	
• Shotgun	$55	Scouts 13 years or older
• Space Exploration	$15	
• Sports		
• **Sustainability** ***New!***		
• Wilderness Survival		
• Wood Carving	$5	

Winter Camp offers 49 merit badges, including **10 Eagle-required merit badges** and **11 new offerings this year**!

MORNING ACTIVITIES

Merit Badge Classes

***Eagle-required merit badges** | *Prerequisites*

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. **Sponsored by Crew 80.** Cost: $15

Citizenship Merit Badges

The following merit badges will be taught at the pavilion by the pool / Trading Post.



Citizenship in the Community* ***New!***
Partial merit badge only, requirements 3, 4 and 7c will not be covered at camp. In order for participants to fulfill requirement 5, they must attend the screening of *Remember the Titans* (rated PG) that will be played at the Dining Hall on Day 3 from 2:00 - 4:00 p.m.



Citizenship in the Nation* ***New!***
Partial merit badge only, requirements 5 and 7 will not be covered at camp.



Citizenship in the World* ***New!***

Indian Village



Art
Partial merit badge only, requirement 6 will not be covered at camp. Cost: $5



American Indian Culture
Partial merit badge only, requirement 5 will not be covered at camp. **Sponsored by Crew 101.**



Basketry
Cost: $10

Indian Village cont.



Communication*
Partial merit badge only, requirement 5 will not be covered at camp. Requirement 8 will be limited to only a few Scouts to emcee one of the interfaith worship services or closing night campfire on Day 4. Sign up at the Indian Village.



Leatherwork
Cost: $15



Pottery
Cost: $10

Lumberjack



Fire Safety



Forestry
Partial merit badge only, requirements 5, 6 and 8 will not be covered at camp.



Wood Carving
Prerequisite: Must have Totin' Chip. Cost: $5

Middle Corral



Horsemanship

Participants *must* wear long pants (jeans preferred) and sturdy, closed-toe shoes (boots preferred). On Day 4, half of the class will complete their test ride while the other half will be excused from their morning session to complete their required test ride in the afternoon instead.

Test ride times are assigned by morning class:

- 9:00 a.m. class: 1:30 p.m. test ride
- 10:00 a.m. class: 2:30 p.m. test ride
- 11:00 a.m. class: 3:30 p.m. test ride

Sponsored by Crew 138. Cost: $50

MORNING ACTIVITIES

Mountain Man



Camping*
Partial merit badge only, requirements 3, 4, 5e, 7, 8, 9 and 10 will not be covered at camp. Req 9(b)(6) can be completed in the afternoons at the climbing tower.



Cooking*
Partial merit badge only, requirements 4, 5, 6 will not be completed at camp. *Limited to First Class Scouts and above.* Cost: $20



Orienteering
Participants are encouraged to bring their own compass.



Pioneering



Wilderness Survival
Partial merit badge only, requirement 8 will not necessarily be covered at camp. It asks Scouts to build a shelter and complete an overnight campout. Participants will build their shelters during the morning class on Day 4 and then come back at 7:00 p.m. to stay in them.

If your unit plans to leave early on Day 4, your Scouts will not complete this requirement.

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.



Bird Study
Partial merit badge only, requirement 8 will not be covered at camp. Participants are encouraged to download Merlin Bird ID.



Environmental Science*
Partial merit badge only, requirement 3 will not be fully covered at camp. Eagle alternative for the Sustainability merit badge.



Geology

Nature cont.



Space Exploration
Rocket model kits will be provided. Cost: $15



Sustainability* ***New!***
Partial merit badge only, requirement 3 will not be fully covered at camp. Eagle alternative for the Environmental Science merit badge.

Program Building

These merit badges will be taught by licensed medical professionals at the *new* program building next to camp headquarters.



Emergency Preparedness*
Prerequisite: First Aid Merit Badge. Partial merit badge only, requirement 2 will not be fully covered at camp. Although this is an Eagle alternative for the Lifesaving merit badge, Scouts are highly encouraged to take both merit badges.



First Aid*
Limited to Second Class Scouts and above. Partial merit badge only, requirements 1 and 15 will not be covered at camp. This class will be taught at the pavilion next to the Med Lodge.



Health Care Professions ***New!***
Partial merit badge only. Requirements 5 and 9 will not be covered at camp.

Shooting 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

MORNING ACTIVITIES

Sports Field



Chess
Advanced knowledge of the game is helpful, but not required.



Fishing
Partial merit badge only, requirement 10 to clean a fish will not be covered at camp. Fishing at TRJ is all catch and release. This class will take place at the Fishing Pavilion across from the Sports Field. Cost: $10



Game Design *New!*
Partial merit badge only, requirement 5 will not be covered at camp.



Multisport *New!*
Partial merit badge only, requirement 5 will not be covered at camp. This class will be taught by a triathlete, with a practice Duathlon open to participants on Day 4 (Run|Bike|Run).



Sports
Partial merit badge only, requirement 5 will not be covered at camp.

STEM



Artificial Intelligence (AI) and Cybersecurity
Limited to First Class Scouts and above only. Partial merit badge only. Some requirements will not be covered at camp.



Aviation *New!*
Limited to First Class Scouts and above only. Afternoon only on Day 3 or Day 4. Scouts sign up for 3 hour block from 1:30 - 4:30 PM. Flight simulation and virtual tour will allow a full completion. Review merit badge book for parts of the airplane.



Coin Collecting and Collections
Partial merit badge only, requirements 4 and 7 will not be covered at camp. Scouts are cautioned not to bring valuable coin collections to camp. You will need to connect with a counselor back home to sign off.



Competitive Gaming *New!*
Partial merit badge only, requirement 5 will not be covered at camp.

STEM cont.



Crime Prevention and Fingerprinting
Partial merit badges only. Crime Prevention requirements 2, 4, 5, 6 and 7 will not be covered at camp.



Digital Technology
Partial merit badge only, requirements 1 and 6 will not be covered at camp.



Electricity



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



Radio



Robotics
Cost: $15

Other Programs

Trail to First Class

Winter Camp offers a Trail to First Class program for Scouts ages 10–11 who have been in their troop for less than six months and are attending their first long-term camp. Sessions will be held at the TFC area from 9:00 a.m. to 12:00 p.m. on Days 2, 3, and 4, covering rank requirements and essential Scouting skills.

Winter Camp staff can provide instruction but cannot sign off on requirements. Instruction offered will depend on class size, weather, and other factors. Planned topics include:

- **Tenderfoot**: Requirements 3a–3d, 4a–4c, 5a–5c, 6a, 7a, and 8.
- **Second Class**: Requirements 1b, 2a–2d, 2f–2g, 3a–3d, 4, 5a, 5d, 6a–6e, 8b, and 9a–9b.
  - **Five-mile hike** (Requirement 3b): 1:30 PM on Day 4. Separate sign-up in Black Pug; open to all Scouts.
- **First Class**: Requirements 1b, 3a–3d, 4a–4b, 5a–5d, 6b, and 7a–7f.
  - **Map and Compass** (Requirement 4a): 1:30 PM on Day 3. Separate sign-up in Black Pug; open to all Scouts.

We encourage unit leaders to attend with their Scouts, observe instruction, and help them complete and receive sign-offs for specific requirements.









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

Limited to Scouts 13 years or older, $40 fee



We're bringing our C.O.P.E. program to Winter Camp! **Scouts 13 years of age and older** are invited to participate in this exciting challenge course experience focused on leadership, teamwork, trust, communication, and problem-solving.

Through team-building activities and low- and high-ropes course elements, Scouts will be encouraged to step outside their comfort zones through our challenge by choice philosophy. The final day features high-adventure elements, including the zipline, power pole, and screamer!

Space is limited, so sign up early! Please note that C.O.P.E. participation will take the place of **all three** merit badge class periods.

Sponsored by Crew 80

Pistol Shooting

Limited to Scouts 14 years or older, $25 fee

The NRA FIRST Steps (Firearm Instruction, Responsibility and Safety Training) Pistol Orientation introduces beginning shooters to the knowledge, skills, and safety practices needed to handle and use a specific model of pistol responsibly. The course follows a **Total Participant Involvement (TPI) approach**, emphasizing hands-on learning through participation.

Classes are **limited to six students** and require attendance for all three days of instruction, plus Day 4 afternoon shooting. Classes will meet at the Cowboy Action Range. Shooting times are assigned by morning class:

- 9:00 a.m. class: 1:30 p.m. shooting
- 10:00 a.m. class: 2:30 p.m. shooting
- 11:00 a.m. class: 3:30 p.m. shooting

***Important**: Pistol shooting is approved only as a council- or district-level activity and may not be conducted as a unit-level activity.*

MORNING ACTIVITIES

Polar Bear Plunge

Ready for a chilly start to your day? Join us for the annual Polar Bear Plunge on **Day 4, December 30, at 6:00 a.m.!**

Scouts and Scouters are invited to take a short morning swim and enjoy warm bonfires and hot cocoa afterward. All participants will receive a special Polar Bear patch to wear on their swimwear. **Please register through Black Pug so we can plan for adequate lifeguard coverage and refreshments.**

What to Bring: A dry towel to wrap up in before heading to a warm shower and getting ready for the day!



Sponsored by Ship 46

Scout's Own Services

Join us for Scout's Own Worship Services on **Day 4, December 30, at 7:45 a.m.** Services will take place **after breakfast and before merit badge classes.** *Scouts and Scouters are encouraged to wear their field uniform and OA sash.*

The following services will be offered:

- Catholic Mass
- Hindu
- Interfaith
- Jewish
- Protestant (non-denominational Christian)

Communication Merit Badge Opportunity: All services except for the Catholic Mass will offer Communication Merit Badge participants an opportunity to serve as emcees and complete Requirement 8. Each service is limited to two Scouts.

RSVP in Black Pug so we can plan accordingly for which service you plan to attend. If your unit is interested in hosting or leading a religious service, please contact cd.wintercamp.bsa@gmail.com & ryan.downey@scouting.org

A Scout is Reverent Award

With guidance from their unit's Chaplain's Aide, **youth and adults** may work toward earning the council's A Scout Is Reverent award at any Circle Ten Council long-term camp. **Once all requirements are completed, participants may purchase the award patch at the Trading Post for $5.**

See the registration site for the award requirements and completion form.





Life of a Mountain Man

Step into the world of early pioneers! For **$17**, **Scouts ages 14 and older** can explore mountain man skills and survival techniques while making their own items, including a powder horn, pouch, and fire-starting kit. Participants will also try tomahawk throwing, learn how to stretch an animal hide, and discover what it took to survive on the frontier.

Extreme Mountain Man

Take on a three-day advanced mountain man experience! **Scouts ages 15 and older** will participate in activities such as a black powder rifle egg shoot, hawk-throwing challenge, survival cooking during an overnight trip to Fort Bridger, trail marking, hide tanning, blacksmithing (knife and sheath making), and long-term shelter building. Scouts will also have the opportunity to teach some of these skills to younger Scouts. The **$20 fee** includes two meals.

AFTERNOON ACTIVITIES

Afternoons at winter camp are an opportunity for Scouts and Scouters to try their hand at a myriad of fun activities. We pride ourselves on offering more activities than a single Scout can take part in one year.

Afternoon activities are open from 1:30 - 4:30 p.m. on Days 2, 3 and 4.

Branding

Scouts and Scouters should stop by the Trading Post to purchase items to brand. Feel free to bring your own items too - belts, hats, ugly mugs, boots, leather scraps, Lumberjack crafts, etc. We have a forge at the Mountain Man area with a variety of brands available. **Items may be damaged during branding. Brand at your own risk!**

Climbing and Rappelling

Sponsored by Crew 80. The mornings are reserved for merit badge instruction at the climbing tower. Afternoons feature open climbing and rappelling **including the opportunity to complete a 30-foot rappel for the Camping merit badge requirement 9(b).** Scouters are able to join the fun, we just ask that you let Scouts take priority especially if there is a line. The general rule is once you participate in an activity you go to the back of the line to do a second and so on.

Fishing

On Day 2 from 1:30 to 4:30 p.m., we will hold the annual **Winter Camp Fishing Showdown**. Any fish you catch during that time can be weighed in and entered in the biggest fish competition. *Remember, all fishing at TRJ is catch and release only!* Bring your own equipment. More details will be available when you arrive at winter camp.

Games and Competitions

Each afternoon features unit and patrol competitions such as horseshoes, corn hole, and basketball. The plan is to incorporate our theme as much as possible. We will have a themed scavenger hunt, relay races, etc. Details will be presented at the Leader / SPL meetings.

Pen Making

Scouts may sign up for 30-minute sessions to **craft their own pen** using a lathe for $10. Scouts are welcome to sign up for any available time slot.

We kindly ask for adults to limit their sign-ups to morning sessions only. Afternoon slots will be reserved for youth, who will receive priority. Thank you for helping us make this opportunity available to our Scouts!

Shooting Sports

Morning merit badge instruction in Rifle, Shotgun, and Archery; afternoons feature open shooting and competitions.

- Archery – Daily merit badge sessions, plus afternoon competition with single elimination.
- Rifle – afternoon open shooting and daily "Top Gun" competition.
- Shotgun – afternoon open shooting and daily "Top Gun" competition.

Staff In Training (SIT) Program

Limited to Scouts 13 years old or older.

Are you interested in staffing one of Circle Ten Council's summer or winter camps in the future? Come get a behind the scenes tour and learn from experienced members of our camp staff. You will meet at 1:30 PM each afternoon to learn more about this amazing opportunity.

Taste of Cherokee Dutch Oven Cookoff

Bring your best Dutch oven creation to the table! Units are invited to submit a sweet dish, a savory dish, or both for a little friendly competition and some great camp cooking. Judging will begin at 3:00 p.m. on Day 4.

Please Note: One of our judges has a corn allergy. Dishes containing corn may not be eligible for judging by all judges. Plan your recipes accordingly!

Trail Rides

Sponsored by Crew 138, Cost: $20. Trail rides are scheduled for Day 2 and 3 at 1:00 p.m., 2:00 p.m., and 3:00 p.m.. Limited to 10 Scouts per ride. Day 4 is reserved for Horsemanship merit badge students only. Trail Rides take 90 minutes total.

Scouts *must* wear long pants and closed-toed shoes (boots preferred).

Ziplines

Sponsored by Crew 80. Cost: $20. There is no age requirement; if the Scout fits in the harness, they get to zip! There are limited slots available and time slots are strict. If you do miss your time slot, we cannot guarantee that we will be able to reschedule your time. Ziplining takes 90 minutes total.

Scouts *must* wear closed-toed shoes (no crocs), long hair needs to be pulled back, and all participants must bring a water bottle.

AFTERNOON ACTIVITIES

Living History Programs

Open to youth and adults!

Indian Village - *Sponsored by Crew 101*
The James Sweat II Indian Village will come to life with tipis, interactive games, displays, and a model of what life may have been like for Native Americans at the turn of the 20th century.

Scouts can explore Native American attire and storytelling, try tomahawk throwing, participate in traditional crafts and games, and enjoy fry bread and Three Sisters Soup. They can also learn about Pow Wow etiquette, take part in drumming and singing sessions, and experience Native American dance classes.

Lumberjack
Scouts and Scouters will have the opportunity to step back in time and experience what it was like to live and work as a lumberjack in 1937. They will have the opportunity to try activities including: one-man and two-man bucking, log rolling, lumberjack games, Totin' Chip and Firem'n Chit, Trail Crew, the Logging Town area, and the Paul Bunyan Award.

The Lumberjack Camp Flapjack Shack will be open, so stop by to share your favorite Paul Bunyan stories and make your own candle! Adults ages 21 and older can also try their hand at using some of our power saws.

Mountain Man
Step back in time and discover how turn-of-the-century pioneers survived in the wilderness! Campers can learn to start a fire using flint and steel or friction, hear stories of mountain men and see how they crafted useful tools, and tour a trap line to learn how they caught game. You can also put your skills to the test at the hawk-throwing range. After exploring, be sure to stop by the cantina for a root beer and peanuts!







Trial Duathlon

Open to youth and adults! Sponsored by TriDave.

As part of our new Multisport Merit Badge offering, Winter Camp will host a trial Duathlon on the afternoon of Day 4, weather permitting. The course will include a 1.5 km run, a 3 km bike ride, and a final 0.75 km run. Please note that participation in this trial event will not count toward merit badge credit, as the badge requires Scouts to complete a four-week training plan.

Multisport combines any combination of running, biking, and swimming, making it a natural next step for Scouts interested in or who have earned the Swimming, Cycling, Athletics, or Personal Fitness merit badges. It offers an opportunity to explore a new fitness activity, practice cross-training, and discover how combining skills from different sports can support long-term health, personal growth, and athletic goals.

Adult Leader Award

Adults, thank you for taking time out of your busy schedules to be here supporting the youth in your care. Your time and dedication help make camp a memorable experience for every Scout. To encourage you to enjoy camp alongside your Scouts, we have created the Adult Leader Award! The Blue Card features a variety of fun activities designed to help you explore camp, connect with program areas, and experience some of what your Scouts are enjoying throughout the week.





Activities range from visiting a program area and taking a selfie to finding time to take a nap! Complete at least 15 activities on your Blue Card and receive a special dangle patch for your uniform at the closing campfire.

Be sure to collect stamps from camp staff as you complete each activity. **Blue Cards must be submitted to a commissioner by Day 4 to qualify for the award.** We encourage all adult leaders to participate and make the most of their time at camp!

AFTERNOON ACTIVITIES

Brotherhood Walk

After **six months of service as an Ordeal member**, an Arrowman may choose to seal their membership by completing specific requirements and participating in a Brotherhood ceremony. This signifies full membership in the Order of the Arrow (OA).

A Brotherhood Walk will be held on **Day 2, December 28**, for eligible Ordeal members ready to seal their membership. We strongly encourage all eligible Arrowmen to participate!

Brotherhood Candidate Information

- **Registration**: Candidates must report to the HQ building at 1:00 p.m. to confirm registration and receive instructions from the Camp Chief.
- **Fee**: The $20 Brotherhood fee covers a new sash and membership card. Leaders may add the fee through Black Pug during registration, or candidates may pay in person at HQ.
- **Lodge Dues**: Candidates must also be current on their $25 2027 OA Lodge dues. Dues can be paid through the OA Portal or at HQ.
- **Attire**: Candidates must wear their full Class A (field) uniform and Ordeal sash.
- **Brotherhood Walk**: Begins at 4:00 p.m. at HQ and will conclude before 6:00 p.m.

Brotherhood and Vigil Honor Members

All current Brotherhood and Vigil Honor members are encouraged to join us at the Indian Village around 4:30 p.m. to observe the ceremony and support their fellow Arrowmen. Please wear your Class A (field) uniform and OA sash.
The Brotherhood Walk and Ceremony are for Arrowmen only. Come support your fellow Arrowmen and experience our new Brotherhood Ring!

In Brotherhood and Cheerful Service,



Ethan McKee
2026 Winter Camp Chief

Scoutmaster Appreciation Lunch

On behalf of Circle Ten Council, thank you for all you do to provide a quality Scouting program for the youth in your care. Your time, dedication, and leadership make a lasting difference.

I would like to invite you, along with your Assistant Scoutmasters, Assistant Advisors, and Mates, to join me for an appreciation lunch on **Day 3 in the *new* Program Building.**

Due to space limitations, this is only available to the first 125 people who sign up. As always, please maintain two-deep leadership for your unit at all times. Unfortunately, I recognize this may mean some leaders will need to remain with their units and miss the lunch.

I've also invited the Council Key 3 and several select board members to join us. We'll share a meal and I'll offer a brief look at what I've learned during my time with the council, along with my plans for the future.

I would love the opportunity to shake your hand and personally thank you for everything you do. I look forward to meeting you at Winter Camp!

Yours in Scouting,



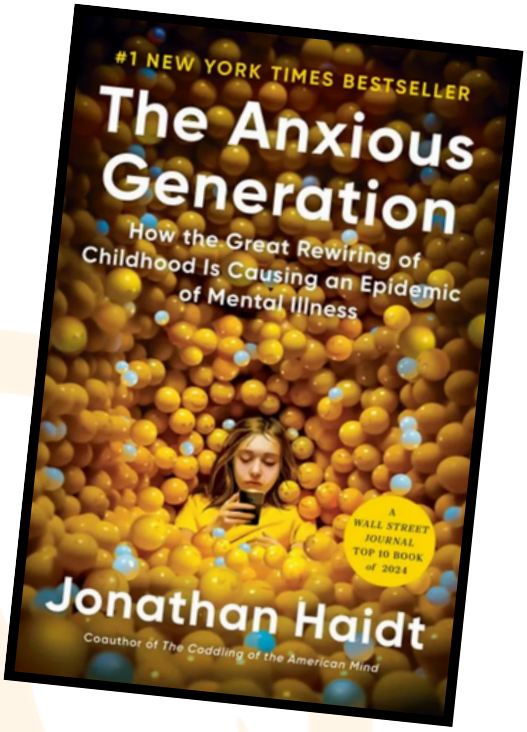
Dr. Scotty Landry
Circle Ten Council
Scout Executive and CEO

Scouting America
Circle Ten Council

AFTERNOON ACTIVITIES

Guest Speaker, "The Anxious Generation"

Join us for a timely and important conversation on **Day 3 at 2:00 p.m. in the *new* Program Building.**



Dr. Stephen Lacey, M.D., will lead a discussion on the insights and challenges presented in Jonathan Haidt's book, *The Anxious Generation: How the Great Rewiring of Childhood Is Causing an Epidemic of Mental Illness*. He will also stay afterward to answer questions.

Explore how the trends and research discussed in the book are affecting today's youth and what we can do as parents, leaders, and communities to support their mental health and well-being.

Sign up in advance to receive a *free* copy of the book! Space is limited to the **first 125 adult leaders** who register.

Guest Speaker: Dr. Stephen Lacey, M.D.

- NESA Outstanding Eagle Scout



Movie Night - *Hunger Games*

Open to youth and adults!

Join us in the New Program Building on the night of **Day 2, December 28 at 7:30 p.m.** to watch the first ***Hunger Games***.

Run time is 2 hours 22 min which is why we are starting earlier than normal.

Katniss Everdeen voluntarily takes her younger sister's place in the Hunger Games: a televised competition in which two teenagers from each of the twelve Districts of Panem are chosen at random to fight to the death.

Come enjoy snacks, popcorn, drinks and other refreshments from the Trading Post - don't forget to bring spending money!!!





Sex & Nudity: None
Violence & Gore: Moderate
Profanity: Mild
Alcohol, Drugs & Smoking: Mild
Frightening & Intense Scenes: Moderate

PARENTS STRONGLY CAUTIONED
PG-13

Motion Picture Rating (MPA)
Rated PG-13 for intense violent thematic material and disturbing images - all involving teens. Please discuss this rating with your parents and only bring Scouts who are mature enough to handle the content of the movie. *This event is optional.*

EVENING ACTIVITIES

Native American Style Dance Demo

Open to youth and adults!

Circle Ten Council is proud to welcome the Texas Indian Heritage Association (TIHA) as they present a Native American dance demonstration as part of our effort to highlight the living history of the Indian Village.

We extend our deepest respect to Native American cultures and traditions and recognize their enduring legacy and rich history. TIHA is an independent nonprofit organization dedicated to preserving, promoting, and sharing Native American culture through public powwows and educational gatherings.
This presentation is organized entirely by TIHA and is not affiliated with the Order of the Arrow or Circle Ten Council. Scouting America is committed to avoiding cultural appropriation and values partnerships with organizations like TIHA, allowing Scouts to learn directly from knowledgeable cultural bearers and develop an authentic respect and appreciation for Native American history and culture.

All Scouts and adults are welcome and encouraged to attend, observe, or participate as they feel comfortable.

Join us at 7:00 p.m. on Day 3 in the NEW Program Building for a showcase of various Native American dance styles for both men and women. There will also be opportunities for Scouts and adults to participate! If you are interested in learning more or joining the demonstration, stop by the Indian Village during afternoon program and ask TIHA representatives how you can get involved.



Camp Staff Reunion and Honor Society Social

Open to youth and adults!



We will be holding a Camp Staff Reunion and an Honor Society Social in the evening of Day 3 – December 29 at 8:00 p.m. in the Dining Hall.

If you are currently serving OR have ever served in the past on any of our **Circle Ten Council camp staff** (summer *or* winter) and / or if you are part of the **Order of the Arrow - Scouting's National Honor Society**, (whether you are an active member of Mikanakawa Lodge or any other lodge or not) *or* if you are part of another honor camping society (i.e. Micosay, Firecrafter, etc.) we invite you to join us for a social event you don't want to miss.

We will be celebrating our outgoing 2026 Lodge Chief, Cade Alvar, and welcoming our 2027 Lodge Chief, Ian Villanueva.



EVENING ACTIVITIES

Cowboy Action Competition - $10 Day 3

Experience the Old West with our Cowboy Action Shooting Competition! This event introduces Scouts to traditional firearms used in cowboy action shooting, including single-action revolvers, lever-action rifles, and coach shotguns. Participants can practice during afternoon open shooting before competing on **Day 3**. Awards will be presented at the closing campfire. Cost: $10

Important Participant Requirements:

- **Practice Round**: All participants must complete a practice round on either Day 2 or Day 3 between **1:30 – 4:30 p.m.**
- **Safety Briefing**: Participants must arrive by **7:30 p.m. on Day 3** for the mandatory safety briefing.
- **Competition**: Begins at **8:00 p.m. on Day 3.**
- **Release Form**: All participants *must* bring a signed release form. *See the registration site for details.*



Closing Campfire

The Closing Campfire will be emceed by Communication Merit Badge participants, with support from our Youth Lead and Camp Chief.

Help us make this the ***best* campfire possible**! We encourage units to prepare an original skit, song, or story inspired by this year's **Winter Camp theme: Hunger Games.**

Let's move beyond the usual invisible bench skit and challenge Scouts to get creative! Draw inspiration from the districts, memorable characters, or the world of Panem, and connect them to the fun and memories of Winter Camp. Whether it's a clever skit, a reimagined camp song, or a story worthy of the arena, we can't wait to see what they come up with. As always, keep all performances Scout-appropriate.

What to Bring: Please bring a water bottle and chair. Arrowmen are encouraged to wear their OA sashes.

We can't wait to see what your Scouts come up with!

Circle Ten Council Winter Camp Presents

MIKI-Q TEXAS BBQ



BRISKET | TURKEY | POTATO SALAD
MACARONI AND CHEESE | BAKED BEANS | DESSERT

**Vegetarian options available, see details in Leaders' Guide*

All profits go to support **Order of the Arrow High-Adventure scholarships** through the **Jim Ince Fund**

TRAININGS

Limited to adults 18 years or older.

We are pleased to offer a wide variety of training courses at winter camp. Have your adult leaders, Venturers, and Sea Scouts take advantage of these to enrich the quality of their programs. Only units with extra adults should sign up to attend training at winter camp. Remember to keep two-deep leadership in camp at *all* times. Must be a registered camper at winter camp. **No walk-ins accepted.**

Introduction to Outdoor Leader Skills (IOLS)

IOLS is required for all direct contact leaders in Scouts BSA troops to be considered a trained leader. Aside from covering basic camping and outdoor information, this training covers an experiential learning of the patrol method used by Scouts BSA troops. Scoutmasters and assistant Scoutmasters will need to have completed the Scoutmaster position specific training modules and be current for Safeguarding Youth Training to receive a trained patch at the end of the course. Online trainings can be found at my.scouting.org. *A separate packing list and additional instructions will be provided to registered participants.*

- **Cost**: $40
- **Dates**: Day 2 and Day 3, December 28–29
- **Duration**: One-and-a-half-day course



Important Schedule Details: Participants must meet at **7:45 a.m. on Day 2 at HQ.** The course runs throughout the day and includes an overnight stay away from camp. Training will conclude before lunch on Day 3.

Backcountry Advanced Training (BAT)

This is an interactive course designed for individuals preparing for a high-adventure trek or interested in organizing their unit's first backcountry activities.

Titled *"Leave the Trailer Behind!"*, this course focuses on helping individuals and units incorporate more backpacking into their annual program. Whether you're a new or experienced backpacker, this is a great opportunity to build skills, prepare for future treks, and enjoy a unit training experience.

- **Cost**: $40
- **Dates**: Day 3 and Day 4, December 29–30
- **Duration**: One-day course

Important Schedule Details: Participants must meet at **7:45 p.m. on Day 3 at HQ.** The course runs throughout the following day and concludes in the afternoon on Day 4. This training includes an overnight stay away from camp.

TRAININGS

NRA Basic Instructor Training (BIT) Course

Limited to adults 18 years or older. NRA Basic Instructor Training is designed to develop NRA Certified Instructors who possess the knowledge, skills, and attitude necessary to conduct the NRA Basic Firearm Training courses. It is the NRA class that helps people who already have subject matter expertise learn how to hold a class the NRA way so that their students earn recognized NRA certification. This course teaches you the policies and procedures for becoming an NRA instructor as well as effective teaching methods for training students. Basic Instructor Training is a pre-requisite for all instructor level courses.

- **Cost**: $50
- **When**: Day 3, December 29
- **Duration**: One day course (runs all day)

NRA Range Safety Officer (RSO)

Scouting America rifle, shotgun and pistol activities require both a certified instructor and a Range Safety Officer. Upon passing the class and paying NRA fees, students will be certified to act as an RSO. Attendees will receive an email from instructors prior to winter camp.

- **Cost**: $75*
- **When**: Day 2 - December 28 OR Day 4 - December 30
- **Duration**: One day course (runs all day)
- **Requirements**: *Must be 21 years old and a US Citizen, NRA membership is recommended.*

**plus additional fees to be paid to the NRA upon completion of the course.*

American Heart Association CPR and First Aid

This certification is valid for **two years**. Adults may register for either a morning or afternoon session, while *youth may register for afternoon sessions only*.

- **Cost**: $50
- **Dates**: Day 2, 3, or 4
- **Duration**: Half-day course
  - Morning: 9:00 a.m. – 12:00 p.m.
  - Afternoon: 1:30 – 4:30 p.m.
- **Capacity**: 20 participants per class
- **Age Requirement**: Participants must be 14 or older.

TRAININGS

WRFA CPR and Basic First Aid Certification

This certification is valid for two years and is offered **EXCLUSIVELY** to adults registered for Wilderness and Remote First Aid (WRFA) who have completed the required online prerequisite.

The $50 fee includes the **online course prerequisite**, on-site breathing and chest compression skills testing, and certification.

- **Cost**: $50
- **Date**: Day 1
- **Time**: 2:30–4:30 p.m.
- **Duration**: Half-day course
- **Capacity**: 30 participants
- **Age Requirement**: 18 or older

American Red Cross
Licensed Training Provider

Important: *This course is intended only for adults who plan to take WRFA but are unable to obtain CPR certification before Winter Camp. Please see the WRFA information below for additional details.*

Wilderness and Remote First Aid

This three-day course provides essential first aid training for backcountry and remote environments. WRFA is now required for **at least one member of every high-adventure crew**. Certification is valid for **two years.**

CPR must be completed by Day 1. Participants must provide proof of current CPR certification or complete the online CPR course prerequisite and attend the in-person breathing and chest compression skills testing on the afternoon of Day 1. Preregistration through the course scheduling system is required.

- **Cost**: $100
- **Dates**: Day 2–Day 4
- **Duration**: Three full days
- **Schedule**: 9:00 a.m.–12:00 p.m. and 1:30–4:30 p.m. each day
- **Capacity**: 30 participants
- **Age Requirement**: 18 or older

WILDERNESS & REMOTE • RED CROSS FIRST AID •

Important: If you do not already have current CPR certification, you must register for the Red Cross CPR and Basic First Aid Certification offered on Day 1. See the section above for details.

NRA FIRST STEPS PISTOL PROGRAM
PARTICIPATION AND HOLD HARMLESS AGREEMENT

NRA First Steps Pistol Program. Scouts will be instructed how to handle, maintain, and shoot a pistol safely and will be provided instruction to increase their marksmanship skills. Scouts will have classroom instruction and range instruction in which they will fire a pistol under the supervision of a trained NRA Range Safety Officer (RSO) and NRA Certified Pistol Instructor. The Instructor ratio is 1 Instructor to 1 student while on the firing line. Scouts will be required to wear eye protection, ear protection, and closed-toe shoes 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 pistol 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 Circle Ten 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 due to behavioral problems.

1. Complete the FIRST Steps class taught Day 2 and Day 3 and the Range Time taking place Day 4. If the Scout misses any significant classroom or safety briefing time, they will no longer be eligible to complete the course. There are no refunds if this occurs.
2. Wear all safety gear at all times while on the range.
3. Follow all safety rules provided in the training class.
4. Follow the instructions of the Range Safety Officer(s) and pistol Instructor(s).
5. Do not handle any pistols until instructed to do so by the pistol Instructor(s).
6. Follow the instructions of the Range Safety Officer(s) at all times.
7. 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.
8. The RSO and Instructors reserve the right to ask any youth, not following instruction or otherwise acting unruly, to leave the range. They will not be allowed to return.

Participant signature _____Date: _____

Parent/guardian signature _____ Date: _____

Parent/guardian printed name _____ Date: _____

Scouting America
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. 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 the 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: _____

Scouting America
Circle Ten Council

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