



Camp James Ray
Resident Camp Program Guide
2021

--Greetings unit leaders, den leaders, parents, and other Regional Agency Representatives--

--We want to welcome you to Operation G.O.O.S.E. at Camp James Ray. This year, the stakes are raised to a new level as Webelos and Cub level agents are invited to take part in a summer experience with the fate of camp in the balance. We are proud to deliver an experience at our camping training facility that focuses on the fundamental skills that have made Scouting the successful program that it has been for over 100 years.--

--The Camp James Ray staff of specialists continues to build a reputation for providing an exciting experience that every Scout will remember. Whether it's shooting training at the archery and BB ranges, aquatic mission training including rapid insertion drills down the water slide at the Sanford Aquatics Center, learning field skills to survive any environment at the Outdoor Skills training sector, or canoeing on Lake Texoma, Scouts will never forget the fun and experience they gained at Camp James Ray.--

--For those experienced individuals with Camp James Ray, you may notice a variation in vocabulary this season. "Scouts" will be referred to as Agents. "Adult Leaders" will be known as Adult Information Officers. "Staff" will be called Specialists. "Program Areas" are Training Sectors. There will be more as the briefing continues but should be self-explainable. Please reach out if you need clarification.--

--Our elite specialists are working hard planning the 2021 Operation G.O.O.S.E.. We are positive all participants are going to have a meaningful and memorable experience at Camp James Ray. We look forward to seeing you at camp this summer.--

--Yours in Scouting--
Camp James Ray 2021 Spymaster Team



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PRELIMINARY INTELLIGENCE BRIEFING

CAMP JAMES RAY

Camp James Ray, originally founded in 1929 as Camp Armstrong, is located on the Texas side of Lake Texoma, near Pottsboro. Formerly known as Camp Grayson, Camp James Ray occupies approximately 540 acres (2.2 km²) and serves as a year-round camp for Circle Ten Council. During the summer months, it operates for 6 weeks as a Webelos and Cub Scout resident camp. During the other 10 months of the year the camp welcomes Scouts from Circle Ten Council and many other councils to enjoy its plentiful outdoors resources.

CAMP SCHEDULE

Leader Meetings

Tuesday March 23, 2021 @ 19:00 via Zoom

Tuesday April 20, 2021 @ 19:00 via Zoom

If you are unable to attend either meeting, substitute meetings will be offered

Wednesday March 24, 2021 @ 19:00 via Zoom

Wednesday April 21, 2021 @ 19:00 via Zoom

Specialist Training

Training Sector Lead Week: May 26 - May 29, 2021

Specialist Week: May 30 - June 5, 2021

Webelos Agent Sessions:

Session 1: June 9 - June 12, 2021
Session 2: June 16 - June 19, 2021
Session 3: June 20 - June 23, 2021
Session 4: June 23 - June 26, 2021
Session 5: June 27 - June 30, 2021
Session 6: June 30 - July 3, 2021
Session 7: July 7 - July 10, 2021

Cub Agent Sessions:

June 6 - June 8, 2021
June 13 - June 15, 2021

OPERATION G.O.O.S.E.

This summer, Camp James Ray is the setting for the biggest spy thriller Scouting has ever seen. Agents will learn and master spy skills they will need to save camp from the forces of evil. Training sectors will be set up in accordance with all Spymaster regulations to facilitate training exercises. Clues will be discovered, codes and messages distributed through any and all means, and plenty of secrets will be revealed. Prepare yourselves. Operation G.O.O.S.E. is underway.

THE SPYMASTER TEAM



Alberto Saucedo, Camp Director

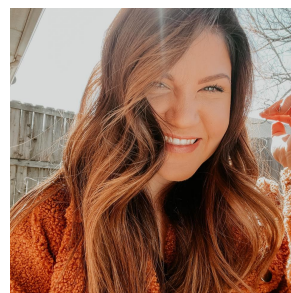
A native to the Circle Ten Council area, Alberto graduated from McKinney High School. A graduate of the 2010 class of the University of North Texas, Alberto earned his Bachelor of Arts in History and a minor in Spanish.

Alberto has a wife and two daughters. He is the Tiger Den Leader for his daughter's den in Pack 455. Professionally, he is a Senior District Executive with Circle Ten Council, where he has worked for 6 years.

Alberto is also a proud Antelope of Wood Badge 112.

Meghann Maggret, Assistant Camp Director

Meghann was born and raised in North East Texas. She grew up in agriculture showing animals and surrounded by a Scouting family! Meghann graduated from Texas A&M University-Commerce with a degree in Agriculture Science and planned to be an ag teacher. God had other plans, and she is now blessed to work for the Circle Ten Council as a District Executive. Meghann found her passion for Scouting when she was still in college and worked at Buffalo Trails Scout Ranch as their Trail to Eagle Director. She had so much fun and created so many memories. Camp is a place that will forever hold a place in her heart.



Sam Bellessa, Program Director

Sam has been on the Camp James Ray staff since 2013. This is his second year as Program Director. Sam will have graduated from the University of Texas with a Bachelor of Journalism and has been involved in Scouting since he was a Tiger Cub.

AGENT TRAINING COURSES

Training Sectors

Communications & Technology

WEBELOS: Agents will learn how to use special spyware and decipher codes. Our team of specialists will guide agents on how to conduct experiments and use scientific evidence in the field. They also have the chance to create spy challenges for their fellow agents and use the stars to their advantage in any nighttime missions.

Nature

WEBELOS: Any good spy needs to know as much as possible about their surroundings. Agents will master utilizing camouflage techniques of the animal kingdom and what resources different plants can offer on missions. Agents can also learn about the terrain and geology of camp that includes sample collecting.

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

Field Sports/BMX

WEBELOS: An obstacle course, a climbing wall, and BMX. All necessary fitness challenges to keep agents in top shape. Agents will learn about sports safety, teamwork, and even push themselves further than they thought they could while mastering all our Field Sports/BMX training sector has to offer.

CUBS: Ultimate Frisbee, Rock Climbing, and every agent's favorite game... Gaga Ball!!! These are just a few of the activities agents have a chance to enjoy while training in our Field Sports training sector.

Handicraft

WEBELOS/CUBS: Agents never know when they will need to craft something in a pinch on a mission. Get down and dirty and learn how to make useful and decorative spy tools with your hands.

Outdoor Skills

WEBELOS/CUBS: The Outdoor Skills training sector is the headquarters where agents are taught skills that will enable them to "Be Prepared" while learning cooking, first aid and other essential spy skills.

Shooting Sports

WEBELOS/CUBS: Learn how to safely and effectively use BB guns, bow and arrows, and wrist rockets (a type of slingshot) and then test your aim. Every good spy is accurate.

Aquatics

Sanford Aquatics Center

WEBELOS/CUBS: Agents have the opportunity to practice swimming skills, practice rapid water insertion on two amazing water slides and soak up the rays, with sunscreen on of course, in the beautiful pool.

Waterfront

WEBELOS ONLY: Hosted on our very own Lake Texoma, agents will learn canoeing, rowing and seamanship. Spies have to be able to enter and exit a location by any means, even by boat.

Agency Wide Recreation

Afternoons during Operation G.O.O.S.E. are an opportunity for agents to try their hand at a myriad of fun and different activities. We pride ourselves on offering activities agents can't usually take part in other times of the year. Many training sectors offer "Open Time" where agents can participate in that sector's activities without having to sign up for a class.

Open Crafts

Agents have a chance to make a gift for a friend or a memento of their training. Leatherworking, rocket building and other crafts are available. Available on session day one only.

Open Shooting Sports

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

Open Boating

Agents get more time to hone their naval skills. Adult Information Officers also have the opportunity to learn how to sail.

Shoes Up Time

For those that do not want to take an after-lunch class, Shoes Up Time is where it's at. Take some time to explore camp, visit the requisition shop, or even practice nap-on safely. No enrollment necessary to enjoy this break from class.

Rocket Launches

Adventures in Science trainees will be launching rockets to finish their adventure. Marvel at Webelos engineering as these agent-made rockets are propelled to amazing heights with our compressed air launcher. Rocket launches will take place at 5:15 p.m. on program day two between the Activity Center and Handicraft.

Nightly Missions

Each evening at Camp James Ray the camp comes together to respectfully retire the colors. After dinner, participants will mingle, laugh and compete in camp-wide and rank-based activities.

Opening Campfire

Open the Operation G.O.O.S.E. experience with the quintessential opening campfire. Our opening campfire program will be presented at 8:30 p.m. on session day 1. The program will include songs, skits, and special ceremonies put on by our very own specialists.

Pool Party

Who doesn't love to cool off with a dip in the pool after a hot day of spy training? Our amazing Aquatics specialists open the Sanford Aquatics Center for agents and adult information officers to enjoy Camp James Ray's beach entry pool, 2 waterslides and impromptu group karaoke. The pool party will take place in two rounds at either 7:30 p.m. or 8:30 p.m. on program day 2. Groups will be assigned at the morning Adult Information Officers' meeting.

Duck Races

Don't forget to pick up your rubber ducks at the requisition shop, because during the pool party we will host the Great American Duck Race. Cowboy ducks, horse ducks, purple ducks and MANY more zip down our largest water slide to edge out the competition across the slide landing zone.

Ice Cream Social

If you're not cooling off in the pool, join specialists at the Fry Center for friendship, fellowship, and ice cream. Cool off to frosty treats while hanging out with your fellow campers and listening to music.

Webelos II Campfire

Webelos II agents will perform songs and skits for the camp in one of the most historic traditions on camp.

Webelos II Spy Obstacle Course

After their campfire, Webelos II agents will take part in our ultimate spy challenge that will require all the skills they mastered in their training courses. The fate of Camp James Ray is on the line!

Webelos I Clue Challenge

Webelos I agents will join together in a game of Clue around camp featuring challenges at almost every stop along the way. Solve the mystery of who is the double agent before the geese can make their move. But don't get caught by roaming goose agents!

Mail Call

Agents are welcome to receive mail, however it will be distributed through their adult information officers. Specialists will not be doing any mail call during meals.

TRAINING SECTORS AND CERTIFICATION COURSES

Course	Course Capacity	Completion or Partial	Fee	Notes
CommTech				
Adventures in Science	20	P	-	Agents will learn how to do a "fair test" comparison, build a model solar system, build and launch a rocket and learn about electricity circuits. Agents will also be REQUIRED to register for the Rocket Launch activity at 5:15 on day 3 of the session.
Astronomy	20	P	-	Agents learn about the stars and constellations, including a stargazing party on night 3, weather permitting.
Game Design	20	C	-	Learn elements of a game, safety rules about using the internet and how to create your game.
Radio Fox Hunt	15	-	-	A fun-filled activity where agents use radio direction finding techniques to locate one or more radio transmitters that are hidden.
Robotics	15	-	\$10	A fun-filled activity where agents will learn the basics of robot construction and can build their robot.
Field Sports/BMX				
BMX	20 with a max of 5 from one unit	-	-	Learn bike equipment, safety and ride the course. Bikes and equipment are provided. (You may bring your own bike and protective equipment if it is in good repair and the Guide to Safe Scouting is followed.)
Human Foosball	20	-	-	Just for FUN! An opportunity to play as a life-size foosball team with your unit.
Sportsman	20	C	-	Agents will play games they've never played before and learn about how games are refereed.
Stronger, Faster, Higher	20	P	-	This course includes an explanation of warming up/cooling down with exercising, recording results in various degrees of activities, learning a new sport and participating in an obstacle course.

Course	Course Capacity	Completion or Partial	Fee	Notes
Handicraft				
Duct Tape Adventure	20	-	\$5	This is a fun-filled activity to do some "duct-agami" making interesting things out of duct tape.
Engineer	20	C	-	Learn about the different types of engineers in our society, examine blueprints, design your own project and learn the aspects of building a bridge.
Open Crafts and Rocket Building	-	-	-	Adventures in Science students can finish building their rocket. Other agents can do different crafts such as leather stamping and paracord. Craft kits can be purchased in the requisition shop.
Nature				
Earth Rocks	20	C	-	Agents will learn about geology, rocks, minerals, geological features, building materials used in the home and community, and do a mineral test.
Into the Wild	20	C	-	Learn to care for different insects & amphibians while visiting the nature center. Discover different creatures in the wild, ecosystems and the balance of nature.
Into the Woods	20	C	-	Agents will be able to identify plants, trees and how they impact the environment. They will learn about the parts & growth rings of a tree and visit the camp nature center.
Outdoor Skills				
Camper	15	C	-	Participate in a campout, set up tents, learn about extreme weather conditions, learn the bowline knot, recite the Outdoor Code and the Leave No Trace Principles.
Castaway	20	P	-	Demonstrate how to light a fire, build a shelter, learn about an outdoor survival kit, ways to treat drinking water, what to do if lost in the woods and learn the qualities of a good leader.

Course	Course Capacity	Completion or Partial	Fee	Notes
Cast Iron Chef	20	C	-	Learn to plan & budget a menu, learn different methods of food preparation and learn how to build a fire in an appropriate outdoor location.
First Responder	20	C	-	What is first aid? Learn about different hurry cases, as well as choking and treatment for shock. Learn how to treat cuts-scratches-burns-sunburn-blisters-bites. Have the opportunity to hear from a first responder.
Webelos Walkabout	20	C	-	Agents will go on a hike, learn about first aid kits, Outdoor Code & Leave No Trace Principles, identify plants, animals and insects.
Whittling Chip	10	-	-	During shoe's off time right after lunch, complete requirements for the Whittling Chip. Learn about safely using pocket knives. Pocket knives will not be provided, but can be purchased at the Requisition Shop.
Aquatics				
Aquanaut Boating (Waterfront)	20	P	-	This class is needed in addition to Aquanaut if working on completing the Aquanaut Elective. Learn about boating safety, how to select the proper paddle & with adult supervision paddle a canoe or rowboat.
Aquanaut Swimming (Pool)	20	P	-	Agents must attempt the BSA swim test prior. Learn safety precautions for any water activities; skills for boating; learn different swimming strokes, and the proper way to wear a life jacket.
Learning to Swim	10	-	-	MEANT FOR NON-SWIMMERS. Agents receive more hands-on instruction with aquatics specialists to practice basic swimming skills.
Open Boating	-	-	-	An open time to do more boating while at camp.
Open Swim	-	-	-	An open time to do more swimming during your stay at camp.

Course	Course Capacity	Completion or Partial	Fee	Notes
Shooting Sports				
Archery	16	P	-	Agents will have the opportunity to work towards meeting the requirements to earn the shooting sports rank level patch and discipline pins. This will allow Agents to focus on their archery skills.
BB Gun	16	P	-	Agents will have the opportunity to work towards meeting the requirements to earn the shooting sports rank level patch and discipline pins. This will allow Agents to focus on their BB gun skills.
Open Shoot	-	-	-	Open to those who want more practice or just enjoy the shooting sports area. This will be the only opportunity for agents to work on their Shooting Sports Award for their rank.

COURSE OPERATION TIMES

Area	Class Name	9:00 AM	10:00 AM	11:00 AM	2:00 PM	3:00 PM	4:00 PM
CommTech	Adventures in Science	✓		✓	✓		
CommTech	Astronomy					✓	
CommTech	Game Design		✓				
CommTech	Radio Fox Hunt		✓			✓	
CommTech	Robotics	✓		✓	✓		
Field Sports	BMX	✓				✓	
Field Sports	Human Foosball		✓	✓	✓		
Field Sports	Sportsman		✓				
Field Sports	Stronger, Faster, Higher			✓	✓		
Handicraft	Duct Tape Adventure		✓	✓	✓	✓	
Handicraft	Engineer	✓	✓	✓		✓	
Handicraft	Open Crafts						✓
Nature	Earth Rocks	✓	✓		✓	✓	
Nature	Into the Wild	✓		✓	✓		
Nature	Into the Woods		✓	✓		✓	
Outdoor Skills	Camper		✓		✓		✓
Outdoor Skills	Cast Iron Chef				✓		✓
Outdoor Skills	Castaway			✓		✓	
Outdoor Skills	First Responder	✓		✓		✓	
Outdoor Skills	Webelos Walkabout	✓	✓				
Pool	Aquanaut Swimming	✓	✓	✓	✓		
Pool	Learn to Swim					✓	
Pool	Open Swim						✓
Shooting Sports	Archery	✓	✓	✓	✓	✓	
Shooting Sports	BB Guns	✓	✓	✓	✓	✓	
Shooting Sports	Open Shoot						✓
Waterfront	Aquanaut Boating	✓	✓	✓	✓	✓	
Waterfront	Open Boating						✓

DAILY CAMP SCHEDULE

Day 1 - Sunday/Wednesday

- 12:30pm - Check In Opens
- 3:00pm - Camp Tour
Swim Checks
Campsite Setup
- 6:05pm - Flag Ceremony
- 6:15pm - Dinner
- 7:15pm - Adult Info. Off. Meeting
- 8:30pm - Opening Campfire
- 10:00pm - Lights Out

Day 2 & 3 - Monday/Thursday & Tuesday/Friday

- 7:30am - Adult Info. Off. Meeting
(DAY 3 ONLY)
- 7:50am - Flag Ceremony
- 8:00am - Breakfast
- 9:00am - Training Time I
- 10:00am - Training Time II
- 11:00am - Training Time III
- 12:15pm - Lunch
- 1:00pm - Shoes Up Time
- 2:00pm - Training Time IV

- 3:00pm - Training Time V
- 4:00pm - Training Time VI
Open Areas
- 6:05pm - Flag Ceremony
- 6:15pm - Dinner
- 7:30pm - Evening Activity
- 10:00pm - Lights Out

Day 4 - Wednesday/Saturday

- 7:30am - Campsite Checkout
- 8:00am - To-Go Breakfast
- 9:00am - Checkout Ends