



WORTH RANCH

2023 LEADER'S GUIDE



94 Years of **THE BIG ADVENTURE** 1929-2023



BOY SCOUTS OF AMERICA
**LONGHORN
COUNCIL**





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Worth Ranch

Worth Ranch, “The Big Adventure,” has been a Longhorn Council tradition since 1929. Worth Ranch is one of America’s oldest and finest traditional Scouting programs. Located in scenic Palo Pinto County, about sixty miles west of Fort Worth, the camp is nestled in the Chick bend of the Brazos River. The camp’s historic stone and petrified wood buildings encircle the parade ground highlighting the rich and colorful history of Texas and Worth Ranch. Quanah Parker, the last great war chief of the Comanche, was born only a few miles up the Brazos. Conquistadors searched for golden treasures in the hidden caves. Marcus Dalton and Charles Goodnight drove thousands of cattle and cooked chuckwagon dinners on the parade ground. All before scouts from all over came to hike the Kyle Mountain range.

The Purpose

Summer camp provides an outdoor safe environment of fun, learning, adventure, personal rewards, and advancement for Scouts & Scouters. The Worth Ranch Staff helps Units accomplish this goal through defined methods of Scouting. These methods include the following:

- Scouting Uniform & Ideals
- Patrol Participation
- Advancement
- Adult Association
- Outdoor Program
- Leadership Development
- Personal Growth

Our Mission

Summer Camp is designed to offer specific activities to meet unit and youth needs, to support the philosophy that Scouting is fun with a purpose, to give Scouts an opportunity to explore nature firsthand and have fun adventuring with friends.

Our Philosophy

The Worth Ranch Staff prides itself on exemplifying the ideals expressed in the Scout Oath and the Scout Law. At all times asking themselves “Am I providing the best possible experience for participants?” They set the example using the Troop method to be the example of Scouting standards for Scouts during camp. Staff use their previous experiences from attending camps to bridge friendships with Scouts at camp. Merit Badge instructors strive to be imaginative and original in instruction strategies.

Calendar

	Start Date	End Date
Week 1 Traditional and BRCT	6/4	6/10
Week 2 Traditional and BRCT	6/11	6/17
Week 3 Traditional and BRCT	6/18	6/24

*For details on the Brazos River Canoe Trek or Aquatic School, visit:

- Aquatic School – Aquaticschool.org
- BRCT - <https://scoutingevent.com/662-BRCT23>

Location

Worth Ranch is an 800-acre camp located on the Brazos River below Kyle Mountain, an hour west of Fort Worth and four miles north of Palo Pinto. From downtown Fort Worth, it is approximately 63 miles to the entrance, taking I-30 and I-20 to Weatherford, Hwy 180 From Weatherford to Palo Pinto, and FM-4 to the camp. Worth Ranch is eighty-three miles from DFW Airport. Visit the map at: <https://www.longhorncouncil.org/general-info/maps-directions/worth-ranch/>

Worth Ranch Program Fees

Affording Camp

It is amazingly easy to say, “we’re going to Summer Camp”, it can be another thing to pay for it. Each Scout should be encouraged to raise the funds necessary to pay for their summer camp week. This can be done at the unit level with fundraisers, the annual popcorn sale, or other means available to the individual Scout.

Summer Camp Fees – Worth Ranch

Scouts BSA Youth					
			Payment	Amount	Due Date
Early Discount Price	\$325	Ends Tue 11-30-23	Deposit	\$50	Day of Registration
Regular Price	\$350		Midpoint Deposit	\$100	Thurs 4-20-2023
Late Registration Price	\$375	Starts Wed 3-01-23	Remaining Fee	\$200	Tue 5-24-23
Early discount pricing is applied if paid in full by Wed 11-30-2023					

Late fee is applied if not paid in full by Wed 03-01-2023					
Adult					
			Payment	Amount	Due Date
Early Bird Registration	\$200	Through 11-30-2023	Deposit	\$50	Registration Day
Regular Price	\$225		Midpoint Deposit	\$50	Thurs 4-20-2023
Late Registration Price	\$250	Starts Wed 03-01-23	Deposit	\$50	
Early discount pricing is applied if paid in full by Wed 11-30-2023					
Late fee is applied if not paid in full by Wed 03-01-2023					

Summer Camp Refunds

Refund requests must be made based on the schedule below. Please note that we hire our staff and make equipment purchases based on the number of participants that you have reserved with us. All refunds must be requested in writing by the dates specified. No refunds can be made later than a week before the beginning of camp. No exceptions are made for vacations, sports, band, events, summer school, or changing one's mind. Becoming sick during camp will not qualify a Scout family for a refund. Deposits are nonrefundable.

- Thirty (30) or more days prior to arrival at camp, camp fees are refundable at 100% of amount paid, less deposit.
- Between one week (five working days) and 29 calendar days prior to arrival at camp, camper fees are refundable at 50% of total fees owed, less deposit.
- Any request for a refund less than one week prior to camp arrival, during camp, or after camp, will not be honored. All refunds must be requested in writing.
- Fees are transferable to a new replacement camper for the same week of camp within the same unit.

*PLEASE NOTE: No-Show Policy: The number of Scouts who are reserved for camp two weeks (10 working days) prior to arrival at camp is the minimum number of Scouts who must be paid for on arrival.

Pre-Camp Meeting

A pre-camp information meeting for all unit leaders will be held on the Wednesday evening of the week prior to your arrival in camp at 6:30PM at the Longhorn Council office. If you bring your physical forms to this meeting, you can have them pre-checked, which will save time at check-in on the first day of camp. If your unit leaders must travel a great distance to make the meeting (e.g., from Houston, Austin, or others of significant distances) you can do your final attendance updates and get the latest information by Zoom.

Planning For Worth Ranch

A Few Helpful Hints

- Appoint a Summer Camp Coordinator.
- Encourage leaders and Scouts to get their physicals scheduled right away. Make sure all physicals are in two weeks before camp. All medical forms MUST be the current official BSA medical form.
- Verify parents have signed the section on Medical Form B2 indicating that the medic is allowed to administer non-prescription medication and have attached a copy of their medical card.
- Invite the Order of the Arrow to do a summer camp promotion and elections at a Troop meeting or Court of Honor prior to summer camp.
- Hold a parent orientation meeting – Contact **Jonna Martin** if interested in an official presentation!
- Set up a weekly payment schedule to collect summer camp fees.
- Collect fees and registration forms early enough to meet the registration deadline.
- Arrange for drivers to haul equipment to camp; recruit leaders to cover all days of summer camp.
- Encourage scouts to choose the merit badges they plan to earn at summer camp and begin working on the prerequisites.
- Schedule and do pre-camp swim tests.

Holding a Parent Orientation Meeting

We would love to come and talk to your troop about Worth Ranch! If you would like to have us visit your troop virtually or in person, just let us know! Parents' Orientation Meetings are a terrific opportunity to explain the benefits of their scouts attending summer camp with your unit. This meeting also helps to reassure the parents about the leadership provided by your unit and the camp. We can help your camp coordinator and the SPL get the troop ready for camp!

Mailing Address

Camp mail is picked up at the Palo Pinto post office daily and distributed to the troops' mailbox. Mail sent after Wednesday might not arrive in time for distribution before the troop departs on Saturday morning. Mail that is received after a unit has left or is not picked up will be marked

"RETURN TO SENDER" and mailed back to the sender. **Please be sure to include all information using the following format to ensure delivery.**

Scout's Name, Troop #
Dates at Camp
Worth a Ranch Boy Scout Camp
P.O. Box 27
Palo Pinto, TX
76484

Out of Council Insurance Policy

Out of Council units must provide proof of accident insurance. All accidents and illnesses must be reported to the camp Health Director. The unit leadership should file claims for all medical care not provided by the Health Director.

Longhorn Council Registered Scouts and Scouters

Longhorn Council Scouts and Scouters that are registered campers are covered by an accident and insurance policy. All accidents and illnesses must be reported to the camp Health Director. The unit leadership should file claims for all medical care not provided by the Health Director.

Tent Camping

Each of the tent sites has 8' x 10' canvas wall tents with platforms. Scouts and Scouters may bring their own tents to set up at the campsite. The camp does not supply cots or camp chairs for the Scouts; however, they are available for rent on arrival at camp. Cots/camp chairs will be rented and returned to the Trading Post \$5 each for the week.

Policies and Procedures

The Worth Ranch Summer Camp Policies and Procedures (P&P) may be of general interest to parents and should be communicated to them prior to summer camp.

It is just as important that each Scout and adult attending summer camp have specific knowledge of these items. Please review these Policies and Procedures with each camp attendee prior to your unit's arrival at camp. Note that these P&P have been established for the safety of all Scouts and require the full cooperation of all participants. For the safety and enjoyment of all Scouts in camp, anyone unwilling to observe camp rules and policies will be asked to leave. Any questions or comments on these policies and procedures can be addressed before camp by calling the Camp Director: Jonna Martin (817) 231-8515

The Scout Oath and Law

The Scout Oath and Law are primary rules of individual conduct at Worth Ranch Summer Camp. The camp staff will not assume responsibility for, nor interfere with units unless behavior directly involves the health and safety of persons or the destruction of property, or if the Scout leaders are not present at the time of the problem. The Camp Director and/or Program Director will be notified by staff members of any problem and will then refer the problem back to the unit leader(s). Apparent violation of local, state, or federal laws will be referred to the appropriate authority.

Troop Leadership in Camp

Your unit must provide the appropriate leadership as dictated in The Guide to Safe Scouting: “Two registered adult leaders 21 years of age or over are required at all Scouting activities. There must be a registered female adult leader 21 years of age or over in every unit serving females.” All adults (18 years old and older) who will spend time at camp must comply with the Texas Youth Protection law. The most current online YPT certification and a background check on each is required. All adults who will stay at camp must be a registered scouter, listed on the Adult Roster (see later section), complete an Adult Leader Information Form, and provide a character reference.

Youth Protection

Texas and BSA standards for youth protection will be followed. Camp should be a haven for Scouting youth! See the section at the end on Texas Youth Camp requirements for adults 18 and older. Protection measures for leaders to implement will include:

- The “buddy system” of two or more Scouts who stay together to and from activities.
- One-on-one activities with a youth and adult are not permitted.
- Youth and adults will not share the same tent.
- Youth privacy is to be maintained in shower and dressing areas.
- A troop must always have adult leadership during the troop’s stay in camp. The person in charge of your troop must be **at least 21 years of age**. There are no exceptions. In addition, it is the policy of Scouts BSA that, “trips and outings may never be led by only one adult. At least two adult leaders, who must be 21 years or older, are required for all trips and outings.” Female troops must have always at least one female leader 21 years of age or older during the troop’s stay in camp.
- Scouting is designed to provide a safe and healthy environment for all youth. Therefore, per BSA policy, **NO INITIATIONS OR HAZING ARE PERMITTED IN CAMP OR IN THE SCOUTING PROGRAM.**

Visitors

- Campers will be issued an identification wristband to wear during the week at check-in. This helps to identify people who may not belong in camp. All visitors to your unit will need to stop at the Camp Office upon arrival at the camp to sign in and receive a visitor’s identification wristband. Our staff will have an ID badge on their uniform. If you see someone in camp without a badge or wristband, notify a staff member, they have been trained in the proper procedure to follow.
- Visitors are welcome at camp on Sunday Check-in, Thursday Family night, and Saturday Checkout to bring and pick up Scouts.

- Youth Visitors who will be staying with the Troop on Thursday night must be registered members of BSA.
- ALL adults staying in camp must provide the Camp Director with copies of the following paperwork:
 - Youth Protection Training Certificate,
 - BSA membership card or character reference note,
 - A completed BSA physical form (including Physician's examination for anyone staying 72 hours or more)
- If someone plans to visit the camp at any other time, the Camp Director should be informed by telephone prior to arrival. All visitors must check in at the camp office on arrival and be approved by the Camp Director to visit campsites, program areas, or to eat in the Dining Hall. All visitors must sign-in at the camp office upon arrival in camp and sign-out at the time of departure from camp.
- All guests will be expected to leave by 9:30 p.m. or at the end of the campfire program unless other arrangements have been made with the Camp Director. Units are responsible for all guest Dining Hall fees and should inform the Camp Director by Wednesday evening as to the expected number of guests for Thursday Family night so we can provide enough food.
- All visitors MUST park in the camp parking lot and may not drive to the campsites. All vehicle traffic is prohibited in the campsite areas on Family night.

Visitors' Meals

- Extra Meal Costs: Breakfast \$7.00 Lunch \$ 8.00 Dinner \$9.00 (\$5.00 children under 10) Meal tickets may be purchased at the Trading Post.

Leaving Camp

Anyone leaving the camp must check out with the Camp Director before leaving and check back in upon returning. A sign-in/sign-out log will be maintained in the office for recording departure and arrivals. It is important that you use this log. Except for exceptional circumstances, troop members should have no reason to leave camp. Scouts leaving camp must be under the supervision of two adult leaders and only upon written consent of the parent/guardian and verified by the Camp Director. All troops must check out with the Camp Director before leaving camp (see the section on Checking-out).

Automobile Policy

- No person under the age of 21 may operate a motor vehicle within the boundaries of camp after arrival.
- The maximum speed of all vehicles on camp roads is 25 M.P.H. In the main camp, the speed limit is 10 M.P.H.
- Seatbelts must always be worn.
- No riding outside of a vehicle's enclosed passenger compartment. This means no rides on trunks, hoods, fenders, or the back of open trucks.

- **Private vehicles are NOT permitted on campsites.** For the safety of all campers, all vehicles must be returned to the designated parking lot to park for the week (National Camp Standard FA-711).
In addition, driving through camp during the week is not permitted – except with vehicle passes.
- Each unit can get vehicle passes as needed from the Camp Director for medical or physical reasons.

Special Accommodations

If an individual needs any special accommodation for physical or health-related reasons, please coordinate with the Camp Director as soon as possible. The best way to do this is to email Jonna.martin@scouting.org. The earlier you contact us, the more likely we are to be able to coordinate accommodations for you. We want to provide the best program for all scouts, regardless of ability or disability. Be aware that there is no access to electricity at the campsites. **If you must use a CPAP machine, please bring the necessary equipment to run on a battery. There will be places to charge up a battery, however, the camp will not be responsible for the security of the battery while it is charging.**

Off Limits to Scouts

- Campsites occupied by other units. (Without permission)
- All program areas during off hours or without staff supervision are off limits to Scouts.
- All camp Staff Living Areas. Camp Staff personnel have designated tent camping areas for their extended time in camp. Please instruct campers that they are not allowed in these areas at ANY time. We need the help of unit leaders in enforcing this policy.

Safety Regulations

- Everyone on camp should drink at least 4-quarts of water every day.
- Open flames, candles, and propane lanterns must remain outside of the tent.
- Refrain from unsupervised climbing.
- Closed toe shoes are to be worn at camp, especially in the river. Open-toed shoes or sandals are only allowed at the pool and in showers.
- Disturbing animals and plants are prohibited. The Outdoor Code should be observed at all times, not just for the safety of the plants and animals, but for the safety of humans as well.
- Collecting fossils and archaeological artifacts is not allowed except as directed by staff as part of a merit badge.
- In accordance with the Outdoor Code, all trash should be placed in the appropriate bins. Please enforce this policy with your scouts and leaders. If trash is found, please pick up and dispose of it in the various trash bins located throughout camp.

- There is no place for throwing rocks or running at camp.
- All fishing should be supervised. If fishing in the river, shoes and PFD are required. Night fishing is prohibited.
- Wear bug spray and sunscreen.

What Not to Bring

WR provides refuge in the outdoors for everyone in camp. For that reason, we ask your cooperation in leaving items such as radios, televisions, gaming systems, iPods, cell phones, generators, or anything else that could detract others around your campsite from their enjoyment of their week in camp. Please leave radios, video games and other electronics at home.

Additionally for the safety of all participants, sheath knives, firearms, fireworks, alcohol, and drugs are not permitted on the camp property. Please consult the Guide to Safe Scouting for more information.

Uniform

The uniform is who we are. It puts all our Scouts on equal footing. Regardless of their home, background, or anything else, we are all Scouts. Pride in the uniform and its history shows in its proper wear. Each day for the dinner meal, and flag lowering, the camp is expected to be in the complete summer field uniform. At other times a Scouting activity uniform would be appropriate (t-shirt and shorts).

Medical Policy

1. Each Scout attending camp must submit an Annual Health and Medical Record using the most current official BSA form, with Parts A, B, and C completed and dated showing the Medical Record was completed within the past 12 calendar months. This Medical Form is also required for all staff and leaders in attendance. A parent or guardian must attest to the validity of the health history and physical examination for each of those less than 18 years of age.

An especially important portion of the Scout's medical is the "Parental Permission" signature block. No Scout will be allowed to remain in camp without a health history that includes a parental signature giving permission to treat in an emergency. Likewise, the immunization history portion must be completed. Health histories and records of required physical examinations for all staff members, leaders, and campers are on file while in attendance. We **strongly recommend** that all physical forms be collected by the troop's leader two weeks prior to camp to ensure that all Scouts have a properly completed form.

2. All prescription medication must come to camp in the original bottle from the pharmacy. The label must contain:
 - a. The camper's name

- b. Date of prescription
 - c. Doctor's name and phone number
 - d. Correct Dosage
3. No handwriting will be allowed on prescription medication bottles.
4. Prescription drugs may be maintained and administered by the unit, but they are to be kept in a secure, locked place and administered by the unit leaders. A bound log of the dispensing of these drugs must be kept; a suitable logbook will be provided to the units at check-in and collected at the end of the week of camp. Daily medical supplies for life threatening conditions (such as inhalers, allergy kits, etc.) should be carried by the person needing them.
5. Worth Ranch has a Health Lodge staffed by the Health Officer to treat minor accidents and illness. Arrangements for the treatment of more serious cases have been made with the local hospital.
6. If a Scout or leader is referred to a doctor or the hospital by our resident Health Officer:
 - a. A Troop adult leader, accompanied by another adult, will provide transportation for the Scout to the doctor. The exception to this is when the camp designated emergency transport is utilized or E.M.S. is called.
 - b. If the Troop is from a council other than Longhorn Council, your insurance information must be taken with you.
 - c. The Scout's health record must be taken to the doctor with you. The Health Officer will provide this before leaving camp.
 - d. The Council, in the event of any serious illness or injury, will immediately notify the parent(s) or guardian(s). If parents will not be home during the week of camp, they must provide written instructions on who to contact and how.
 - e. The Health Officer must clear all cases requiring outside medical care.
7. If an individual needs any special accommodation for physical or health related reasons, the Unit Leader must communicate and coordinate those needs with the Camp Director at least **two weeks** prior to arrival.
8. If the process of medical attention that you or your Scouts wish to receive differs from what would be commonly accepted due to your religious beliefs, you must provide a signed letter detailing the appropriate instructions during check-in. This letter will remain on file with the Health Officer and be shared with the appropriate medical staff.

Smoking

Smoking is not permitted at Worth Ranch. Tobacco products are prohibited at all BSA Camps. This includes vaping pens.

Discipline

Unit Leaders are responsible for the conduct of their Scouts. Discipline must be in accordance with applicable rules and policy of the BSA, state and federal laws, and accepted practice. Abuse will not be tolerated. If you need assistance from the camp administration, please ask.

Hazing has no place in Scouting and is not tolerated by the Longhorn Council. Report any suspected hazing issues to the Camp Director. Hazing in the State of Texas is a felony charge for each instance and individual involved.

Between 11pm and 6am, Scouts should remain in their assigned campsites. Quiet hours begin at 10:30pm, so please be considerate of your neighbors.

Homesickness

Scouts are susceptible to homesickness. Adult leaders need to be alert for symptoms. Keep your Scouts engaged in activities at camp and discourage phoning home as it usually worsens the problem. Use the family to encourage a resolution, not make the problem worse. Staff members, the Camp Chaplain or other unit leaders are available for support and encouragement. We strongly discourage Scouts from bringing cell phones or other electronic devices to camp for a variety of reasons including homesickness. Worth Ranch and Longhorn Council is not responsible for lost, stolen, or damaged cell phones or any other electronic devices that the Scouts bring to camp. Electronic devices are prohibited in program areas and will be collected if used and will not be returned until checkout.

Liquid Fuel Use and Storage

Adult leaders should supervise any use of liquid fuels in your campsite. In accordance with national policy, the storage of bulk liquid fuels at your campsite is not permitted. If you require storage of bulk liquid fuels (propane tanks), please contact the Camp Director.

Campsite Assignments and Special Considerations

Any special needs a unit may have should be presented to the Camp Director at least **one month** before camp. We can only assist if we are aware of the needs of the individual or unit. Please let us know of any specific needs during the registration process by using the special request form.

The terrain at Worth Ranch is very rugged and rocky. This may present problems for some with physical limitations or health limitations. Vehicles are not allowed on campsites and only a few can acquire waivers for access. If a unit needs access to a vehicle for emergency use, make us aware of the need during the registration process. **Likewise, none of the campsites have electricity available.** This is sometimes an issue for leaders using respiratory devices for sleeping. This need is best met using a deep cycle marine battery with an inverter.

The campsites at Worth Ranch are not all the same size. Campsite assignments are made based on unit size and are not assigned until the week before each camp. Adults should expect co-sleeping arrangements. Unfortunately, we cannot guarantee use of any campsite during your stay. Requests can be made, and we will attempt to honor the requests – but they are not guaranteed. Any changes in participant numbers between registration and the start of camp should be reflected in 247Scouting.

Classification of Swimming Ability

Guidelines for Pre-Camp Swim Tests

Units may elect to take swim tests before arrival at camp. The following are the requirements for pre-camp swim tests:

1. Tests must be performed in accordance with BSA Swimming test standards. These standards are listed on the second page of the BSA Swim Classification Record linked below.
2. Tests must be performed by a certified BSA, Red Cross, or YMCA Lifeguard, or Unit leader certified in BSA Swimming and Water Rescue.
3. Swimmer designation must be on an official BSA Swim Classification Record found at <https://filestore.scouting.org/filestore/Outdoor%20Program/Aquatics/pdf/430-122.pdf>

How to Certify Pre-camp Swim Tests

We can NOT honor pre-camp swim tests if the required paperwork is not completed with the correct information. Please bring the following paperwork to certify your unit's pre-camp swim tests:

1. A list of youth and adults who took the test showing the skill level they earned in the test: Swimmer, Beginner, or Non-Swimmer. The list must be signed by the unit leader and the certifying lifeguard and include a note attesting that the swim test was conducted according to the BSA requirements listed below.
2. A photocopy of the certification card of the lifeguard, or certifying adult, who performed the test. Be sure that the copy includes the expiration date of the lifeguard's certification – copy both sides if the card is two-sided.

Packing for Worth Ranch

The following is a list of items recommended for you to bring to camp to be prepared for a week of challenging activities and fun.

Clothing

Complete Field Uniform Shorts
Long Pants
Socks
Short Sleeve Shirts
Long Sleeve Shirt
Underwear
Swim Trunks
Sneakers or Lightweight Boots (Two pairs)
Hat
Belt
Sleeping Clothes

Bedding

Cot or Pad
Sleeping Bag or Blankets
Pillow

Toiletry Kit

Washcloth
Towel
Soap
Deodorant
Shampoo
Toothbrush and Paste
Comb
Shower Shoes

Gear

Flashlight and extra batteries
Poncho or Raincoat
Scout Knife (locking blade, not sheath)
Merit Badge Pamphlets
Pencil, Pen and Notebook
Canteen or Water Bottle

Sunscreen

Optional Extras

Ground Sheet (plastic)
Watch
Bandanas
Bug Repellent (non-aerosol)
Compass
Book of Faith
Boy Scout Handbook
Camera
Pre-Stamped Envelopes
Drinking Cup
Musical Instruments
Repair Kit (needles, thread, etc.)
Wallet with Money and ID
Dirty Clothes Bag
Sunglasses
Footlocker with lock

Adults

Copy of BSA current YPT Card
Copy of BSA Membership Card
All required COVID forms

Troop Equipment

U.S. and Troop flag
Rakes, shovels, garden hose
Lanterns/Fuel
Rope
Campsite Gateway Materials
Troop First Aid Kit
Alarm Clock
Patrol Equipment

Checking-in at Worth Ranch

Now that you are here, what happens next? To minimize the time waiting to process into camp, there are several things that you can do prior to reporting to the camp office to formally check-in to camp.

What to bring to Check-in

Check-in will begin at 1:00 pm on Sunday at the Camp Office and will continue until 3:00 pm. Early check-in is by reservation only. If it is not possible for your unit to check-in during the allotted time, please contact the Camp Director at least a week before arrival. The unit leader should have the following items:

1. Completed physical examination forms for all Scouts and adults.
2. Two copies of the camp roster
3. One copy of the Camp Adult Information Form for each adult attending camp.
4. Certificate of insurance and claim information if outside Longhorn Council
5. Texas Adult Roster, BSA Membership Care and Texas Youth Protection Cards for anyone 18 years or older.
6. A check or credit card for any outstanding camper fees.

If these items have been checked and organized prior to check-in, the process will be facilitated and can be accomplished promptly. A staff member will meet with leaders of a troop upon its arrival - the staff will get to know the troop members and prepare them to go to their campsites. One adult leader must check in and register with the Camp Director in the Camp Office on arrival.

After check-in and registration troop gear will be unloaded in the large parking lot behind Duncan Dining Hall. A camp vehicle will transport gear to the campsite. At the campsite, you can unload the equipment, but please do not set up camp yet. If you have completed swimming checks prior to arrival, please take your forms with you to the swimming pool and give them to the Aquatics Director. **Anyone needing a swim check should change into swimsuits, put on shoes, and grab a towel.** Have the adults bring along the camp physicals for the medical check.

Your troop guide will take your unit on a camp tour. Along the tour, you will meet with the Director of Food Services for the mealtime orientation, the Health Officer for medical checks and to take up all medications, and with the Aquatics Director for water safety procedures and swim checks. NOTE: The only medical form that is acceptable is the Annual Health and Medical Record, No. 34605, with Parts A, B, and C completed within the past 12 calendar months. You will also be shown the campfire arena, the Chapel, the Trading Post, and any other area that might be of interest. Your troop guide should be able to answer most of your questions and direct your scouts to where each of their badges is taught. After completing the tour, you can return to your site and set up camp. The Trading Post will be open following dinner.

You will also have an opportunity to ask questions at the 7:30 pm Scoutmaster meeting in the Camp Office following dinner on Sunday evening. The agenda will include an overview of the week's programs as well as special announcements concerning the camp, its policies, procedures, and alarms. **One adult leader from each unit must attend.** The meeting room is not large, so please do not send more than one leader unless necessary.

An introduction to Key Staff will be a part of the Flag Lowering Ceremony at 8:30 pm.

Sunday Schedule

1:00 pm – 3 :00 pm	Unit is met by a staff “Troop Guide” assigned to Unit to begin check-in Troop escorted to campsite by Troop Guide (unload equipment, do not set up, change into swim trunks if taking swim test)
	Unit leaders visit the Health Officer for medical form recheck and identify any special health concerns. Meet with Camp Director to review/finalize YPT records and payment status
	Troop visits Aquatics area for water safety procedures and swim checks (submit pre-camp swim check forms or take swim test)
	Troop visits the Director of Food Services for the mealtime orientation Go on tour of camp led by Troop Guide
	Return to your site and set up camp
6:30 pm	Dinner
7:30 pm	Scoutmaster’s Meeting at the Camp Office
8:30 pm	Staff Introductions and Flag Lowering Flagpole
9:00 pm	Opening campfire hosted by the staff
10:30 pm	Taps (all campers quiet)

Merit Badge Reports

Merit badge progress reports will be done electronically, the leaders will have a QR code that will give them access to all their scouts merit badge progress. No blue cards will be printed at camp. Leaders can pull up the blue cards and print them when they return home.

Any questions with the merit badge reports can be directed to the office manager or the program director. You can also speak with the merit badge counselor about progress during their off periods or before/after class.

Advancement Program

Merit Badge Instruction Policy:

Many merit badges cannot be completed in the hours of time set up for them during camp to ensure a thorough understanding of the material. Worth Ranch Staff are diligent instructors and provide meaningful learning and exploration experience for youth. Leaders and parents will find that there may be a few assignments after the summer experience is over to complete partial merit badge coursework. Also, it is important that the youth, the leaders, and parents understand what the Scout has registered for as there may be pre-requisite work that should be completed. This is quite common. For those programs that are too comprehensive to warrant a completion at all, you will find those programs labeled as “Elements of (name of merit badge.) The camp advancement

program is for the exploration of interests and hobbies and completion of every merit badge is neither inferred nor implied.

Out-of-Camp Merit Badge Work

Longhorn Council will only certify work completed during the Scouts' stay at Worth Ranch. If the Scout has completed a prerequisite for the merit badge prior to arrival, it is the scout's responsibility to provide the completed documents (essays, reports, etc.) or other proof (pictures, etc.) to the merit badge counselor.

Merit Badge Standards

Each Scout is expected to meet the requirements as stated in the most current edition of merit badge requirements, #33216: no more and no less! If it says to "show," "list," "make," "in the field," etc. that is what is necessary. If you become aware of any standards not being met, please let the Program Director or Camp Director know as soon as possible. Some merit badge requirements must be completed before or after camp with an approved merit badge counselor in the Scout's district.

Online Merit Badge Registration System

Online Merit Badge registration will begin March 1, 2023. Only those fully paid for camp will be able to utilize the Online Merit Badge system. Instructions for using the system will be sent to Scout leaders in March and posted on the council website. Usernames and passwords will be emailed to each unit. ***Be SURE that we have the correct email address for your unit's leader!***

Merit Badge Schedule

To be added in before 3/1

Additional Program Fees

Some programs offered at summer camp have large equipment, maintenance, and operating costs. To defray these costs, the Longhorn Council charges user fees for these programs. Fees for these programs appear when registering for summer camp and are included in your financial totals. Other program materials, such as basketry, leatherworking, woodworking, and cot fees are paid on arrival at camp at the Trading Post.

Additional Fees (Program)	Amount
Shotgun	\$25.00
Rifle	\$15.00
Leatherwork (kit)	\$10.00
Basketry (kit)	\$10.00
Free Rifle/Trap	\$25.00
ATV Safety	\$30.00
Sky Sciences (rocket)	\$10.00
Wood Carving (kit)	\$10.00
Welding	\$15.00
Geocaching	\$3.00
Cooking (elements)	\$10.00
Archery	\$10.00
Climbing	\$10.00

Merit Badge Extras

Lifesaving MB requires long sleeve shirt, pants, and lace up shoes.

Snow Sports MB requires long sleeve shirt, pants, and you may bring your own elbow and knee pads if you have them.

Hammer Patrol – First Year Advancement Program

Although the Hammer Patrol has been a tradition at Worth Ranch, you have not seen it like this. An immersive program designed to model a Troop in Camp – your Scouts will assign patrols, elect leadership, and do activities as a group. These activities include daily time for Merit Badges, Rank Advancement, Conservation, and Camp Exploration! Designed to assist your Scout along the trail to First Class, we have plenty of requirements for ranks and your Scouts will complete the Painting and Public Speaking merit badges, along with a partial in Fire Safety. We encourage adult leaders to

volunteer to help in this program. Your experience in Scouting and life will help the new Scouts in the Hammer Patrol Program to have a great camp experience and start their adventure in Scouting. Please contact the Program Director if you are interested in helping. The first-year program will also go on an overnighiter on Wednesday night, which is a great way for them to try out their new skills and get away for the night!

Hammer Patrol Equipment Check List

- Every Day Items
 - Water Bottle
 - Pencil and Notepad
 - Scout Handbook
 - Proper Socks and Shoes
 - Flashlight
- Overnighter Items
 - Small Tarp or backpacking tent
 - Water Bottle
 - Backpack
 - Ground Cloth or Pad
 - Sleeping Bag
 - Proper Socks and Shoes
 - Homemade First Aid Kit
 - Toilet Paper
 - Extra Clothes

- Medications - Arrangements must be made with the Hammer Patrol Director for any medication that must be administered by an adult.
- What Not to Bring - While it is important that everything on this list is brought, it is equally important that scouts are not burdened with extras that cause distraction and/or burden. For example: electronics or a king-size pillow.

Opportunities for Adult Leaders

Summer Camp is also a wonderful experience for adult leaders. Worth Ranch offers opportunities for adults to learn and to be part of the program such as the Worth Ranch Leader Award and Training opportunities. Check out how adults can make this a peak experience.

Training

What	When	Where
Climb On Safely	Monday – 1:30pm	Landreth Lodge Conference Room
Safe Swim Defense + Swimming & Water Rescue		
ONLY Safe Swim Defense	Monday 8:30am-9:30am	Landreth Lodge Conference Room
SSD + Swimming and Water Rescue	Monday 8:30am-5:30pm	Landreth Lodge Conference Room
Safety Afloat + Paddle Craft Safety		
ONLY Safety Afloat	Tuesday 8:30am-9:30am	Landreth Lodge Conference Room
Safety Afloat + Paddle Craft Safety	Tuesday 8:30am-5:30pm	Landreth Lodge Conference Room
CPR, CPR Standard First Aid, Wilderness First Aid/CPR AED		
ONLY CPR - \$15	Wednesday 8am-10am	First Aid Station Training Room
Basic First Aid and CPR - \$30	Wednesday 8am-12pm	First Aid Station Training Room
Wilderness First Aid/CPR AED - \$75	Wednesday 8am-8pm, Thursday 8am-12pm	First Aid Station Training Room
ATV Safety - \$30 This training requires long sleeves, pants, and boots.	Thursday 1:30pm-5:30pm Trail Ride Fri. 8:30am-11:30am	Landreth Lodge Conference Room

Helping with Merit Badge Classes

We encourage adult leaders who can help with merit badge classes or who have special expertise that could add to the quality of the Scouts' experience at summer camp to contact the Program Director. Adult Volunteers are Scouting's best talent pool, and all assistance would be deeply appreciated. When attending a class, please remember that our staff member is the

instructor for the class. One of the key elements of camp is that the youth are taught by the staff – often older youth or young adults. They must remain in charge. Sometimes they will not cover a point as an adult might do it, but please take care if you are assisting to not undermine the staff member.

Living your week at Worth Ranch

Flag Ceremonies

Flag ceremonies will occur prior to breakfast and dinner. Staff will serve as the color guard on Sunday evening and Monday morning. Troop Senior Patrol Leaders will have the opportunity to sign up for one of the week's ceremonies at their daily meetings which happen daily after lunch at the rock in front of Duncan Dining Hall. Field uniform is required for evening flag ceremonies and for the color guard of each unit, breakfast, and dinner.

Dining Hall/Meals

Enjoy our air-conditioned Duncan Dining Hall with great meals and fun songs. This is where camp truly comes together. Please be sure your Scouts stay in the dining hall until dismissed from mealtime. Essential information is shared right before dismissal and, when the Scouts leave early, they may miss vital information that can impact their summer camp experience.

Religious Services

Troops are invited to attend an interfaith chapel service on Wednesday morning at 8:00 a.m. Unit Chaplains and others are encouraged to participate and volunteer through the Program Director.

Trading Post

The Trading Post is a well-stocked store that has supplies for merit badges, uniform parts, Camp and

Scouting-themed clothing, as well as drinks and snack foods. Handicraft items, camp mementos, supplies, and treats are available at the Trading Post. As a guideline, the average spent at the Trading Post last year was around \$50.00. Hours are posted outside of the Trading Post doors.

Order of the Arrow

An Order of the Arrow Call Out ceremony will occur on Thursday night for all units. A properly conducted unit election should be scheduled through your Order of the Arrow Chapter and be held before you come to camp. Elections cannot be scheduled or conducted at camp. Troops from councils other than Longhorn Council will be required to have a letter indicating permission to be called out at Worth Ranch. OA Day will be on Thursday, so be sure to wear your sash. An Order of the Arrow meeting will occur after lunch on Thursday. If you have anyone needing to be called out at camp, a representative from the unit must attend this meeting and notify the OA Camp Chief.

Lost and Found

Lost and found items will be placed in a box at Landreth Lodge, the Camp Office. The box will be available all week and at check-out on Saturday. Valuable items (wallets, money, jewelry, phones, etc.) or knives will be turned in to and secured by the Camp Director. Please visit the

Camp Director if you have lost these items. **Encourage all Scouts to mark possessions with their name and troop number.** All unclaimed items at the end of summer camp will be brought to the Longhorn Council office.

Taps/Lights Out

Taps will be at 10:30 pm. All campers are expected to be on their campsites by that time. Properly supervised unit activities such as night hikes, astronomy, etc. constitute an exception. Remember that sound carries at night and respect your neighbors' privacy. Visiting the campsites of other Troops is commendable and encouraged, but please respect their wishes for quiet after Taps.

Schedule Highlights

Adult Leaders Meetings

Adult Leaders meet each morning at 8:30 am in the Camp Office to address any questions or concerns that come up throughout the week. Please be sure to have an adult representative from your Troop present.

Senior Patrol Leaders Meetings

Senior Patrol Leaders meet every afternoon at 1:00 pm, immediately after lunch, at the rock in front of Duncan Dining Hall. They are encouraged to bring up any camp questions or concerns, volunteer for flag ceremonies, say grace at meals, or sign up for activities and service projects.

Kyle Mountain Sunrise Club

Become a member of the exclusive Kyle Mountain Sunrise Club! This Troop program combines the adventure of hiking, campfire, and Scouting lore at its best! Spend the night under the stars and earn the Kyle Mountain Sunrise Club patch which will be available for purchase in the Trading Post. Do not forget your hammock!



Third Year Canoe Trip

Scouts who have attended at least 2 summer camps may join senior staff for a special Tuesday night canoe trip to Seven Rocks - one of the most scenic spots on the Brazos River. Dinner will be a cookout by the river!

Mile Swim

Mile Swim practice will be every day at 5:30 pm. Participants must practice every day. Mile Swim will be at 5:30 am on Friday.

Shooting Sports Sundown Classic

Come and join other Scoutmasters and Adult Leaders on Monday night at the Shooting Ranges to participate in our Sundown Classic. The Longhorn Council Shooting Sports Committee sponsors this competition annually, and the winner of this event will be recognized as the "Top Gun" during the week with appropriate recognition from the staff. Experience the excitement of shooting different models of shotguns under the direction of Dennis Johnson, the Chairman of the Longhorn Council Shooting Sports Committee.



Camp Office

The Camp Office has a large meeting room for your use during the day. You will also find the lost and found, campsite mailboxes, snacks, coffee pots, beverage cooler, and air conditioning, as well as the offices of the Camp Director, Program Director, and Business Manager. Feel free to stop in for a visit!

Wireless Capability

Wireless capability is available for Scoutmaster use while at camp. This capability is available at the Scoutmaster Lounge in the Office Building, at Duncan Hall, and at Roeser Hall. If this service fails, Mineral Wells WIFI is the closest available wireless service. The passwords will be provided to leaders. We ask that you not share the password with your Scouts. We have limited bandwidth. The number of scouts and their tendency to use data-intensive services would significantly limit the usefulness of the Wi-Fi capability.

Scoutmaster vs. Staff Softball Game

Our own Homer Charlies (Staff) look for another winning season against the Kyle Mountain Rangers (scoutmasters)! This fierce competition started in the 1940s and continues to this day. Scoutmasters: bring your gloves and all the LUCK you can carry!



Garbage

The maintenance staff will pick your trash up daily by the road next to the campsite. Please store all foods, food waste, and smellable appropriately to reduce pest incursion (think coons and varmints). Place campsite garbage at the bottom of the campsite at the road (not in the road) each morning for collection.

Camp Commissioner

Your Camp Commissioner is here to assist you with any questions or concerns you have during the week. You may see them at your campsite or around the camp. Feel free to visit with them and share any compliments or issues you may have during your visit with us.

Typical Daily Schedule

6:30am	Reveille
7:00am	Flag Raising
7:10am	Breakfast
8:00am	Chapel Service (Wednesday Only)
8:30am	Adult Leaders' Meeting in Camp Office
8:30-11:30am	Merit Badge Sessions in Program Areas
12:00pm	Lunch
1:00pm	SPL Meeting - Rock in front of Duncan
1:30-5:30pm	Merit Badge Sessions in Program Areas
5:30pm	Mile Swim Practice (Friday Mile Swim is at 5:30am)
6:20pm	Flag Lowering
6:30pm	Dinner
7:30pm	Varying Evening Program
9:30	Astronomy Observation: Jack Boyd Flag Pole
10:30pm	Taps/Lights Out

Evening Program Guide

Sunday: Staff Introductions, and Welcome Campfire Ceremony.

Monday: Frontier night, Field Games, Cobbler Cook off, Branding, Shooting Sports Committee Sundown Classic for Adult Leaders

Tuesday: Leader Appreciation Dinner, Troop Night, Magic the Gathering + other games night.

Wednesday: Staff vs Scoutmaster Softball Game, Open Swim then Scoutmaster Swim, Museum Tours, 3rd Year Canoe Trip

Thursday: OA Call Out, Family Night Campfire, Hammer Patrol Ceremony.

Friday: Farwell Campfire, Staff presents top Scouts with awards and Scouts/Units recognize any outstanding Staff from the week.

Checking out of Camp

You will be free to leave camp after completing the steps below. If you must leave camp before Saturday morning, please notify the Camp Director as early as possible. Check out is to be completed between 8:15 am and 10:00 am on Saturday.

- Pick up your Troop's medical forms, swim test forms, and advancement information Friday night after the campfire. This will be covered in a Scoutmaster meeting.
- Be sure your campsite and latrine are clean before you leave. Your Troop Guide will meet with you for a campsite inspection. You can only check out after your Troop has passed the inspection.
- Check out with the Camp Director at the Camp Office. Turn in any camp evaluations and pick up your camp patches.

- Make your reservation for the next camping season if you have not already done so.
- Call roll and make a check to see that all youth are accounted for before you leave. Do not leave until all your youths' transportation has arrived. CHECK OUT MUST BE COMPLETED BEFORE 10:00 a.m.

Wrangler Award



DO ALL OF THE FOLLOWING:

1. Demonstrate continuous Scout spirit during the week.
2. Planned Troop and Patrol programs are posted on Troop site and/or Patrol site.
3. The Scout Fireguard Plan is reviewed by Troops, posted, and fire protection is able at each campsite.
4. Troop site is neat, clean, and free from unnecessary hazards.
5. Fly the United States flag properly in the campsite when the Troop is in camp; fly the Troop's flag if available.
6. Follow all the camp procedures and policies.
7. Select and perform a worthwhile good turn or conservation project of camp-wide importance approved by NECO Dir. Each Scout must complete a minimum of two hours.
8. Conduct Troop or inter-troop campfire or participate in Thursday night campfire.

THE TROOP IS TO COMPLETE 7 OF THE FOLLOWING 10 PROJECTS:

1. Troop designs and erects a gateway or entrance into their campsite.
2. Have most Troop members who need swimming advancement advance their swimming classification.
3. Average no less than 85% on formal campsite inspections conducted by the Camp Comm.
4. One adult must be coached in a Troop Safe Swim. Must complete SSD and Safety Afloat.
5. Scoutmaster of the Troop or other registered adult leader spends the entire week at camp and gives continuing support to youth leading Troop activities and advancement.
6. Patrol Leaders Council Plans Troop program through daily meetings, with help from camp staff as needed. Camp staff must attend one of these P.L.C.s.
7. Participate in the evening and camp-wide activities. A few examples are Campfires and Frontier night, third year canoe trip.
8. Develop Troop program schedule to encourage Scouts to participate in open program areas. Include three of the following: Archery Range, Rifle Range, Shot Gun Range, Climbing Gardens, Ski Slope, Fishing, Conservation Projects, Boat Docks, Pool, Pioneering Project.
9. Conduct a youth-run Flag raising ceremony for the camp.
10. At least one adult participates in Adult Leader Training sessions. This may not include Safe Swim Defense and Safety Afloat.

EACH PATROL IS TO COMPLETE 7 OF THE FOLLOWING 9 PROJECTS:

1. Develop and produce a skit and song for Troop, Inter-troop, or camp-wide campfire.
2. Have and use a patrol flag throughout the week.
3. Take a purposeful hike (nature, compass, follow-the-stream, etc.)
4. Construct an approved pioneering project (bridge, table, gateway, etc.) Must be approved by the Commissioner.
5. All Patrol members wear the Field uniform daily for retreat ceremonies, supper, and evening events, when appropriate.
6. Complete some rank advancement for all Scout, Tenderfoot, and Second-class Scouts in the patrol.
7. All Patrol members meet the requirements for the "Kyle Mountain Sunrise Club."
8. All patrol members visit the Worth Ranch Museum. (Open Wednesday night)
9. All Patrol members attend at least one chapel service. (Patrol, Troop, inter-troop, or camp wide)

Joe Taylor Ecology Award

Prerequisites:

- 1) Scouts must be 14 years old or attending their 3rd summer of camp.
- 2) Scout must be at least Star Rank.
- 3) Scout must have the approval of their Scoutmaster. 4) Scout must have approval of the Program Director.

****ALL REQUIREMENTS MUST BE COMPLETED BY FRIDAY AT 1:00****

Requirements:

- 1) Complete 20 hours of conservation work at Worth Ranch approved by NECO Director.
- 2) (a) Prepare a short-term (1 to 3 years) conservation goal list for Worth Ranch.
 - (b) Include a timeline for the completion of projects.
 - (c) Place all your projects in order of completion priority and detailed reason as to why you placed them in that order.
- 3) (a) Prepare a long-term (5 to 10 years) conservation goal list for Worth Ranch.
 - (b) Include a timeline for the completion of projects.
 - (c) Place all your projects in order of completion priority and detailed reason as to why you placed them in that order.
- 4) (a) Choose a project from requirement two and prepare a detailed outline to complete the project.
 - (b) Be sure to include a detailed list of ALL equipment that will be needed to complete the project.
 - (c) Include a detailed list of ALL materials that will be needed for the project.
- 5) In addition to the 20 hours of conservation work, supervise 4 hours of Troop conservation projects. The Troop projects must be approved by the NECO Director.
- 6) (a) Spend 4 hours observing an area of camp.
 - (b) Log your observation time in a journal.
 - (c) Write a 500-word essay on your experience.
 - (d) In the essay be sure to include any interactions with animals you witnessed.
 - (e) In the essay be sure to include descriptions of how humans have influenced the environment and terrain in the area you are observing.
- 7) (a) Give a 15 to 20-minute presentation to your Troop on the importance of low-impact camping.
 - (b) Provide examples and demonstrate techniques of low impact camping.
 - (c) Be sure to include examples of high-impact camping and describe why they are bad for the environment.

Worth Ranch Scout Award

Eligibility:

Be at least third session of long-term camp.

Be star rank or higher.

Approval of Scoutmaster and Program Dir.



Complete ALL of the following:

Swimming: Demonstrate the following strokes in good form for twenty-five yards: Elementary Backstroke, Back Crawl, Breaststroke, American Crawl, Trudgen. Fifty yards on each side for sidestroke. **Lifesaving: Show** in good forms the reach throw and go water rescues. 2 positions of reach with two different objects; throw a rope accurately 3 times in 60 seconds and demonstrate throwing a ring buoy; Go w/equipment on all three types of victims and without equipment on the three types of victims.

Canoeing: By yourself, properly launch and paddle a canoe over a designated course showing basic canoe strokes: complete solo canoe test for requirements.

Kayaking: Properly paddle a designated course showing pivots, backwatering, and making way in a straight line.

Rifle and/or Shotgun: Clean rifle, run range for three rounds, know and explain safety rules, shoot 2 qualifying targets with 5 shots or shoot 13 out of 25 target rounds (shotgun).

Archery: Demonstrate an understanding of range safety procedures and shoot at least two qualifying targets at long range.

Pioneering: Properly tie and identify ten knots and the square, diagonal, and sheer lashings. Use lashing to make a camp gadget.

Nature: Identify (in the field) 15 species of wild plants and 10 animals by common name. This should include trees and edible plants.

Sky Studies: Identify in the sky at least five constellations w/scientific name and assist in one astronomy observation.

First Aid: Earn First Aid Merit Badge. If already have it, review the following First Aid skill with the camp health officer: all first aid req. for Tenderfoot, 2nd Class, and 1st Class; Explain how you would obtain emergency medical assistance from your home, on a wilderness camping trip, and during an activity on open water; explain signs and actions for heart attack, stroke, hypothermia, convulsions, frostbite, bruises, strains, sprains, burns, abdominal pain, chipped tooth, knocked-out tooth, bee stings, life-threatening stings, severe lacerations on the arm, leg, and wrist, broken bones, fractures; explain justification and dangers of tourniquet; Describe signs and procedure for dealing with compound fractures of the forearm, wrist, upper leg, and lower leg using improvised materials; Describe complications and symptoms and demonstrate proper procedure for treating suspected injuries to the neck, back, and head; explain what measure can be taken to reduce the possibility of further complicating above injuries; with help improvise a stretcher and move a presumably unconscious person.

Climbing: Properly identify and explore what a figure 8, carabiner, and ATV are. Demonstrate proper belaying of three different people. Explain safety rules and the purpose of the safety rules in climbing gardens or climbing environments.

Instruction: Aid in the instruction of one merit badge for at least an hour per day during the week. See the Program Director for the Merit Badge class assignment.

Note: A Scout is not expected to know all these skills when they arrive at camp. It is hoped that during the week, along with the aid of the staff and their Troop leaders, the Scout will accomplish these tasks. This award should not be taken away from the Scout's responsibility in their unit.

Worth Ranch Leader's Award

Eligibility:



2nd Long term camp session

Must attend entire week of camp.

Approval of Staff SPL

Approval of Camp Director and Program Director

Complete ALL of the following:

Pool: Complete Safe Swim Defense, Safety Afloat, participate in or encourage others at Mile Swim and Mile Swim practice.

Boat Docks: Plan a detailed river front activity to be completed after camp or during camp. (Attach copy)

Rifle/Shotgun: Participate in Scoutmaster shoot or assist at the ranges for a Free Shoot. Explain the purpose of the rules of the range to the Rangemaster.

Archery: Staff one open shoot session to serve as a range guard.

Scoutcraft: Assist all 1st year Scouts in your troop with the learning of five new knots and square, diagonal, sheer lashings. Use youth leadership in Troop as well.

Nature: Plan and follow through a 6-hour conservation project, to be approved by NECO Director.

Sky Study: Assist in one-night observation or rocket launch

Homer Charlies: Participate in the Homer Charlie game as a player or supporter.

Dining Hall: Serve 4 meals Sign up for meals with the Director of Food Services. Assist one afternoon with the cleaning of the dining hall.

Climbing: Complete Climb on Safely.

Troop Leadership: Serve as ex-officio at all P.L.C.s.

Scoutmaster meetings: Must attend at least three meetings.

Note: Any Scouter trying for the Worth Ranch Leader's Award, must remember their Troop is youth-run. All the above activities must be completed (unless medical conditions prevent it), and the staff is readily available to help with the completion of any of these tasks.

Captain Kidd Conservation Patch

Scouts who complete a certain number of hours of conservation work at Worth earn the Captain Kidd Patch. The Captain Kid patches are worn 2 inches above the right uniform pocket. Only one patch may be worn on the uniform at one time.

Frank 'Captain' Kidd, ranger at Worth Ranch for 21 years, produced the idea of Scouts doing conservation work at camp. He would often recruit idle Scouts and set them to work on clearing bushes and brambles or retaining walls or other such helpful endeavors. After several years, it was decided to formalize this activity and give added encouragement to participate by creating a patch. The Council Camping Committee met at Camp to decide what to call this patch/activity. Many ideas were considered, but a consensus was not reached. Unbeknownst to the committee, a group of would-be workers had assembled outside of the office waiting for their work assignment from Captain Kidd. An inpatient staff member interrupted the committee meeting by announcing "Captain, your crew is out here!" Ever since, the patch has been known as the "Crewman" patch. After several years, most campers had earned the black-bordered 'Crewman' patch so the 'Yeoman', "Mate' and 'Skipper' patches were created with the different colored borders as described below. These patches signify that a Scout has done extra service at Worth for the benefit of others.

The patches are shown below, and the requirements are as follows:

- *Crewman – black bordered patch -- requires 6 hours of conservation work
- *Yeoman – green bordered patch -- requires 12 hours of conservation work
- *Mate – red bordered patch -- requires 18 hours of conservation work
- *Skipper – gold bordered patch -- requires 24 hours of conservation work

Conference with Worth Ranch Camp Ranger to sign up for Conservation Projects. During summer camp see the NECO Director. The Unit Leader may collect the patches from the Worth Ranch Ranger or, when at summer camp, the Program Director.



