

## 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: 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 April 24, 2024. 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!***

### **Updated 2024 Worth Ranch Merit Badge Schedule**

The New Worth Ranch Merit Badge Schedule is designed to fit into 4 days starting with Monday and ending on Thursday of the program week. Most merit badge instruction is during scheduled times; some will have additional sessions before breakfast or after the evening program. Friday will be mostly unscheduled and reserved as a day for Scouts to make up any missed sessions or complete their unfinished requirements. For Friday afternoon, we have given your unit the freedom to sign-up to participate in a camp-wide event in the afternoon before the campfire or take Friday to relax and pack up.

# 2024 MB Catalog

The following provides a brief description and set of notes for the different merit badges that are offered at Worth Ranch Summer Camp. Merit badges offered together will be grouped and described together. Please familiarize yourself with this information for merit badges you will be taking. Remember a Scout is PREPARED! All class sizes are limited.

## Aquatics

With the exception of instructional swim, a BSA swimmer classification is required for all BSA aquatic programs at camp. Any scout not meeting this requirement may enroll in instructional swim offered at the pool at any point in the week. Once the swim test is successfully passed to achieve swimmer classification, the scout may enter the class desired.

### **The Pool**

The following aquatic merit badges and programs are taught at the Worth Ranch Pool.

- BSA Lifeguard
  - This program is a week long, all day program offered to Scouts and adults that are at least 15 years of age or older.
  - Be sure to review requirements 1-5: these must be completed the first day of class and will be required to remain in the class.
- Lifesaving
  - Swimming merit badge is a prerequisite for Lifesaving merit badge.
  - Scouts need to bring lace up shoes, pants, and a long sleeved button down shirt. Lifesaving merit badge is not recommended for first year scouts.
  - The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.
- Swimming
  - Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills
- Instructional Swim
  - The major aim of this program is to develop the skills and ability to be comfortable in the water and be able to pass the BSA swim test.
  - This is not a merit badge

## **The Docks**

These aquatic merit badges and programs are taught at the boat docks. Scouts will need to bring close toed shoes they can wear in the river. These merit badges include:

- Canoeing
  - For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.
- Kayaking
  - Kayaking has become one of the fastest-growing paddlesports in the United States. An estimated nine million Americans enjoy this sport. The most popular style of kayaking is recreational kayaking, followed by touring/sea kayaking, and whitewater kayaking. This merit badge will introduce you to recreational kayaking and help prepare you for advanced paddlesports such as tour/sea and whitewater kayaking.
- SUP Paddleboarding
  - This is a BSA award developed to encourage the development of boardsailing skills.
  - This is not a merit badge.

## **Building Trades**

Two merit badges are taught at the warehouse, a shuttle will run from camp to the warehouse before and after each section. Electronics is taught at the Dario Pavilion.

- Auto Maintenance
  - Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.
- Welding
  - Participants must be at least 13 years old
  - There is an additional program fee for this merit badge
  - Welding is the process of joining with a weld – joining or combining similar pieces of metal by heating them with a flame torch or an electric current, then hammering or pressing them together while they are soft. Welding plays a major role in our modern world, and mastery of the skill can lead to exciting career opportunities. Someday, you may have an opportunity to experience exciting new career paths in welding.
- Electronics

- The Electronics Merit Badge is a fun, STEM-based merit badge that will inspire Scouts to pursue a possible career in Electronics. Scouts will learn about capacitors, transistors, and resistors while grasping the basic principles of digital techniques and demonstrating how to build a control device circuit. Understand the behaviors of electrons and learn safety precautions when using, building, altering, or repairing electronic devices with the Electronics Merit Badge

## **Climbing**

Taught at the Worth Ranch Climbing Garden

- Climbing
  - This merit badge requires an additional fee
  - Participants must be 13 or older
  - Climbing is not a sport that requires tremendous muscular strength, it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors.

## **Hammer Patrol**

Hammer Patrol is the Worth Ranch first year scout experience. Scouts will work through many of the requirements required to advance from Scout to First Class. This is an excellent opportunity for new Scouts and is highly recommended!

- Recommended for first year campers
- Scouts will earn the painting merit badge, additionally they will earn most of the Fire Safety and Public Speaking merit badges
- Scouts complete many of the requirement for the first four ranks on their trail to Eagle

## **Nature and Ecology (NECO)**

Nature and ecology merit badges are taught at the Collier Building, in some sections merit badges are taught congruently, they will be listed together. These merit badges give Scouts the opportunity to learn about and explore our natural world.

- Environmental Science
  - Not recommended for first year Scouts
  - A camera is helpful but not required
  - While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

- Sustainability
  - Not recommended for first year Scouts
  - This merit badge can not be completed at camp
  - Learn to reduce waste and teach sustainable practices to others so you can help conserve Earth's resources with the Sustainability Merit Badge. Scouts will develop and implement a plan to reduce their water usage, household food waste, and learn about the sustainability of different energy sources, including fossil fuels, solar, wind, nuclear, hydropower, and geothermal.
- Insect Study & Mammal Study
  - Two merit badges taught congruently
  - All requirements cannot be completed at camp
  - In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.
  - For insect study, requirement 7, raise larva, can be completed before coming to camp, additionally requirement 4 can be begun before camp
  - Scouts delve into the world of mammals. A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.
- Fish & Wildlife Management
  - All requirements cannot be completed at camp
  - Learn how animal diversity impacts the planet and the longevity of communities across the globe with the Fish and Wildlife Management Merit Badge. The Fish and Wildlife Merit Badge is a conservation-based merit badge recognizing our ecological impact and responsibility to preserve and protect animal life. Scouts will learn the purpose of fish and wildlife conservation while listing at least three significant problems threatening fish and wildlife resources in their community.
- Fishing & Fly Fishing
  - Two merit badges taught congruently
  - Scouts are encouraged to bring their own fishing equipment if they would like, the camp does have equipment for Scouts to use
  - Scouts 17 or older will need to purchase a Texas fishing license before camp
  - Fishing is one of Scouting's essential skills and teaches Scouts to feed themselves, their troops, and their families. In their pursuit of the Fishing Merit Badge, Scouts will demonstrate how to use fishing equipment properly, tie various fishing knots, identify natural fishing baits and artificial lures, and explain safety practices to follow while fishing.
  - Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.

- Weather
  - Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.
- Geology
  - Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.
- Forestry and Pulp & Paper
  - Two merit badges taught congruently
  - All requirements cannot be completed at camp
  - In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.
  - Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.
- Astronomy & Space Exploration
  - Requires an additional fee.
  - Some night time classes are required.
  - Scouts get to build and launch a rocket.
  - In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.
  - Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.
- Soil and Water Conservation
  - Scouts will need to participate in a conservation project during the week
  - Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

## Scoutcraft

Headquartered in Roeser Hall, this is where Scouts can hone their Scouting skills from carving a beautiful neckerchief slide to patching up the oops while carving the beautiful neckerchief slide.

Many of these classes are popular with Scouts early in their Scouting journey.

- Camping & Backpacking
  - Both merit badges are taught congruently
  - Bring a camping backpack
  - All requirements cannot be completed at camp
  - Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.
  - Earning the Backpacking merit badge will be demanding but rewarding. Scouts will learn what equipment to carry on their backs and what knowledge to have in their heads. In addition, Scouts will discover how to protect the environment by traveling and camping without leaving a trace. By mastering the basics of backpacking, Scouts will develop an even deeper respect for the outdoors.
- Robotics
  - Build your own working robot with the Robotics Merit Badge. Learn about the robotics industry, discover the different fields of robotics, explore the available career options in robotics, and design, build, program and test your own robot.
- Basketry, Leatherworking, Woodcarving, and Art
  - An addition program fee is required for this section
  - This section includes all four merit badges.
  - Scouts should bring a pocket knife or money to purchase one in the trading post; a locking blade is recommended.
  - Scouts who have already completed one or more of these merit badges before coming to camp can use the class time to work on their projects for the merit badges they need.
  - Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.
  - Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.
  - As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The



requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

- This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art.
- Signs, Signals, and Codes
  - The Signs, Signals and Codes merit badge covers a number of the nonverbal ways we communicate: emergency signaling, Morse code, American Sign Language, braille, trail signs, sports officiating hand signals, traffic signs, secret codes and more.
- Wilderness Survival
  - Scouts will hike up Kyle Mountain, build a shelter, and spend one night. Weather permitting they will be able to enjoy the spectacular Worth Ranch sunrise from the top of Kyle Mountain.
- Safety
  - All requirements cannot be completed at camp
  - Knowing about safety helps Scouts to make the right choices and to take the best actions to avoid accidents by making informed choices in their everyday activities and to respond appropriately during an emergency situation.
- Orienteering
  - Bring a compass if you have one
  - All requirements cannot be completed at camp
  - Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.
- Cooking
  - An additional fee is required for this merit badge
  - All requirements cannot be completed at camp
  - The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.
- First Aid
  - Scouts need to bring their personal first aid kit in order to complete the merit badge; review what needs to be included in the personal kit.
  - First aid—caring for injured or ill persons until they can receive professional medical care—is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.
- Pioneering

- Scouts will need to attend “open pioneering” to work on and complete their pioneering project.
- Pioneering—the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars—is among the oldest of Scouting’s skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America’s forests and prairies.
- Emergency Preparedness
  - First aid is a prerequisite for this merit badge
  - This merit badge can not be completed at camp
  - Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

## **Shooting Sports**

These classes are taught at one of three ranges at Worth Ranch. Ready, aim, FIRE!

- Shotgun Shooting
  - Requires an additional fee
  - Not recommended for younger Scouts because of the weight and recoil of the shotgun
  - Taught at the shotgun range
  - Scouts shoot clay pigeons to qualify for the merit badge. Scouts may find it necessary to attend “free shoot” for more time to qualify
  - Learning to shoot is like mastering any other skill — it takes study and practice. The Shotgun Shooting merit badge is an introduction to safely using basic skills to hit the target. Once you have mastered the fundamentals, you can begin to apply them to a variety of shotgun activities.
- Rifle Shooting
  - Requires an additional program fee
  - Not recommended for first year Scouts
  - Taught at the rifle range
  - Scouts may find it necessary to attend “free shoot” for more time to qualify
  - The Rifle Shooting merit badge shows you how a rifle works, how to handle it safely, and how to care for it. There is much more to shooting than squeezing the trigger. Once you have learned the fundamentals of rifle shooting, you can begin to apply them to various rifle-shooting sports and activities.
- Archery
  - Requires an additional fee
  - Taught at the archery range
  - Scouts may find it necessary to attend “free shoot” for more time to qualify

- Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow—but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.

## **Ski Slopes**

Yes you're seeing this correctly! Worth Ranch has an artificial ski hill and we are able to offer snow sports merit badge in the middle of the Texas summer. SKI KYLE MOUNTAIN!

- Snow Sports
  - Must be at least 13 years old
  - Scouts must wear long pants and long sleeves; they may bring personal knee pads and elbow pads if desired.
  - The ski slope is made from artificial turf and made slick with soap and water.
  - Skiing and snowboarding are the fastest and most thrilling ways to travel on foot in snow country. These sports also provide the physical benefits of fresh air, rhythmic action, and strenuous exercise. Many games and contests give snow sports variety and added rewards.

	Time o' Day	Morning						Lunch	Afternoon							
	Time Block	8:30 to 9:00	9:00 to 9:30	9:30 to 10:00	10:00 to 10:30	10:30 to 11:00	11:00 to 11:30	11:30 to 1:30	1:30 to 2:00	2:00 to 2:30	2:30 to 3:00	3:00 to 3:30	3:30 to 4:00	4:00 to 4:30	4:30 to 5:00	5:00 to 5:30
<b>Aquatics</b>																
Pool	BSA Lifeguard	BSLAG							BSALG							
	Lifesaving	Lifesaving				Lifesaving				Open Swim						
	Swimming	Swimming		Swimming		Swimming			Swimming							
	Instructional Swim	IS		IS		IS			IS							
Docks	Canoeing	Canoeing				Canoeing					Open Boating					
	Kayaking	Kayaking				Kayaking										
	SUPaddleboarding	SUP		SUP		SUP		SUP								
<b>Climbing</b>																
Gardens	Climbing	Climbing				Open		Climbing				Open Climb				
<b>Shooting Sports</b>																
Shotgun Range	Shotgun	Shotgun MB		Shotgun MB				Shotgun MB				Open				
Rifle Range	Rifle	Rifle MB		Rifle MB				Rifle MB				Open				
Archery Range	Archery	Archery MB		Archery MB				Archery MB				Open				
<b>Snow Sports</b>																
Ski Slopes	Ski Sports	Snow Sports		Snow Sports				Snow Sports		Open Ski						
<b>NECO</b>																
Collier Building	Environmental Science	E-Science		E-Science				E-Science								
	Sustainability	Sustainability		Sustainability												
	Insect & Mammal Study							I&M Study		I&M Study						
	Soil & Water Cons.	S&W														
	Fish & Wildlife Man.							F&W MB		F&W MB						
The Island	Fishing & Fly Fishing	MB		MB						Open Fish						
The Pit	Weather			Weather				Weather								
	Geology	Geology								Geology						
	Forestry/Pulp & Paper			FP&P						FP&P						
	Astronomy & Space Ex	MB						MB								
<b>Scoutcraft</b>																
Roeser Hall	Camping and Backpacking	C&B MB		C&B MB								C&B MB				
	Robotics	Robotics		Robotics				Robotics								
	Basketry, Leatherwork, Woodcarving, Art							MB		MB						
Museum	Signs, Signals, and Codes	SSC						SSC								
	Wilderness Survival			Wilderness						Wilderness						
	Safety			Safety						Safety						
	Orienteering	Orienteering						Orienteering								
Costello Ranch	Cooking	Cooking MB		Cooking MB				Cooking MB								
Dario	First Aid	First Aid MB		First Aid MB								First Aid MB				
Pioneering Area	Pioneering							Pioneering MB		Pioneering MB		Open Pio				
	Emergency Preparedness	E-Prep		E-Prep												
<b>Hammer Patrol</b>																
Collier Building	Hammer Patrol	Hammer Patrol							Hammer Patrol							
<b>Building Trades</b>																
Warehouse	Auto Maintenance			Auto Main MB						Auto Main MB						
	Welding			Welding MB						Welding MB						
	Electronics									Electronics						

## 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.

<b>Additional Fees (Program)</b>	<b>Amount</b>
Shotgun	\$25.00
Rifle	\$15.00
Leatherwork (kit)	\$10.00
Basketry (kit)	\$10.00
Free Rifle/Trap	\$25.00
ATV Safety	\$30.00
Astronomy and Space Exploration (rocket)	\$10.00
Wood Carving (kit)	\$10.00
Welding	\$15.00
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 overnighter on Wednesday night, which is a wonderful way for them to try out their new skills and get away for the night!

**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.

### 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

# 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
<b>Safe Swim Defense + Swimming &amp; Water Rescue</b>		
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
<b>Safety Afloat + Paddle Craft Safety</b>		
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
<b>ATV Safety - \$30 This training requires long sleeves, pants, and boots.</b>	Youth Male – Tuesday 10am-5:30pm Adults – Wednesday 10am-5:30pm Youth Female – Thursday 10am-5:30pm	Meet on porch of Duncan Dining Hall
<b>CPR, CPR Standard First Aid, Wilderness First Aid/CPR AED</b>		
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

## 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 staff teaches the youth – 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.