

# SUMMER CAMP PROGRAM OVERVIEW

## PART 2



PALO PINTO, TEXAS, USA



## Contents

Living Your Week at Worth Ranch .....	3
Flag Ceremonies.....	3
Dining Hall/Meals.....	3
Religious Services.....	3
Trading Post .....	3
Order of the Arrow .....	3
Lost and Found .....	4
Taps/Lights Out.....	4
Schedule Highlights.....	4
Adult Leaders Meetings .....	4
Senior Patrol Leaders Meetings.....	4
Third Year Canoe Trip.....	4
Mile Swim .....	5
Range and Target Sports Sundown Classic .....	5
Camp Office.....	5
Wireless Capability .....	5
Adult Leader vs. Staff Softball Game .....	5
Garbage.....	5
Camp Commissioner .....	6
Merit Badge Schedule .....	6
Evening Program Schedule.....	8
Training Schedule.....	9

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## **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. We will have timed meals, shown in the Typical Day Schedule. There will be assigned dining areas, and more information will be communicated in your dining hall talk on Sunday when you check in.

### **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! OA Day will begin with a rededication ceremony

before the morning flag ceremony. An Order of the Arrow reception 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 reception and notify the OA Camp Chief.

### **Lost and Found**

Lost and found items will be placed in a box at 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, 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 Wednesday 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.

## **Range and Target 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 Range and Target 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 shotguns under the direction of Dennis Johnson and Greg Kadesch, Volunteer Chairs of the Longhorn Council Range and Target 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.

## **Adult Leader vs. Staff Softball Game**

Our own Homer Charlies (Staff) look for another winning season against the Kyle Mountain Rangers (adult leaders)! 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 Stewardship team 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 raccoons 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 time with us.

## Merit Badge Schedule

		Breakfast		Morning Program					Lunch	Afternoon Program							Dinner				
	Time Block	7:00-7:55	8:30-9:00	9:00-9:30	9:30-10:00	10:00-10:30	10:30-11:00	11:00-11:30	12:00-12:55	1:30-2:00	2:00-2:30	2:30-3:00	3:00-3:30	3:30-4:00	4:00-4:30	4:30-5:00	5:00-5:30	6:30-Event			
Aquatics																					
Pool			Lifesaving							Lifesaving						Open Swim					
			Swimming		Swimming				Swimming		Swimming										
			Instructional Swim		Instructional Swim				Instructional Swim		Instructional Swim										
Docks			Canoeing							Canoeing						Open Boating					
			Kayaking						Kayaking		Kayaking										
			Rowing						Rowing		Rowing										
Hammer Patrol																					
Collier Campsite																					
Climbing																					
Climbing Gardens			Climbing			Open Climb				Climbing			Open Climb								
Ski Slopes																					
Ski Slopes			Snow Sports		Snow Sports				Snow Sports		Snow Sports		Open Ski								
Range and Target Activities																					
Shotgun			Shotgun		Shotgun				Shotgun				Open Shoot								
Rifle			Rifle		Rifle				Rifle				Open Shoot								
Archery			Archery		Archery				Archery				Open Shoot								
NECO																					
			Fishing/Fly Fishing			Fishing/Fly Fishing							Open Fishing								
			Environmental Sci							Environmental Sci											
			Astronomy/Space Ex							Astronomy/Space Ex											
			Insect Study						Insect Study												
				Mammal Study									Bird Study								
						Reptial &Amphib									Reptial&Amphip						
			Weather																		
				Geology																	
										Nature											
												Forestry									
Scoutcraft																					
			Robotics							Robotics											
			E-Prep/Search&Rescue			E-Prep/Search&Rescue								Electronics							
			Camp/Backpack		Camp/Backpack									Camp/Backpack							
			Wilderness							Wilderness											
			First Aid		First Aid					First Aid				First Aid							
			Cooking							Cooking					Cooking						
			Textile/Sculpture/Painting							Basketry/Leatherwork/Woodcarving					Sledgehammer						
			Orinteeering		Orinteeering																
			Exploration			Exploration															
	Building Trades																				
				Auto Maintenance/Farm Mechanics							Auto Maintenance/ Farm Mechanics										
				Welding							Welding										

## Merit Badge Schedule Notes

Lifesaving	Must be a swimmer, requires long sleeve shirt, pants and lace up shoes
Swimming	Must be a swimmer
Canoeing	Must be a swimmer, requires water shoes
Kayaking	Must be a swimmer, requires water shoes
Rowing	Must be a swimmer, suggested to be a 3rd year scout, requires water shoes
Standup Paddle Boarding	Must be a swimmer, requires water shoes, only offered on Fridays
Climbing	Additional Program Fee \$20, Must be 13 and above
Camping and Backpacking	Partial
Emergency Preparedness	Partial
Wilderness Survival	Bring Overnight Pack
Cooking	Partial, 5 Days, Additional Program Fee \$20
Farm Mechanics	Partial
Electronics	Additional Program Fee \$20
Welding	Additional Program Fee \$20
Handicrafts Merit Badges	Basketry, Woodcarving, Leatherwork: Additional Program Fee \$30 (Kits), needs Totin' Chip or Scoutmasters permission for woodcarving
Hammer Patrol	Partial for Fire Safety, 5 Days, Bring Overnight Pack
Insect Study	Partial
Fishing and Fly Fishing	Potential Partial: Requires Catching a Fish
Astronomy and Space Exploration	Potential Partial (Weather Permitting), Additional Program Fee \$15
Reptile and Amphibian	Partial
Snow Sports	Requires long sleeve shirt and pants, may bring your own elbow and knee pads, 13+
Shotgun	5 Days, Potential Partial (Qualification), Additional program Fee \$35 (For Open Shotgun as Well), Age 13+

Rifle	5 days, Additional Program Fee \$20 (For Open Rifle as Well), must be physically able to handle the recoil of the gun recommended for scouts ages 13+ due to physical strength required
Archery	5 Days, Potential Particle (Qualification), Additional Program Fee \$10, Age 13+
Trail To Eagle	Afternoon Program Schedule found in leader's guide, bring overnight pack, Age 13+
Chess	Only offered on Friday
Fingerprinting	Only offered on Friday
Pulp and Paper	Only offered on Friday

## Evening Program Schedule

### Sunday Evening- Introduction and Staff Run Campfire

We welcome everyone to Worth Ranch with our staff introduction and Sunday Night Campfire. Learn where merit badges are being taught and end the night by getting to know the staff with skits and songs put on by the staff.

### Monday Evening- Frontier Night

Worth Ranch takes the Troops back to the past with our Frontier Night activities. Join us for fun field games, including, but not limited, Tug of War, Cattle (Chair) Roping, and Koob. We also open up our branding, where you can get items branded with our Worth Ranch famous WR brand. You can bring your own items to get branded, or buy items in our trading post.

### Tuesday Evening- Troop Night

Tuesday night you and your troop are able to rent out a program area for the evening.

Troops get to pick out their top three program areas that they would like to go to for the evening and through a lottery system they get assigned a place to hang out. Scouts have a blast bonding with their Troop in this evening program.

Places that can be selected- Pool, Docks, Snow Sports, Climbing, Rifle, Archery, Shotgun

### Wednesday Evening- Charlie Ball Night

Take me out to the ball game! Wednesday night is our Staff versus Scoutmaster softball game, named Charlie Ball. After the game, adult leaders are then invited to the pool for our Scoutmaster Swim. There are many different things offered for the Scouts this night, including a Scout party leading into a movie night, and Open Swim. We also put on our Third-Year Canoe Trip. Scouts either on their third year of summer camp, or 13 and above, are able to join our docks staff for a

canoe trip up river to have dinner and tons of fun.

### Thursday Evening- Family Night

We invite your family to visit Worth Ranch for many fun activities. Scouts get to show their parents where they have been staying the past week and can join the troops during dinner. The staff will put on a patriotic flag ceremony taking down a Garrison flag, followed by OA call outs. Then join us for another campfire program, where your Troop can sign up to put on a skit or song.

### Friday Evening- Award Campfire

On our last night of the week, we want to celebrate the accomplishments that the Scouts and leaders achieved at Worth Ranch throughout the week. Staff give awards to Scouts, and troops have the ability to give an award to the staff that made their week

## Training Schedule

Day of The Week	Class	Breakfast	Morning Program						Lunch	Afternoon Program							Dinner
		7:00-7:55	8:30-9:00	9:00-9:30	9:30-10:00	10:00-10:30	10:30-11:00	11:00-11:30	12:00-12:55	1:30-2:00	2:00-2:30	2:30-3:00	3:00-3:30	3:30-4:00	4:00-4:30	4:30-5:00	5:00-5:30
MONDAY																	
Safe Swim Defense			Landreth														
Swimming and Water Rescue + SSD			Landreth Lodge							Landreth Lodge							
TUESDAY																	
Safety Afloat			Landreth														
Paddle Craft Safety+ Safety Afloat			Landreth Lodge							Landreth Lodge							
ATV (Youth Male)										Meet On the Front Porch of Duncan							
Wilderness First Aid					First Aid Training Room				First Aid Training Room								
Only CPR					First Aid Training Room				First Aid Training Room								
Only CPR and Basic First Aid					First Aid Training Room				First Aid Training Room								
WEDNESDAY																	
ATV (Adults)										Meet On the Front Porch of Duncan							
Wilderness First Aid					First Aid Training Room				First Aid Training Room								
Leave No Trace					Landreth Lodge				Landreth Lodge								
THURSDAY																	
ATV (Youth Female)										Meet on the front porch of Duncan							
Wilderness First Aid					First Aid Training Room				First Aid Training Room								
Leave No Trace					Landreth Lodge				Landreth Lodge								
FRIDAY																	
Wilderness First Aid					First Aid Training Room				First Aid Training Room								
Leave No Trace					Landreth Lodge				Landreth Lodge								

### Training Schedule Notes

ATV	Long sleeves, pants and boots required, Age +14, Additional Program Fees \$30. Missed Merit Badge classes may be made-up on Friday
Wilderness First Aid	Age +14, Additional Program Fees- \$75 (Comes with CPR and Basic First Aid) Tuesday-Friday Class
CPR only	Age +14, Additional Program Fees- \$15, Tuesday Only

Basic First Aid & CPR	Age +14, Additional Program Fees- \$30, Tuesday Only
Leave No Trace	Age +18, Additional Program Fees- \$30, Wednesday-Friday, at least 5 people must be signed up for the class for it to happen
Swimming and Water Rescue	Age +15, Must be a Swimmer
Paddle Craft Safety	Age +15, Must be a Swimmer

