



# 2017 Program Guide

TREVOR REES-JONES SCOUT CAMP  
CLEMENTS SCOUT RANCH



• A TRUE TEXAS ADVENTURE •

**Trevor Rees Jones Scout Camp**  
**2017 Program Guide**  
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# Trevor Rees-Jones Scout Camp

## General Information

### **Mailing address**

Trevor Rees-Jones Scout Camp  
Scout's Name  
Troop #  
11217 FM 2970  
Athens, Texas 75751

### **Ranch location:**

From Athens:

- go South on State Highway (SH) 19 for 3.4 miles,
- turn right on Farm-to-Market (FM) 753 and travel 3.9 miles.
- Turn left on (FM) 2970 and travel 2.4 miles until you come to the ranch entrance.

The Trevor Rees-Jones Scout Camp is about 98 miles southeast of Dallas from the Circle Ten Council Scouting Center.

### **Camp telephone numbers**

Please note, the camp telephone number is for **medical and family emergencies only**. Parents are asked to use this number only for emergencies. Trevor Rees-Jones Scout Camp is not equipped with a paging system. If a parent calls with a non-emergency, the message will be delivered at the next meal.

903-675-0293 main  
903-677-3971 fax

NOTE: Fax machine is not for personal correspondence of any kind.

### **Camp Office Hours**

Sunday:

12:00 p.m. - 5:30 p.m.

Monday - Friday:

9:00 a.m. - 11:30 a.m.

1:30 p.m. - 5:00 p.m.

Saturday:

9:00 a.m. - 11:45 a.m.

### **Camp Leadership Team**

Camp Director

Michael Garcia

214-985-1812

[Michael.Garcia@Scouting.org](mailto:Michael.Garcia@Scouting.org)

Program Director

Weston Gregory

903-746-4389

[tgreggs95@gmail.com](mailto:tgreggs95@gmail.com)

Assistant Camp Director

Tamara Dreger

214-509-2114

[Tamara.Dreger@Scouting.org](mailto:Tamara.Dreger@Scouting.org)

Camp Ranger

Kevin Slater

903-681-1006

[Kevin.Slater@Scouting.org](mailto:Kevin.Slater@Scouting.org)

**I have questions- is there a place  
I can find someone to ask?**

# **YES! - Summer Camp Leaders Meetings**

**Scout units attending:  
Weeks 1 & 2 - Tuesday, May 16, 7pm  
Or if you are attending  
Weeks 3, 4, & 5 – Tuesday May 23, 7pm**

Both meetings will be held at the Murchison Scouting Center, 8605 Harry Hines Blvd,  
Dallas, TX 75235

At this time you will be able to:

- Sign up your troop for an arrival time
- Sign up your troop to conduct one of our daily flag ceremonies
- Sign up for your unit balance settlement time
- Make last minute Merit Badge schedule changes
- Meet the Camp Director and Assistant Camp Director
- Get the latest and greatest updates to program and schedules
- Get answers to any other questions you may have

## TREVOR REES-JONES SCOUT CAMP DAILY SCHEDULE

### Sunday

- Noon Camp Office Opens -- Troops begin check-in
- 12:30 p.m. Camp Tours, medical re-checks and swim test
- 3:00 p.m. Check-in deadline
- 5:45 p.m. Table Waiters to the Dining Hall
- 6:10 p.m. Formal Retreat Ceremony at Flagpole (In uniform)
- 6:15 p.m. Supper  
After Dinner Scoutmasters and SPL meeting
- 8:00 p.m. Campfire/Sundown Sundaes
- 10:30 p.m. Lights out (Please be considerate of others)

### Weekdays

- 7:00 a.m. Mile swim practice - Swimming Pool
- 7:00 a.m. Rise and shine!
- 7:15 a.m. Chapel (Wednesday only)
- 7:45 a.m. Table Waiters to the Dining Hall
- 7:55 a.m. Flag Raising Ceremony
- 8:00 a.m. Breakfast
- 8:45 a.m. Coffee with the Camp Director
- 9:00 a.m. Morning merit badges/classes (see troop schedule)
- 12:00 p.m. Table Waiters to Dining Hall
- 12:15 p.m. Lunch
- 12:45 p.m. SPL meeting at Headquarters
- 1:00 p.m. QUIET HOUR
- 2:00 p.m. Afternoon merit badges/classes (see troop schedule)
- 4-5:30 p.m. Open Program Areas
- 5:45 p.m. Table Waiters to Dining Hall
- 6:10 p.m. Formal Retreat Ceremony at Flagpole (In uniform)
- 6:15 p.m. Supper
- 7:00 p.m. Evening activities
- 10:30 p.m. Lights out (Please be considerate of others)

### Friday Special Events

- 9:00 a.m. Merit Badge make-up sessions (all areas)
- 2-5:50 pm Tournament Madness
- 3-4:00 p.m. Honor Camper Trail Ride #1
- 4-5:00 p.m. Honor Camper Trail Ride #2
- 5:55 p.m. Formal Retreat Ceremony at Flagpole (in uniform)
- 6:00 p.m. Dinner
- 7:15 p.m. Awards Ceremony
- 8:00 p.m. Order of the Arrow Call-Out Ceremony

## CAMP PROGRAMS

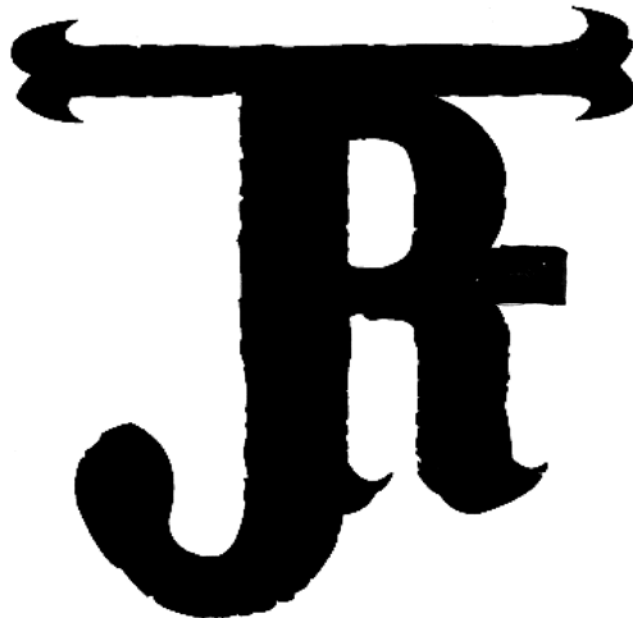
### **Overview**

Trevor Rees-Jones Scout Camp offers a wide variety of fun and challenging programs for your Scouts. Scouts will have the opportunity to learn new skills that will help them on their trail to Eagle. The camp has thirteen program areas that are staffed by National Camping School certified area directors and fellow Scouts who are eager to teach. Leaders can be assured that each of the staff members are trained and knowledgeable in his/her area of skill and involvement. The program areas include:

- Citizenship and Communications
- C.O.P.E. and Climbing
- Conservation/Nature
- Horse Corral
- Field Sports
- Handicraft
- ATV
- Health Science
- Water Front
- Pool
- Scout Skills
- Shooting Sports
- Trail to First Class

There are numerous other trainings and awards ready for your boys. They include:

- Mile Swim BSA
- Totin' Chip
- Firem'n Chit
- Paul Bunyan Woodsman Award
- Baden-Powell Troop Award



# ATV'S!

We are pleased to feature a fleet of Polaris 4-Wheelers for the program offerings at Trevor Rees-Jones Scout Camp. This adventure is for Scouts 14 years or older. We will have two sessions per day and each session will last 2 hours. We can accommodate up to eight Scouts per session so space is very limited. There will be an additional \$50 charge to participate in the program which will be added to your invoice in CampMaster. During the course the Scouts will earn the ATV Safety Institute rider certification as well as get to see parts of camp that are unreachable by other means. **IMPORTANT NOTE:** Long pants, a long sleeve shirt, and shoes that cover the ankle must be worn while participating in the ATV program.



## Scout Skills

One of the mainstays of any Scout Camp program is the scout skills area. There our qualified staff teaches the following merit badges:

- Hiking/Backpacking
- Pioneering
- Orienteering
- Camping
- Cooking
- Emergency Preparedness
- First Aid
- Search and Rescue
- Fire Safety

In addition, the Wilderness Survival merit badge provides an opportunity for a Scout to test his survival skills on a Wilderness Survival Overnighter. Scouts hike to a remote site on the Ranch and stay overnight in a shelter constructed from natural material. Also, there is an additional **\$20 charge for the Cooking** merit badge, but the fee will be invoiced through CampMaster and the badge can be completed at camp.

## Citizenship and Communications

This very popular area continues in its endeavors to meet the needs of your Scouts by offering your boys an opportunity to work toward earning a variety of fun and exciting Merit Badges.

- Art
- Citizenship in the Nation
- Citizenship in the World
- Chess
- Photography
- Animation
- Robotics
- Communications
- Crime Prevention/Fingerprinting
- Public Health
- Medicine/Disabilities Awareness
- Traffic Safety

There will be an extra **\$15 fee associated with Robotics** merit badge for materials.

**NOTE:** Scouts participating in Photography will need to bring their own camera (with cable to connect to PC) and will be responsible for keeping it in a safe place.

## Challenging Outdoor Personal Experience (C.O.P.E) and Climbing Tower

We invite all your older Scouts (13 and over) to take the C.O.P.E. Challenge. C.O.P.E. is a program designed to test the mental and physical skills of its participants. The program challenges your Scouts to work together to solve challenges, accomplish tasks and overcome obstacles while rappelling, swinging, jumping, zipping, and climbing. It is important that all participants bring jeans (not cut-offs or shorts) to wear during the high elements. There is an additional **\$40.00 fee for those participating in the course**. This is great program for the third or fourth year Scout. C.O.P.E. is offered in one class from 9:00 to 12:00 every day. Adults will have the same opportunity to enjoy the C.O.P.E. program as space allows.

The Climbing Tower at Trevor Rees-Jones Scout Camp is proud to offer the Climbing merit badge and free climbs in the afternoon.



## Nature

One of our busiest areas at camp is the Nature Area. The eight merit badges offered here are

- Astronomy
- Bird Study/Reptile & Amphibian Study
- Fishing
- Environmental Science
- Fish & Wildlife Management/Soil & Water Conservation
- Oceanography
- Forestry
- Geology/Plant Science
- Fly Fishing
- Mammal Study/Nature
- Weather

## Aquatics

A variety of aquatic activities make up the Trevor Rees-Jones Scout Camp's Aquatics program. Not only can Scouts participate in the experience of gliding along on 18-acre Lake McElvaney while rowing or canoeing, but they can also experience kayaking across the lake either by themselves or with a friend. We will also once again have Stand-up Paddleboards for the Scouts to enjoy in their free time. In order to participate any of the Aquatics merit badges youth must be classified as a Swimmer according to your BSA swim check.

- Kayaking
- Canoeing
- Rowing
- Swimming
- Lifesaving
- Instructional Swim

## Handicraft

Imagine yourself under the cool shade of the pavilion, carving a block of wood into your favorite animal or weaving cane into a basket proving you can take the simplest things and make a usable gift for Mom or Dad back home. All this can be accomplished at the Indian Village which is located between the swimming pool and Nature area.

Troops that send a Scout to Wood Carving must also send an adult. Note on fees – fees for these merit badges will be added to your unit invoice and the participants can pick up their supplies from their merit badge instructors. Scouts will no longer be required to bring cash to camp to purchase supplies. Fees are as follows:

**Basketry/Leatherwork - \$12, Indian Lore - \$8, Wood Carving - \$7**

- Art
- Sculpture/Pulp and Paper
- Painting
- Basketry/Leatherwork
- Wood Carving
- Indian Lore
- Space Exploration

## Horse Corral

The Horsemanship merit badge is for all Scout who wants to learn more about the care and grooming of horses, as well as specific riding skills. This class is taught at the Middle Corral. Boots and gloves will come in handy for this class but are not required.

- Horsemanship
- Animal Science
- Veterinary Medicine

## Shooting Sports

Another staple of any summer camp program is shooting sports and Trevor Rees-Jones offers some of the best shooting experience in the state. Our facility features three separate ranges for the disciplines of Archery, Rifle and Shotgun

- Archery
- Rifle Shooting
- Shotgun Shooting

**Note on range fees:** The cost structure for the shooting merit badges has changed for 2017. There will be a one-time charge for the Scouts that are taking the **rifle (\$10)** or **shotgun (\$30)** merit badge that will appear on the unit invoice. These fees will cover the ammunition and targets that are consumed as part of the merit badge class.

Participants in the rifle or shotgun merit badges will no longer need to purchase tickets for class. **Archery (\$5)** will also have a one-time charge payable on the unit invoice for the arrow kit that the Scout uses to complete the badge.

All shooting during the open area times will still require a ticket from the trading post. Rifle is \$1 for ten shots and target and shotgun is \$.50 for one shot and target.

## Field Sports Area

Physical fitness is a core component of the scout oath. To that end Trevor Rees-Jones Scout Camp offers the field sports area. The Cycling merit badge program will be offered to a limited number of 12 Scouts. Scouts must supply their own bikes and helmets.

- Athletics
- Cycling
- Sports
- Personal Fitness

## **First Year Camper**

This is a 3 hour class that is offered from 9 a.m. to Noon. This program is intended for the Scout that is in his first six months with a Boy Scout troop. Time here will be spent focused on basic Scouting skills and having FUN!!!

We know that many boys and parents expect summer camp to be an opportunity to earn merit badges. Consequently these Scouts that are enrolled in the First Year Camper Program will have an opportunity to sign up for 2 merit badges in the afternoon with the general population at camp. We strongly recommend enrolling them in a selection from the following list.

- Basketry and Leatherwork (combo merit badge)
- First Aid
- Indian Lore
- Nature
- Fingerprinting and Crime Prevention (combo merit badge)
- Astronomy
- Swimming (if second class req 8a-8c and first class rank req 9a-9c have already been completed)

If your Scouts would like this program simply select First Year Camper from the drop down menu and then the two merit badges they would like to take in the subsequent spots. As always, we will not sign off any requirements for rank advancement as a part of this program. The signing off of requirement remains the responsibility of the Scoutmaster or his designee. We will only provide instruction in those requirements.

## **Trail to First Class**

In this option, your first year Scout will decide before they come to camp whether or not they want to sign up for the half day program or individual rank classes in the new TFC area. In this program if a Scout has already earned the Tenderfoot rank before coming to camp, he can specifically sign up for an hourly class offered in the afternoons for Second Class and/or First Class rank. He is then encouraged to take other “first year” merit badges during the morning sessions.

There will be specific instruction time set aside to address the requirements for Second Class and First Class on an hourly basis in the afternoon. There are no requirements for participation, and a Scout may participate in one or both sessions. The requirements that will be covered are similar in content to the all-day course, and like the First Year Camper Program, our staff will not actually be signing off any requirements. Again it remains the Scoutmasters’ responsibility to decide if advancement requirements have been completed.

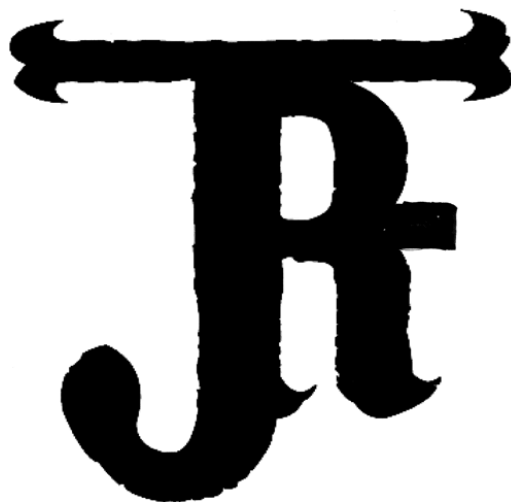
## **Merit Badge Combo Classes**

A special opportunity when it comes to merit badges is combo classes. In certain cases, merit badges overlap and it makes sense to pair them together. In these instances, we have combined them into one class for one hour with one sign-up. It's like two for the price of one! They are:

Basketry and Leatherwork  
Bird Study and Reptile & Amphibian Study  
Fish and Wildlife Management and Soil and Water Conservation  
Mammal Study and Nature  
Crime Prevention and Fingerprinting  
Geology and Plant Science  
Hiking and Backpacking  
Sculpture and Pulp & Paper  
Search & Rescue and Traffic Safety  
Medicine and Disabilities Awareness  
Photography and Moviemaking

### **NOTE ON MERIT BADGE FEES for 2017**

As a result of the feedback from leaders, we will be collecting all merit badge fees through the invoice process. Your Scouts will not have to go to the trading post prior to the merit badge class to buy supplies. For example, if you sign a Scout up for Wood Carving merit badge your unit will automatically be charged \$7 on the invoice and the Scout can simply pick up his merit badge kit from his instructor. Kits will still be available for purchase at the trading post should a Scout want to do a project for fun, but he will no longer have to buy a kit from the trading post before class.



*Note to Scoutmaster: The form on the is intended for you to photocopy and distribute to your youth as they make their merit badge selections for 2017. There is a list of merit badges on the following pages for your Scouts to reference.*

## **Circle Ten CampMaster Course Selection Form**

**Scout Name:** \_\_\_\_\_ **Rank:** \_\_\_\_\_

**Years at Camp:** \_\_\_\_\_

Signing up for merit badges is easy! List the courses you wish to take in priority order. See the detailed course list for the course names to choose. Up to 5 one hour courses can be scheduled in the allotted summer camp day. Once you make your selections the CampMaster program will automatically assign times to your course schedule. Keep in mind some courses are two hours, three hours and in some cases all day. Remember – if you pick a two or three hour course, you will not be able to select 5 courses. Additional course names are collected in case some of the top 5 are not available. You may select an “off” hour at a specific time by choosing “[9 a.m., 10 a.m., 11 a.m., 2 p.m., or 3 p.m.] open”

**Priority**

**Course Name**

1. \_\_\_\_\_ Hours: \_\_\_\_\_ Cost: \_\_\_\_\_
2. \_\_\_\_\_ Hours: \_\_\_\_\_ Cost: \_\_\_\_\_
3. \_\_\_\_\_ Hours: \_\_\_\_\_ Cost: \_\_\_\_\_
4. \_\_\_\_\_ Hours: \_\_\_\_\_ Cost: \_\_\_\_\_
5. \_\_\_\_\_ Hours: \_\_\_\_\_ Cost: \_\_\_\_\_

**Two additional choices in case any of the above courses are not available:**

6. \_\_\_\_\_ Hours: \_\_\_\_\_ Cost: \_\_\_\_\_
7. \_\_\_\_\_ Hours: \_\_\_\_\_ Cost: \_\_\_\_\_

## 2017 Trevor Rees-Jones Merit Badge Offerings

	Badge	Partial Only	Extra Fees	Eagle Required	1 hour class	2 hour class	3 hour class	All Day	Age requirement
1	Animal Science				YES				
2	Archery		\$5		YES				
3	Astronomy				YES				
4	Athletics	YES			YES				
5	ATV		\$50				YES		14
6	Backpacking/Hiking	YES			YES				
7	Basketry/Leatherwork		\$10		YES				
8	Bird Study/Reptile & Amphibian Study				YES				
9	Camping	YES		YES	YES				
10	Canoeing				YES				
11	Chess				YES				
12	Citizenship in the Nation	YES		YES	YES				
13	Citizenship in the World			YES	YES				
14	Climbing					YES			
15	Communication	YES		YES	YES				
16	Cooking		\$20	YES		YES			
17	C.O.P.E.		\$40				YES		13
18	Crime Prevention/Fingerprinting	YES			YES				
19	Cycling	YES		YES		YES			
20	Medicine/Disabilities Awareness								
21	Emergency Preparedness	YES		YES	YES				
22	Environmental Science			YES	YES				
23	Fingerprinting/Crime Prevention				YES				
24	Fire Safety	YES			YES				
25	First Aid			YES	YES				
26	Fish and Wildlife Man./Soil and Water Con.	YES			YES				
27	Fishing				YES				
28	Fly Fishing				YES				
29	Forestry				YES				
30	Geology/Plant Science				YES				
31	Hiking/Backpacking	YES		YES	YES				
32	Horsemanship				YES				
33	Indian Lore		\$8		YES				

34	Instructional Swim				YES				
35	Kayaking				YES				
36	Leatherwork and Basketry		\$10		YES				
37	Lifesaving			YES		YES			
38	Mammal Study/Nature				YES				
39	Medicine/Disabilities Awareness	YES			YES				
40	Mile Swim BSA				YES				
41	Music				YES				
42	Nature/Mammal Study	YES			YES				
43	Oceanography				YES				
44	Orienteering	YES			YES				
45	Painting	YES			YES				
46	Personal Fitness	YES		YES	YES				
47	Photography				YES				
48	Pioneering				YES				
49	Plant Science/Geology	YES			YES				
50	Public Health	YES			YES				
51	Public Speaking				YES				
52	Pulp and Paper /Sculpture				YES				
53	Reptile Study/Bird Study	YES			YES				
54	Rifle Shooting		\$10		TBD				
55	Robotics		\$15			YES			
56	Rowing				YES				
57	Sculpture/Pulp and Paper	YES			YES				
58	Shotgun Shooting		\$30			YES			
59	Soil and Water Con./Fish and Wildlife Man.				YES				
60	Space Exploration				YES				
61	Sports	YES			YES				
62	Swimming			YES	YES				
63	Traffic Safety				YES				
64	Veterinary Medicine				YES				
65	Weather				YES				
66	Wilderness Survival				YES				
67	Wood Carving		\$7		YES				

## **Other Programs and Special Events at Trevor Rees-Jones Scout Camp**

### **Opening Campfire**

Sunday night is our opening campfire program. Burn bans don't slow us down—whether we have fire or not, our skits and songs are sure to amuse. After the campfire program, stay with us for ice cream sundaes on the lawn.

### **Monday Night Madness**

Join us for Monday Night Madness, a camp-wide relay race. Put together a team of Young Guns or Big Guns for swimming, running, knot tying, and boating. For those who like to stay up late, join us for a movie after the race.

### **Tuesday and Thursday open areas**

These evenings are open areas for shooting sports, climbing, waterfront, and the pool. There will also be plenty of action in the Field Sports Area.

### **Wednesday night—“3, 2, 1, RODEO!”**

Join us for a Scout-friendly, animal-friendly Trevor Rees-Jones tradition. Boys will participate in a variety of. Stay until the end, and enjoy participation by our Scoutmasters.

### **Wrangler Program**

Trail Rides: Thirty minute Trail rides will be offered throughout the day every day. Tickets will be available at the Lower Corral after breakfast daily. The Lower Corral is located near Headquarters. There is no charge but availability is on a first come, first serve basis. Each rider will need to pick up his own ticket. Trail rides will start from the Lower Corral. We would like to remind all leaders to encourage their Scouts not to skip class to participate in trail rides. There are enough trail rides throughout the week to accommodate all who would like to go on a trail ride.

### **\*\*\*NEW FOR 2017\*\*\* Friday Program**

Based on feedback from our leaders and a successful pilot in the latter weeks of 2017 we will be moving to a four day class schedule. This will leave Friday mornings available for make-up sessions or final merit badge work for your scouts. In the afternoon we will have TOURNAMENT MADNESS! Every area will host their own competitions and some will even have events that Scoutmasters and visiting familie! In the evening we will have dinner together followed by our awards ceremony and Order of the Arrow call-out.



### **Honor Camper Trail Ride**

At the end of the week on Friday, each unit will select one "Honor Camper," a younger Scout who has epitomized the ideals of Scouting throughout the week. This honored Scout will participate in an "Honor Trail Ride" at 3:00 or 4:00 p.m. as assigned by the program director. In addition, each "Honor Camper" can stop by the Trading Post for a free drink to cool off after his ride.

### **Overnight Horse Trek**

Each Tuesday at 5:00 p.m. there will be an overnight horse trek. Space is extremely limited so each unit will be offered one spot. The Scouts will meet at the Lower Corral to load up and hit the trail. The Scouts will have a campfire meal that they will help prepare. Then after spending a night under the stars, Scouts will return the next morning to eat breakfast in the dining hall with their troops. In order to participate, Scoutmasters will be asked to turn in the name of a Scout who is 13 or older.

### **Fishing**

Trevor Rees-Jones Scout Camp is known throughout the Southwest for its excellent fishing. Scouts can fish Lake Perryman, Lake Allen or Lake McElvaney, offering Scouts and Scouters over 15 acres of water opportunities to try their skill at landing a largemouth or Florida bass, perch, or catfish. All fishing at the ranch is catch and release. Bring your own equipment.

### **Over the Edge-Rappelling**

Trevor Rees-Jones Scout Camp's climbing tower has four levels of climbing and rappelling-12, 24, 36, and 48 feet. The tower is designed to challenge both the beginner and the more experienced climber with its different challenges and levels. These may be used during open areas to meet the camping merit badge requirement of rappelling down a 30 ft. route (requirement 9b).

### **Trevor Rees-Jones Scout Camp Living History Museum**

Located at the Upper Corral is a facility which exhibits many of the animals, birds, and beautiful creatures found at the Trevor Rees-Jones Scout Camp, in East Texas, and throughout the Southwest. No other Scout camp in America offers facilities for Scouts and Scouters alike to view these primitive animals in their natural environment like the Living History Museum. Recently refurbished, the facility offers such exhibits as birds, fish, a 10' grizzly bear, snakes, fossils from the prehistoric East Texas area, 9 1/2-foot alligator, and an American Bald Eagle. The museum rivals many natural history museums located at other Texas State Parks and should not be missed. The Living History Museum is open on Wednesday evenings after the Trevor Rees-Jones Scout Camp Rodeo. It is also featured in several of our merit badge programs, and it can be viewed by appointment with the Nature Director.

## Arrival and Departure

### Check-in

In an effort to better serve your unit we are asking that you bring A BSA Generated roster which indicates scouts and leaders who will be camping with us during the week. All adults and youth that will be spending at least one overnight will need to be listed on your BSA generated roster. This roster can be retrieved from my.scouting.org account. Simply log in to your my.scouting account and find the “Member Manager” tab on the left hand side. Roster information can be found there under “Roster Details”. You can export certain roster information from there including a list of every scout registered in your unit. From there we would ask that you highlight those in attendance for your summer camp adventure. Your local council service center, or your local District Executive can also help you obtain a BSA generated roster.

We will be signing up for check in arrival times at the Leaders meetings on May 16 and May 23 (see info on page 4). Please plan to arrive at your appointed time and please make sure that your unit brings the following for check-in (due to limited copy paper and ink, no copies can be made at camp):

- A copy of your BSA generated roster with the names of those youth and adults in attendance highlighted.
- A copy of your Complete Annual Health and Medical Record for all Scouts and adult leaders attending camp. All medical forms will be returned to the troop after camp is concluded. Shots must be dated with year, or official shot records must be attached to the medical forms.
- A copy of your unit’s severe weather hazard training card
- For each adult attending camp, the following must be turned in upon arrival:
  1. **Copy of the Sexual Offender database check.**
  2. **Copy of a valid Face-to-Face Youth Protection certification card YC06-0014. (Training valid for two years)**
  3. **Adult in Camp State Compliance Form (Last page of this guide)**If any of these forms are missing, the adult will not be allowed to remain at camp overnight.
- You will set an appointment for Monday or Tuesday with the Assistant Camp Director to reconcile your camp fees during the check-in process. It will be at that time that any outstanding payment will be collected.
- All LDS and units not chartered to Circle Ten Council will need to bring two (2) copies of their local council insurance claim form.

## **Camp check-in occurs between Noon and 4:00 p.m. on Sunday afternoon.**

When you first arrive at camp you will be greeted by your Troop Guide, who will be your troop resource for the remainder of the week. They will be there for you at meals and will be checking in on your troop during the week. They will guide you through the check-in, medical re-check, camp tour, and swim check process.

One adult leader and the Senior Patrol Leader are responsible for checking in the troop at Camp Headquarters.

To ensure safety, only one vehicle per unit will be allowed into the campsite to deliver gear. Once your unit has checked in at Headquarters your Troop Guide will show you immediately to your campsite. After you and your Staff Guide inspect camp-supplied equipment for damage, your troop can begin to set up your site, take your tour, and complete medical re-checks. Please take the time to note any damaged equipment so that it may be repaired or replaced and your troop won't be charged at the end of your week at camp—troops must pay for any equipment they damage. The Camp Director has the right to adjust campsite assignments.

### **Swim Test and Medical Re-checks**

A BSA swim check will be conducted to determine the proper swimming ability for everyone that wishes to participate in aquatic activities while at Trevor Rees-Jones Scout Camp. If your unit chooses to do their swim checks before camp, our Aquatics Director reserves the right to retest at their discretion.

### **Medical Re-checks and Medical Forms:**

As part of the camp tour, leaders and campers will visit with the Camp Medic for a brief medical re-check. The purpose of this re-check is not to conduct a second physical, but to make the Medic aware of any potential health problems, personal medications, or concerns that a camper or leader may have. Copies of each Medical History form are adequate and will be returned to your unit upon your departure.

### **Departing on Saturday**

After breakfast Saturday morning, our Area Directors will be available at the Headquarters building to discuss any questions that you may have regarding merit badges taken by your Scouts during the week. After breakfast, units will be able to return to your campsite to pack up and clean the campsite. Your Troop Guide will assist you in your check-out process. They will come to your campsite and inspect it with the Scoutmaster and Senior Patrol Leader. They will check the condition of the tents, latrine and the site in general. They will also confirm that the broom and hose are still in the latrine.

Prior to your final departure from camp please stop by the camp office to submit your recommendations for our 2018 camping season as well as sign up for another summer camp experience at one of the Circle Ten Council Camps if you have not done so during the week.

The Saturday Schedule is as follows:

- 7:30 a.m. Table Waiters to Dining Hall
- 7:45 a.m. Flag Raising
- 8:00 a.m. Breakfast
- 8:30 a.m. Campsite breakdown and clean-up for final inspection



