



...and more!

Circle Ten Council

Indian Village

WINTER CAMP

Climbing

Mountain Man

Shooting Sports

**December 27th – 31st
Trevor Rees-Jones Scout Camp
Cost: \$45**

Horse Wrangling

Blacksmithing & Welding

Lumberjack

COURSE & TRAINING ADDENDUM

Your True Texas Adventure Awaits

WINTER CAMP 2018 - MERIT BADGE ADDENDUM

TABLE OF CONTENTS

introduction	1	Fish & Wildlife.....	5
HELPFUL HINTS FOR SELECTING MERIT BADGES		Forestry	5
.....	1	Geocaching	5
CAMPMASTER COURSE REGISTRATION	1	Horsemanship	5
COURSE SCHEDULES	2	Indian Lore	5
COURSE CHANGES AT CAMP.....	2	Leatherwork.....	5
COURSE MATERIALS	2	Orienteering.....	5
CLASS GUIDELINES	2	Photography	5
MERIT BADGE COMPLETION & PARTIALS	2	Pioneering	5
MERIT BADGE COUNSELORS	3	Pulp & Paper	5
TRAIL TO FIRST CLASS PROGRAM	3	Radio	5
LIVING HISTORY PROGRAMS	3	Rifle	5
Life of a Mountain Man	3	Robotics	5
Extreme Mountain Man	3	Shotgun	6
Life of a Lumberjack	3	Soil & Water Conservation	6
MERIT BADGE OFFERINGS	4	Space Exploration	6
American Labor	4	Sports	6
Archery	4	Weather	6
Astronomy.....	4	Welding	6
Basketry.....	4	Wilderness Survival.....	6
Bird Study	4	Woodcarving	6
Camping	4	WOODTURNING	6
Climbing.....	4	Woodturning.....	6
Cooking.....	4	ADULT LEADER TRAINING	7
Crime Prevention & Fingerprinting	4	Wilderness Remote First Aid.....	7
Cycling.....	4	CPR & First Aid Basic	7
Digital Technology	4	USA Archery Level II.....	7
Disabilities Awareness.....	4	NRA Range Safety Officer	7
Electricity	4	Climbing Tower Certification	7
Environmental Science.....	5	COURSE SELECTION FORM	8
First Aid.....	5	CAMPSITE / ACTIVITY MAP	9
Fishing	5		

INTRODUCTION

A Scout comes to winter camp to have fun, to have a great learning experience, to learn some skills and, yes, possibly to earn a few merit badges. In this addendum, you will find information on the policies and procedures at Circle Ten camps with regard to our merit badge programs.

At Winter Camp, all merit badge classes will be conducted in the morning with the afternoon free for special programs (see Leaders' Guide). Encourage a Scout to take up to three merit badges, but also to participate in our fun afternoon and evening programs.

Helpful Hints For Selecting Merit Badges

Here are some other helpful hints to consider as you incorporate the Winter Camp merit badge program into your unit program:

- Avoid scheduling and age conflicts by reviewing the merit badge sessions and activities for which your Scouts have registered.
- Discuss the merit badge requirements with your Scouts. You know each Scout's capabilities. Guide him to ensure that he has fun while experiencing new activities at camp which are within his developmental level. We encourage your Scouts to take a variety of merit badges in order to experience something completely different.
- Give a Scout alternatives and choices. Sometimes a Scout's desires are bigger than his abilities. Guide the Scout toward merit badges for which he is best suited. Remember some merit badge sessions are limited due to equipment limitations, skill level required, and safety considerations.
- Check requirements for any equipment the Scout may be required to bring and for any extra fees involved.
- Complete the required online scheduling in CampMaster before the December 7 deadline.

CampMaster Course Registration

The Winter Camp merit badge and program registration process will be delivered through the CampMaster web site (www.circle10.camp-master.com). **Your unit will be able to sign up individual scouts for classes for five weeks starting November 2 and running through December 10.**

You will sign up your Scouts for a class, not a specific class time. The CampMaster system will balance all of the Scouts who want a particular class over all of the times that the class is offered.

Due to feedback from the unit leaders who have attended our camps in the past, we will be imposing hard caps on many of our most popular classes. Priority will be given to those units who submit their schedules first and we will do our best to accommodate the class requests of every youth.

If your Scouts would like to schedule an hour off, that is an option that will be available during the sign-up process.

Course Schedules

Your Scouts individual class schedules will be available to you through Campmaster a week after registration closes. This will be made available through the CampMaster account that was used to register the scout. This should allow for ample opportunity for you to communicate back to your Scouts and help you in your camp planning and preparation.



Due to the number of Scouts attending, we ask that you print and distribute Scout course schedules before you arrive. We are not able to print schedules at Winter Camp. Each unit must provide their Scouts with a printed course schedule.

Course Changes at Camp

After lunch on check-in day, units may go to the Training Lodge to make merit badge add/drop requests. Add/drop will be open until 4:00 p.m. After that point, all changes will be closed and final course rosters will be printed for the first day of classes the next day.

Course Materials

All Scouts should bring a merit badge worksheet and pencil to class. We also recommend that every scout has a current Merit Badge Book during winter camp. The merit badge book should be brought with the Scout to Winter Camp, because the Trading Post may not have any in stock. Merit badge worksheets can be found and printed from:

http://meritbadge.org/wiki/index.php/Merit_Badge_Worksheets

Class Guidelines

Absolutely no “class jumping” by Scouts! The Scout MUST attend the merit badge class and correct hour of the class in order to be counted as present. We simply will count the Scout as absent in his assigned hour even if he is present at another time.

Disruptive, disrespectful or aggressive behavior will not be tolerated! If a Scout becomes so disruptive and unmanageable during class, he will be asked to leave and he may not be allowed back unless under the supervision of his Scoutmaster. The Scoutmaster will be informed of this should it occur. Please discuss appropriate classroom behavioral expectations; we thank you in advance.

Merit Badge Completion & Partial

At Winter Camp, merit badges will be offered in three 50-minute periods each morning. Please note, this is ~40% less time that is normally allowed in a typical summer camp merit badge program. Some merit badges may be able to be completed at Winter Camp, but most will be partials.

The Scout must successfully demonstrate the intent of the requirement to receive a completion for that requirement. This is the merit badge counselor's call. Attendance is not justification for completion.

At the conclusion of camp, you will receive a report detailing each Scout's attendance and the requirements they completed for your committee to use in awarding any advancements. Verify your merit badge attendance and completion record in CampMaster prior to departing camp to ensure Scouts get credit for their accomplishments.

Merit Badge Counselors

The Winter Camp program is designed so that Order of the Arrow Scouts as well as adults teach Scouts. You may offer cheerful assistance to the staff members at the merit badge session, but remember the staff member is in charge. Your greatest assistance may be in helping to maintain discipline and to encourage respect for the merit badge counselors.

We are constantly looking for skilled instructors for our Merit badges. If any unit leader possesses a skill that he/she would like to teach at camp which matches our merit badges offered, feel free to contact us immediately. We can put you on the schedule to teach if we are needing extra instructors.

TRAIL TO FIRST CLASS PROGRAM

	This program is designed for the first year Scout who has been in your troop for less than six months. Instruction will include rank requirements and all the basic Scouting skills. The Winter Camp staff will not sign off any requirements, but will only provide instruction on them. Much will depend on class size, weather, etc. but we will attempt to offer instruction in the following requirements:	Periods	Min Age	Fee
		3	-	-
Tenderfoot	3a, 3b, 3c, 3d, 4a, 4b, 4c, 5a, 5b, 5c, 6a, 7a, 8			
Second Class:	1b, 2a, 2b, 2c, 2d, 2f, 2g, 3a, 3b, 3c, 3d, 4, 5a, 5d, 6a, 6b, 6c, 6d, 6e, 8b, 9a, 9b			
First Class:	1b, 3a, 3b, 3c, 3d, 4a, 4b, 5a, 5b, 5c, 5d, 6b, 7a, 7b, 7c, 7d, 7e, 7f			

LIVING HISTORY PROGRAMS

Living History Program	Length	Min Age	Fee	Notes
<u>Life of a Mountain Man</u>	all-day	14+	\$10	This is an all-day program - Scouts will NOT have time for merit badges.
<u>Extreme Mountain Man</u>	all-day	15	\$10	This is an all-day program - Scouts will NOT have time for merit badges. Cost for this program includes a breakfast and a dinner that they will eat in the area (total of 2 meals).
<u>Life of a Lumberjack</u>	1 period in AM	-	-	The program will be offered in 1-hour blocks like the merit badge sessions. Scouts simply register for Life of a Lumberjack in lieu of a regular merit badge. If your Scouts want the full blown Lumberjack experience, have them take Forestry and American Labor MB in addition to Life of a Lumberjack.

MERIT BADGE OFFERINGS

Merit Badge	Periods	Min Age	Fee	Notes
 <u>American Labor</u>	1	-	-	We will complete everything except for requirement #2
 <u>Archery</u>	1	-	\$5	Supplies will be provided in class. All non-shooting requirements will be completed at camp. Scouts may or may not be able to complete all the shooting qualifications requirements at camp.
 <u>Astronomy</u>	1	-	-	There is a night lab that will take place on the 1st program night, weather and cloud permitting. That Lab will be moved until weather and cloud allows. There is a chance that this may not happen at camp.
 <u>Basketry</u>	1	-	\$7	Supplies will be provided in class
 <u>Bird Study</u>	1	-	-	Some requirements might still remain if Scouts donot complete them back at their campsite.
 <u>Camping</u>	1	-	-	The 30ft. rappelling requirement will not be done in class, but can be completed in the afternoon at the climbing tower. The requirement for number of nights camping cannot be completed fully at Winter Camp.
 <u>Climbing</u>	2	-	-	Climbing will be two double blocks 9-11 and 10-12. All requirements will be completed at camp
 <u>Cooking</u>	1	-	-	Scout will not have time in class to complete all the cooking requirements.
 <u>Crime Prevention & Fingerprinting</u>	1	-	-	All requirements will be completed at camp.
 <u>Cycling</u>	1	-	-	Scouts must bring their own mountain bike & helmet. None of the rides will be completed at camp.
 <u>Digital Technology</u>	1	-	-	All requirements will be completed at camp.
 <u>Disabilities Awareness</u>	1	-	-	
 <u>Electricity</u>	1	-	-	

Merit Badge	Periods	Min Age	Fee	Notes
 <u>Environmental Science</u>	1	-	-	
 <u>First Aid</u>	1	-	-	
 <u>Fishing</u>	1	-	-	Fishing at TRJ is all catch and release. There is a requirement to clean a fish, which will not be covered. .
 <u>Fish & Wildlife</u>	1	-	-	
 <u>Forestry</u>	1	-	-	All requirements will be completed at camp.
 <u>Geocaching</u>	1	-	-	All requirements will be completed at camp.
 <u>Horsemanship</u>	1	-	-	All requirements will be completed at camp.
 <u>Indian Lore</u>	1	-	\$10	All requirements will be completed at camp. Supplies will be provided in class.
 <u>Leatherwork</u>	1	-	\$10	All requirements will be completed at camp. Supplies will be provided in class.
 <u>Orienteering</u>	1	-	-	All requirements will be completed at camp.
 <u>Photography</u>	1	-	-	
 <u>Pioneering</u>	1	-	-	All requirements will be completed at camp.
 <u>Pulp & Paper</u>	1	-	-	All requirements will be completed at camp.
 <u>Radio</u>	1	-	\$10	There will be a 1 hr afternoon lab required for this merit badge.
 <u>Rifle</u>	1	-	\$10	All requirements will be completed at camp. There is a qualifying shoot that the scout may or may not be completed. The \$10 charge is for ammunition, targets, and cleaning supplies.
 <u>Robotics</u>	1	-	-	

Merit Badge	Periods	Min Age	Fee	Notes
 <u>Shotgun</u>	1	-	\$30	All non-shooting requirements will be completed at camp. There is a qualifying shoot that the scout may or may not complete. The \$30 charge is for ammunition, targets, and cleaning supplies.
 <u>Soil & Water Conservation</u>	1	-	-	
 <u>Space Exploration</u>	1	-	\$5	Supplies will be provided in class.
 <u>Sports</u>	1	-	-	
 <u>Weather</u>	1	-	-	
 <u>Welding</u>	1	14	\$25	Class size will be limited due to amount of equipment, and one-on-one instruction. Scouts MUST have a pair of blue jeans with no holes or rips, long sleeve shirt, and a pair of leather boots. (If Scout doesn't have appropriate footwear/clothing he will not be allowed to weld). All requirements will be completed at camp. Opportunities for open welding will be provided in the evening.
 <u>Wilderness Survival</u>	1	-	-	Scouts will be asked to complete an overnight campout on last Program Day. They build their shelters in the morning class, and then come back around 6 or 7pm to stay in them. Weather is always a factor, so sometimes it does not happen.
 <u>Woodcarving</u>	1	-	\$10	All requirements will be completed at camp. Supplies will be provided in class.

WOODTURNING

Program	Length	Min Age	Fee	Notes
Woodturning	30 min	-	\$5	<p>If your Scouts/adult leaders wish to take part in the Woodturning program, register them for the woodturning activity through CampMaster.</p> <p>Individuals will have the opportunity to come to HQ and purchase tickets for any open slots. Time slots will be available every 30 minutes from 9-12 a.m. and 1-5 p.m. December 28, 29 & 30.</p> <p>We encourage Venturing Scouts, Sea Scouts, and adult leaders to reserve a morning time slot and reserve the afternoon time slots for youth only as they are generally in merit badge classes during the morning times.</p>

ADULT LEADER TRAINING

Every Scout deserves a trained leader! We are pleased to offer the following adult leader training courses at Winter Camp. Have your adult leaders take advantage of these to enrich the quality of their programs in the areas of high adventure, shooting sports and climbing.

Adult Leader Course	Length	Fee	Notes
<u>Wilderness Remote First Aid</u>	All day, Dec 29 & 30	\$35	This is the course that is now required for at least one member of every High Adventure crew. The class will be offered only to adults registered with a troop in attendance at Winter Camp. To take the course you must show that you have a current CPR certification card to sign up as it will not be taught in the class.
<u>CPR & First Aid Basic</u>	5 hrs, Dec 28, 29 or 30	\$20	The course will be offered all three program days, (Dec 28, 29, & 30) and you need only attend one day to be certified. The class will be offered only to adults registered with a troop in attendance at Winter Camp.
<u>USA Archery Level II</u>	All day, Dec 29 & 30	\$65	Teaches advanced Archery knowledge and skills. Students will receive a USA Archery Level II Instructor certification, be able to teach the Archery Merit Badge and certify BSA Archery Level I Instructors. Must be 18+ years old and have a current Level 1 Certification. If you have questions regarding the Level II course, contact Clif Chamberlain at wclif71@gmail.com .
<u>NRA Range Safety Officer</u>	All day, Dec 28 & 29	\$50	Rifle, Shotgun, Pistol and Muzzleloading activities within the BSA require both a certified instructor and a Range Safety Officer. Upon passing the class and payment of NRA fees students will be certified to act as the Range Safety Officer for these activities. Must be 21 years old and a US Citizen, NRA Membership is recommended. Additional fees to be paid to the NRA upon completion of the course
<u>Climbing Tower Certification</u>	All day, Dec 28 29 & 30	\$20	Level 1 Tower Certification allows leaders to assist on the climbing tower, but not to run events on the tower.

 **WINTER CAMP!**
COURSE SELECTION FORM

This form is intended for the troop to photocopy and distribute to your youth as they make their merit badge and program selections for Winter Camp.

Scout name: _____ **Rank:** _____

would like to buddy with

Buddy name: _____ **Rank:** _____

Years at camp: _____

Signing up for merit badges is easy! List the courses they wish to take in priority order. See the detailed course list for the course names to choose from. Up to 3 courses can be scheduled in the allotted Winter Camp day. Additional course names are collected in case some of the top 3 are not available

Once you make your selections the CampMaster program will automatically assign times to your course schedule.

Keep in mind each merit badge class is 50 minutes in length over 3 days total; Merit Badge counselors may offer additional "lab times" in the afternoon or evening to facilitate completion of certain requirements and it will be up to the Scout to listen and follow up with any lab times offered in the afternoon.

Priority

Course Name

1. _____

2. _____

3. _____

Should the above classes not be available due to scheduling conflicts,
please sign me up for one or more of these alternatives:

4. _____

5. _____

WINTER CAMP! CAMPSITE / ACTIVITY MAP

MERIT BADGE

American Labor	5
Animal Science	6
Archery	9
Astronomy	12
Basketball	2
Bird Study	19
Camping	3
Climbing	8
Cooking	3
Crime / Fingerprint	1
Cycling	13
Digital Tech	7
Disabilities Aware	1
Electricity	1
Enviro Science	19
First Aid	15
Fish & Wildlife	18
Fishing	18
Forestry	5
Geocaching	17
Horsemanship	6
Indian Lore	2
Leatherwork	2
Orienteering	4
Photography	7
Pioneering	4
Pulp & Paper	5
Radio	14
Rifle Shooting	9
Robotics	7
Shotgun Shooting	9
Soil & Water	19
Space Explore	1
Sports	16
Weather	7
Welding	10
Wilderness Survival	4
Woodcarving	2
ADULT TRAINING	
First Aid / CPR	1
Wilderness First Aid	14
NRA Instructor	9
Climbing Instructor	8
OTHER	
Horseback Trail Rides	12
Polar Bear Swim	20

WINTER CAMP!