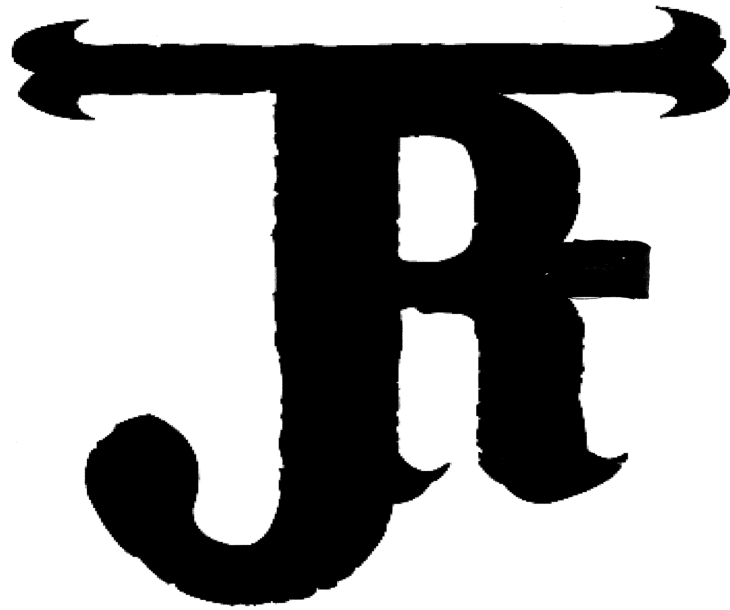


2014



***TREVOR REES-JONES
SCOUT CAMP
PROGRAM GUIDE***



2014 Trevor Rees-Jones Scout Camp Program Guide

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General information

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.

CSR mailing address

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

Camp telephone numbers

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, that message will be communicated at the next meal.

Camp Office (see office hours for availability)

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

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

903-264-3781 – Emergency Contact Only

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: Frank Griffin
903-312-0824

frank.griffin@Scouting.org

Program Director: Quinton Reel
903-456-5548

qt_reel@hotmail.com

Business Manager: Ezra Hernandez
214-902-6730

ezra.hernandez@Scouting.org

Camp Ranger: Roy Cassel
903-675-3781

roy.cassel@Scouting.org

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

- 3-4:00 p.m. Honor Camper Trail Ride
- 4-5:00 p.m. Honor Camper Trail Ride
- 4:15 p.m. Open waterfront
- 6:20 p.m. Formal Retreat Ceremony at Flagpole (in uniform)
- 6:30 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 twelve 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 is 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
- Corral
- Field Sports
- Handicraft
- Health Science
- Lake Front
- Pool
- Scout Skills
- Shooting Sports
- Trail to First Class

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

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

Another 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 with one sign-up. It's like two for the price of one! They are:

Basketry and Leatherwork
Bird Study and Reptile 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 and Paper
Medicine and Disabilities Awareness

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 Art, Citizenship in the Nation, Citizenship in the World, Chess, Photography, Public Speaking, Communications, Computers, Crime Prevention/Fingerprinting, and Music. We are also very pleased to announce the inclusion of the **Robotics Merit Badge**. There will be an extra \$15 fee associated with this class for materials. NOTE: Scouts participating in Photography will need to bring their own camera (with any necessary connectors) and will be responsible for keeping it in a safe place.

Climbing Tower

The Climbing Tower at Trevor Rees-Jones Scout Camp is proud to offer the Climbing Merit Badge.

Challenging Outdoor Personal Experience

We invite all your older Scouts (13 and over) to take the COPE Challenge. COPE 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 \$35.00 fee for those participating in the course. This course is strongly encouraged for older Scouts. COPE is offered in one class from 9:00 to 12:00 every day. Adults will have the same opportunity to enjoy the COPE program as space allows.

Ecology and Conservation

Our nature pavilion has habitats for observation of the natural world, plus a new teaching area and a supply of new resources that should help your Scouts learn and advance in ways you never thought of before. Here Scouts can work on Environmental Science, Fish and Wildlife Management/Soil and Water Conservation, Oceanography, Forestry, and Geology/Plant Science Merit Badges. In this area, Scouts and Scouters can learn to be a responsible member of the ecosystem and learn more about our planet.

Corral

The Horsemanship Merit Badge is for the serious and not so serious 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. The Animal Science and Veterinarian Medicine Merit Badges are also taught at the Middle Corral.

Health Science Area

Expanding on our 2013 addition of the Health Science Area we will be offering Public Health, Dog Care, Medicine/Disabilities Awareness, Emergency Preparedness, First Aid Traffic Safety, Search and Rescue, Cooking Merit Badges. (Search and Rescue and Cooking are new for 2014.) **NOTE: There is an additional \$20.00 Charge for the Cooking Merit Badge and it is required for Eagle Scout as of January 1, 2014.**

Scout Skills

Our staff teaches Hiking/Backpacking, Pioneering, Orienteering, Camping, and Fire Safety Merit Badges. 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.

Nature

One of our busiest areas at camp is the Nature Area. Nine merit badges are offered here including Astronomy, Bird Study/Reptile Study, Fishing, Fly Fishing, Insect Study, Mammal Study/Nature, and Weather.

Aquatics

We had such a great response to the addition of Kayaking in 2013 that we will offer it in 2014 – as well as Canoeing, Rowing, Swimming, Lifesaving and Instructional Swim to make up Trevor Rees-Jones Scout Camp's Aquatics program. Not only can Scouts experience gliding along on Lake McElvaney's 18 acres while rowing or canoeing, but they can also experience kayaking across the lake either by themselves or with a friend. In order to take any of the Aquatics Merit Badges youth must be classified as a swimmer according to your BSA swim check.

Handicraft

Art, Sculpture/Pulp and Paper, Painting, Basketry/Leatherwork, Woodcarving, Indian Lore, Sculpture, and Space Exploration Merit Badges are taught in Trevor Rees-Jones Scout Camp's Indian Village. 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 Woodcarving must also send an adult.

Shooting Sports

Archery, Rifle Shooting and Shotgun Shooting Merit Badges are taught in the Shooting Sports Area. Scouts learn how to make a bow string and use it in archery, fire a .22 caliber rifle, or even shoot a shotgun.

Note: The Rifle and Shotgun Shooting Merit Badges can be expensive. Shotgun ammunition costs \$.75 per round and includes the clay bird to go with it. The average cost is around \$20.00 - \$50.00 to complete the Shotgun Merit Badge, depending on the skill level of the Scout. Rifle ammunition cost is \$2.00 for each ten shots. The Average cost for the Rifle Merit Badge ranges from \$15.00 to \$25.00 depending on the skill level of the Scout. Archery has a minimal cost of \$3.00 for the arrow kit that the Scout uses to complete the badge. Tickets for ammunition can be purchased from the Trading Post and redeemed at the Range.

Field Sports Area

A Scout is physically fit. To that end Trevor Rees-Jones Scout Camp offers Athletics, Cycling, Golf, Sports and Personal Fitness. The Cycling Merit Badge program will be offered to a limited number of Scouts. Scouts will have to supply their own bikes and helmets. For the Golfing Merit Badge program Scouts will also need to bring their own clubs and shoes.

First Year Camper

This is a 3 hour class that is offered from 9am to noon. This program is intended for the Scout that is in his first six months with a Boy Scout Troop. Their time there 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.

Recommended First Year Camper Merit Badge 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. All we will do is 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.

Note to Scoutmaster: This form is intended for you to photocopy and distribute to your youth as they make their merit badge selections for 2014. 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 from. Up to 5 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. 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 "[9am, 10am, 11am, 2pm, or 3pm] open"

Priority **Course Name**

1. _____
2. _____
3. _____
4. _____
5. _____

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

6. _____
7. _____

2014 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		\$3-\$5		YES				
3	Art				YES				
4	Astronomy				YES				
5	Athletics	YES			YES				
6	Backpacking/Hiking	YES			YES				
7	Basketry/Leatherwork		\$5-\$10		YES				
8	Bird Study/Reptile 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	Computers				YES				
17	Cooking		\$20.00	YES		YES			
18	C.O.P.E.*						YES		13
19	Crime Prevention/Fingerprinting	YES			YES				
20	Cycling	YES		YES		YES			
21	Medicine/Disabilities Awareness								
22	Dog Care	YES			YES				
23	Emergency Preparedness	YES		YES	YES				
24	Environmental Science			YES	YES				
25	Fingerprinting/Crime Prevention				YES				
26	Fire Safety	YES			YES				
27	First Aid			YES	YES				
28	Fish and Wildlife Man./Soil and Water Con.	YES			YES				
29	Fishing				YES				
30	Fly Fishing				YES				
31	Forestry				YES				
32	Geology/Plant Science				YES				

33	Golf		\$15-\$20				YES		
34	Hiking/Backpacking	YES		YES	YES				
35	Horsemanship				YES				
36	Indian Lore		\$5-\$10		YES				
37	Insect Study	YES			YES				
38	Instructional Swim*				YES				
39	Kayaking				YES				
40	Leatherwork and Basketry		\$5-\$15		YES				
41	Lifesaving			YES		YES			
42	Mammal Study/Nature				YES				
43	Medicine/Disabilities Awareness	YES			YES				
44	Mile Swim BSA*				YES				
45	Music				YES				
46	Nature/Mammal Study	YES			YES				
47	Oceanography				YES				
48	Orienteering	YES			YES				
49	Painting	YES			YES				
50	Personal Fitness	YES		YES	YES				
51	Photography				YES				
52	Pioneering				YES				
53	Plant Science/Geology	YES			YES				
54	Public Health	YES			YES				
55	Public Speaking				YES				
56	Pulp and Paper /Sculpture				YES				
57	Reptile Study/Bird Study	YES			YES				
58	Rifle Shooting		\$5-\$10		TBD				
59	Robotics		\$15			YES			
60	Rowing				YES				
61	Sculpture/Pulp and Paper	YES			YES				
62	Shotgun Shooting		\$15-\$20			YES			
63	Soil and water Con./Fish and Wildlife Man.				YES				
64	Space Exploration				YES				
65	Sports	YES			YES				
66	Swimming			YES	YES				
67	Traffic Safety				YES				
68	Veterinary Medicine				YES				
69	Weather				YES				
70	Wilderness Survival				YES				
71	Woodcarving		\$5-\$10		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 on Monday nights 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 age-appropriate events for an overall best time. Stay until the end, and enjoy participation by our Scoutmasters.

Friday night is Family Night

The waterfront will be open in the afternoon. In the evening we will have dinner together followed by our awards ceremony and Order of the Arrow call-out.

Golf

On Thursdays, our Golf Merit Badge participants will leave camp shortly after breakfast to go play a round of golf at a local golf course. We will be calling upon adult leaders to drive to the golf course. Typically, our golfers return to camp shortly after 5:00. There will be an additional \$15-\$20 fee for the golf outing.

Wrangler Program

Trail Rides: Trail rides will be offered throughout the 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.

Honor Camper Trail Ride

At the end of the week on Friday, each unit will select one "Honor Camper," a younger Scout who throughout the week has epitomized the ideals of Scouting. This honored Scout will participate in an "Honor Trail Ride" at 3:00 or 4:00 p.m. 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 and Thursday Night at 5:00pm there will be an overnight horse trek. Space is extremely limited so every unit will be offered one spot per troop. If there is still space we will extend an invitation for more of your youth. The Scouts will meet at the Lower Corral to load up and hit the trail. The Scouts will have a campfire meal that evening that they will help prepare. Then after a night out 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 lakes. Scouts can fish from 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.

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' mountain bear, snakes, fossils from the prehistoric East Texas area, 9.5-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 featured in several of our Merit Badge programs, and it can be viewed by appointment with the Nature Director.

Arrival and Departure

Check-in

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 complete camp roster of Scouts and adults showing name, address, home and emergency phone numbers. Entering and updating contact information in CampMaster will streamline this process.
- 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 (page 17 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 with the Camp Business Manager to reconcile your camp fees during the check-in process. It will be at that time that any outstanding payment will be collected.
- All Non-Circle Ten Council units and all LDS units will need to bring two (2) copies of their local council insurance claim form.

Camp check-in occurs between Noon and 3:00pm 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.

NOTE: 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 move any unit to another campsite due to overcrowding or to make units fit in more comfortably.

Swim test and Medical Re-checks

A BSA regulation 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 those they see fit for any reason.

Medical Re-checks and Medical Forms:

As part of your 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 they 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 2015 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:

- 6:30 a.m. Reveille
- 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

ADULT IN CAMP STATE COMPLIANCE FORM

To be completed by each adult attending camp and submitted to the camp administration

Name: _____ Birth Date: _____
First Middle Last mm/dd/yyyy
Unit: _____ District: _____ Council: _____
Type and Number

The Following questions are required by the State of Texas Youth Camp Safety Act and must be completed to attend a Texas Youth Camp.

Scouting Background (position, council, year): _____

Experience Working with Youth in other organizations: _____

Previous Residences (last 5 years): _____

Current Memberships (religious, community, business, labor, or professional): _____

References. Please list those who are familiar with your character as it relates to working with youth. References will be checked when necessary.

Name: _____ Phone: _____

Name: _____ Phone: _____

Name: _____ Phone: _____

Additional Information. Mark each answer Yes or No.

Do you use illegal drugs? ____ YES ____ NO

Have you ever been convicted of a criminal offense? ____ YES ____ NO

Have you ever been charged with child neglect or abuse? ____ YES ____ NO

Have your Driver's License ever been suspended or revoked ____ YES ____ NO

Other than the information above, is there any fact or circumstance involving you or your background that would call into question your being entrusted with the supervision, guidance, and care of young people?
____ YES ____ NO

A criminal background check is required by the State of Texas within 90 days of camp and will be conducted by the Circle Ten Council. I agree to this background check to be eligible to attend this camp.

Signature: _____

Date: _____