

**WINTER CAMP 2010
Circle Ten Council
Clements Scout Ranch
Trevor Rees-Jones
Scout Camp**



Leaders Guide

December 27 – 31

Contents

Introduction	2
General Information	2
Program Activities	2
Campsites	2
Meals	2
Trading Posts	2
Vehicles on Camp	3
Program Overview	4
Merit Badges	4
Special Programs	5
First Year Camper	5
C.O.P.E.	5
Indian Village	5
OA Trail Crew	5
Mountain Man	6
Afternoon & Evening Activities	6
Opening Campfire	6
Living History Rendezvous	6
Pow-Wow	6
Polar Bear Swim	6
OA Trail Crew	6
Closing Campfire	7
Unit Competitions	7
Registration	8
Pre-Camp Registration	9
Payments	10
Arrival & Departure	10
Registration and Payment form	11

Introduction

Winter Camp at Clements Scout Ranch is a four-night camping event designed for Boy Scout Troops that include advancement opportunities and special fun activities. The event is staffed by Circle Ten Council's Mikanakawa Lodge of the Order of the Arrow. Campers will have the opportunity to earn merit badges and rank advancement requirements, compete against other units, learn new Scout skills, and have a week full of fun!

At Winter Camp all Units are under their own leadership. Each unit must have at least two adult leaders as required by BSA Youth Protection policy. One of the adult leaders must be at least 21 years of age and the other leader can be 18 years of age with their Youth Protection Certificate. **All attendees that attend Winter Camp must be a registered Scouts or Scouters.**

General Information

Program Activities

Campers will be able to enjoy three full days of program while at camp. December 28-30th will include merit badge instruction in the morning and organized activities in the afternoon. Scouts who are not participating in any of the special programs will be able to take up to three merit badge classes while still being able to cook meals and participate in activities with their unit. Each afternoon will have open areas for campers to explore as well as competitions and contests for units.

Campsites

All campsites will be assigned. Requests for particular sites may be made on troop registration forms. Tents must be provided by the troops. Camp-owned tent platforms must not be used. Camping for Winter Camp is Jamboree Style. No camping will be allowed in campsite Sly Fox or between the Rifle Range hill and Buffalo Pass campsite.

Meals

Each troop provides its own meals in its own campsite. For dinner on December 30th, we will be providing a meal opportunity for those troops who don't want to cook on their last night in camp (see Afternoon & Evening Activities for more details).

Trading Posts

Winter Camp Trading Post – includes food, drinks, shirts, hats, jackets, patches, collectible items, merit badge kits, items for use in the Indian Village and Mountain Man program areas, other useful and collectible Native American and early pioneer items, and everything else your Scout will need at camp

Vehicles on Camp

Driving is not permitted on camp. Persons with disabilities may request a special permit at the camp office. Please park in designated areas only. No cars, trucks, or vans may be left in the campsite. Trailers can be left in campsites as long as they are not attached to a car, truck or van. The trailer needs to be placed off the road and stored in a safe location. No trailer can be placed in a campsite before December 26th. No campsite can be marked off – all campsites will be assigned by staff in compliance with the CSR Emergency Plan. **Any driving privileges may be revoked by the Camp Director. ANYONE WHO COMPROMISES THE SAFETY OF OUR SCOUTS BY DISOBEYING PARKING OR DRIVING RULES WILL HAVE THEIR VEHICLE TOWED AT THE OWNER'S EXPENSE.**



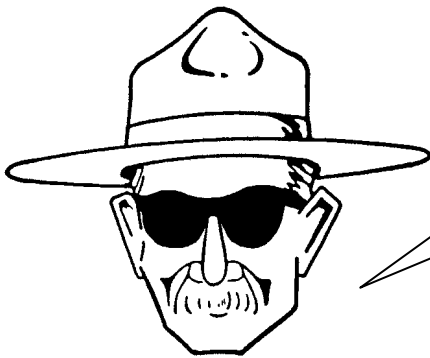
Winter Camp Program Overview

Merit Badges offered at Winter Camp 2010:

American Heritage	Fingerprinting	Photography
Animal Science	Fire Safety	Pioneering
Archery	First Aid*	Plumbing
Art	Fishing	Public Speaking
Basketry \$	Forestry	Pulp and Paper
Camping*	Geocaching	Radio
Carpentry +	Geology	Railroading
Citizenship in the Nation*	Golf	Rifle Shooting
Citizenship in the World*	Graphic Arts	Sculpture
Climbing	Home Repairs	Shotgun Shooting
Communications*	Horsemanship	Signaling +
Computers	Indian Lore \$	Soil & Water Conservation
Cooking	Law	Space Exploration \$
Crime Prevention	Leatherwork \$	Surveying
Cycling*	Nature	Tracking +
Disabilities Awareness	Nuclear Science	Veterinary Medicine
Electronics	Orienteering	Weather
Emergency Preparedness*^	Pathfinding +	Wilderness Survival
Environmental Science*^	Personal Fitness*^	Woodcarving \$
Farm Mechanics	Personal Management*^	

*Eagle required \$ kit available for purchase at Trading Post +Centennial Merit Badge ^ partial completion only

This year we will offer the four Centennial Merit Badges (**Carpentry, Pathfinding, Signaling, Tracking**) that are only able to be earned in 2010. YOUR SCOUTS MUST COMPLETE THESE MERIT BADGES AT CAMP TO RECEIVE CREDIT FOR THEM. Otherwise, there will be no time for your scouts to finish them before the new year.



WOW!!! **59** MERIT
BADGES TO CHOOSE
FROM!!! THAT'S ALOT!!!

Special Programs

First Year Camper (FYC)

This program is designed for Scouts who are attending Winter Camp for the first time or need to earn Tenderfoot, Second Class, and First Class requirements. This is an ALL-DAY PROGRAM, so FYC Scouts will not be able to register for individual merit badge sessions. The Scouts will be broken into patrols and will learn some of the basic Scouting skills needed to become an experienced Scout. Each FYC patrol will have a staff member assigned to it. The patrols will compete with each other and learn new and helpful Scout skills. Here are some of the requirements that will be covered in the program:

Tenderfoot- 4a, 4b, 5, 6, 9, 11, 12a, 12b

Second Class- 1a, 1b, 2e, 3, 5, 6a, 6c, 7a

First Class- 1, 2, 4a, 4b, 4c, 4d, 6, 7a 7b, 7c, 8a, 8b, 8c, 8d, 9a, Five Mile Hike

C.O.P.E. (Challenging Outdoor Personal Experience)

C.O.P.E. is one of the most popular older boy programs in the BSA. C.O.P.E. at Winter Camp is done in three mornings starting at 9 AM and finishing at 11:30 AM. The C.O.P.E. program has initiative games, team building exercises and individual challenges. The program is designed for youth members 13 years of age and older. C.O.P.E. is an exciting program that not only benefits the individual participant, but also helps the unit to work together more effectively to obtain a common goal.

Indian Village Program

This area is full of opportunities to learn of the Native Americans. See how the Indian village functions as its members live in teepees, craft necessities, and enjoy being with nature. Also experience the past and present day teachings of the culture through crafts, activities, and dancing.

Second Year Indian Village Adventure

This is a special program for Scouts who are at least 14 years old and are at least the rank of First Class. This second year program has been designed to be three full days of Native American customs and activities. The events start in the morning and end in the afternoon. Participants will make many items to keep, including arrows, straightened feathers, and much more. With these items and gear, you will also learn different dance styles of the Native Americans.

Mountain Man Program

This area has activities to help campers learn of the early pioneers and how they survived. Learn to build fire using flint and steel, experience blacksmithing, and learn the history of the early mountain men. All afternoons will open for everyone to visit and participate in several activities.

Second Year Mountain Man Program

This is a special program for Scouts who are at least 14 years old and are First Class rank or above. The second year program has been designed as three full days of Mountain Man adventures that start in the morning and end in the afternoon. Participants will make many items to keep: a powder horn, a bullet bag and bullets (not for shooting), candles, and a flint and steel kit. They will also learn how to do many craft techniques including lazy stitch bead working.

Third Year Mountain Man Program

This is a special program for Scouts who are at least 15 years old and have gone through the second year program. This program is three days and a night full of activities and skills including a trip to Fort Bridger where they will have competitions in black powder shooting, hawk throwing, and trap lines. Participants will also learn basic wilderness survival skills including shelter making and trail marking. Scouts will also learn different craft and leatherworking skills. Meals are included on December 28th (dinner), December 29th (breakfast and lunch) and the Living History Rendezvous dinner.

OA Trail Crew Adventure

This new program is designed for campers who are members of the Order of the Arrow and would like to spend some time at Camp Meisenbach performing cheerful service. Participants will perform service projects during the day and will have evenings free. Food will be provided during working hours. Participants will receive a special patch and will enjoy making one of their council camps more enjoyable.

Afternoon & Evening Activities

Opening Campfire

Our opening campfire program will be presented at 8:00 PM on Dec. 27th. The program will include songs, skits, videos, and special announcements as we celebrate the 30th year of Circle Ten Council's Winter Camp and the 100th Anniversary of Scouting. Our campfire will take place outside between the dining hall and pool house. Remember to bring a chair!

Native American Pow-Wow

This is an event where campers can watch and participate in Native American dancing. Staff members and guests will be wearing their traditional Native American regalia and giving dance demonstrations for everyone to see. The Pow-Wow is open to all campers and will be held on December 29th at the Jim Tarr Dining Hall at 8:30 PM.

Polar Bear Swim

At 6:00 AM on December 30th we'll be having our annual Polar Bear Swim. Brave Scouts who wish to participate in this event will have the opportunity to take a short swim while at camp. Campers who survive will receive a special Polar Bear patch to wear on their swim trunks.

Closing Night BBQ Dinner

On the evening of December 30th the Arrow Bistro will be hosting a delicious BBQ dinner for campers. Tickets for the dinner are \$10 per person and should be purchased as soon as possible because there are a limited number of tickets available. Attending the dinner will also allow units to get an early start on packing up to leave in the morning.

Closing Campfire & OA Callout

Our closing campfire program will begin at 7:45 PM on Dec. 30th. The program will include a look back at the week's activities, videos, and awards presentations. After the campfire program has finished, we will proceed to the OA ring for the Mikanakawa Lodge call-out ceremony.

Fishing Competition

Fishing at Clements Scout Ranch is open to everyone. Throughout the week we will be accepting entries to the fishing competition (youth and adult entries will be judged separately). More details about the competition will be announced at the Scoutmaster/SPL meeting on December 27th. Remember, all fishing at CSR is catch and release only! Bring your own equipment.

Caveman Golf

The afternoon of December 29th we will be having our Caveman Classic for adult leaders who wish to participate. You must fashion a golf club from natural materials ONLY found on camp property. Details of the course will be announced at the previous day's Scoutmaster/SPL meeting.

"Tastes of Winter Camp" Cooking Competition

We will host a camp-wide cook-off on the afternoon of December 30th for both youth and adults. Competitors must provide their own equipment for cooking as well as have their entry marked with their unit number and the name(s) of who prepared the item. There will be 8 total awards presented (4 youth, 4 adult). Adult and youth entries will be judged separately. The four categories to be judged are best bread, best entrée, best dessert, and most original. The time that the entries will need to be turned in will be announced at the previous day's Scoutmaster/SPL meeting.

Relay Race

Units will have the opportunity to combine their Scout skills in a relay race than will cover several different areas of camp on the afternoon of December 30th. Teams of six (6) are required to enter the competition. Details of the race will be announced at the previous day's Scoutmaster/SPL meeting.

Horse Trail Rides

Dust off your boots and climb on to one of the many horses and experience the Clements Scout Ranch on horseback. Rides are available at 9:00, 10:00 and 11:00 AM for adults (18+) and 2:00, 3:00, and 4:00 PM for Scouts. You must pick up a free ticket at the Headquarters building in order to ride at the time you want. There are a limited number of tickets available per hour and weight restrictions are enforced.

Registration

Pre-Camp Registration

Online registration and scheduling OPENS November 5th. To access our online go to www.circle10.org and click on the "Winter Camp Registration" link. **To receive a username and password for our online system, your unit MUST turn in a pre-registration form (included in this Leaders Guide)**. Our online Winter Camp process will be available for units to make modifications anytime until the deadline of Friday, December 11th at 11:00 pm Central Standard Time, when this function will be turned off.

We hope a representative from each Troop attending Winter Camp will attend the Senior Patrol Leader and Scoutmaster meeting in Allen (location to be announced) on December 8th or at the Circle Ten Council office on December 10th for information about Winter Camp changes and other special information. Both meetings are identical so that you may attend either meeting.

Payments

Winter Camp costs **only \$25 per person** (youth and adult) if paid by December 5th. Registration fees cover the cost of event patches and program supplies. Additional fees for special programs are as follows:

\$30.00 – C.O.P.E Course fees for program supplies

\$10.00- OA Trail Crew- see event description for details

\$15.00 – Indian Village II (attendance in this program is three-days of an all day program, except for lunch. Registered Scouts will NOT have time to be scheduled for Merit Badge classes, includes cost for Living History Rendezvous)

\$15.00 – Mountain Man II (attendance in this program is three-days of an all day program, except for lunch. Registered Scouts will NOT have time to be scheduled for Merit Badge classes)

\$15.00 – Mountain Man III (attendance in this program is three-days of an all day program, including one breakfast, two lunches and two dinners. Registered Scouts will NOT have time to be scheduled for Merit Badge classes)

ALL above FEES are DUE WITH the REGISTRATION FORM by Dec. 5th

Please return payment to Circle Ten Council **postmarked by December 5th**. After that the basic registration fee increases to \$35 per camper.

Arrival & Departure

Check-in begins on December 27th at 9:00 AM and will be open until 3:00 PM. All units must bring a unit roster of youth and adults with names, addresses, and phone numbers for insurance purposes.

COPIES OF ALL MEDICAL FORMS for all members in the unit attending Winter Camp are REQUIRED. Anyone who does not have a medical form on file will not be permitted to stay at camp. THERE ARE NO EXCEPTIONS.

December 27th at 4:00 PM there will be a Senior Patrol Leader and Scoutmaster meeting in the Dining Hall (on first day only. Subsequent meetings are at 1:30 PM).

Check-out will begin at 8:30 AM on December 31st. Units are allowed to leave before this time, but **ONLY** after informing the Camp Director prior to leaving. Any staff members who plan to leave with their unit will NOT be dismissed until camp is closed and the entire staff is dismissed by the Camp Director. Staff members who leave without permission will not receive their patches or medical forms and will not be permitted on staff the following year. Please make plans for your Scouts who are on staff to have separate transportation to and from camp when possible.

Mail To: Winter Camp c/o Circle Ten Council 8605 Harry Hines Blvd Dallas, TX 75235

Account #722

WINTER CAMP

TROOP

REGISTRATION FORM AND FEE SCHEDULE

Unit Number _____

District/Council: _____

Basic Fee Scouts..... @ \$25

Basic Fee Adults..... @ \$25 Total number attending _____

Late Fee will be \$35 per person

=====

Last Night Special BBQ Dinner prepared by the Arrow Bistro _____ @ \$10

OA Trail Crew (20 max total) (Scouts must be 14 years by Dec. 27 or older) _____ @ \$10

Indian Village II, an all day program for three days except lunch (50 max total) (Scouts must be 13 years by Dec. 27 or older) _____ @ \$15

Mountain Man II, an all day program for three days except lunch (70 max total) (Scouts must be 14 years by Dec. 27 or older) _____ @ \$15

Mountain Man III, an all day program for three days except lunch (50 max total) (Scouts must be 15 years by Dec. 27 or older) _____ @ \$15

C.O.P.E. Course (40 max. course is three mornings – 28, 29, 30) (Scouts must be 13 years by Dec. 27 or older) _____ @ \$30 \$

TOTAL FEES REMITTED WITH THIS FORM \$ _____

Account # 722 Sorry, NO REFUNDS

ATTENDING UNIT LEADER IN CHARGE:

Print Name: _____

Address _____

City _____ State _____ Zip _____

Phone (Home) _____ - _____ Business _____ - _____

(e-mail) _____

Signature: _____

All fees are due post marked by December 5th. After December 5th the Basic Fee is \$35 per person.

Campsite Note: To comply with the Clements Scout Ranch Emergency Plan, all troops will be assigned camping areas within a 150 yard radius of a campsite latrine. Units should indicate first, second, and third choices on the form below. Whenever possible, units that have previously attended Winter Camp will be given due consideration for campsite placement. Units that do not indicate a campsite preference by December 5th will be assigned a camping area. **THERE WILL BE MORE THAN UNIT IN EACH CAMPSITE.**

Campsite area preference (please indicate first, second, and third choices):

- | | | |
|--|--|---|
| <input type="checkbox"/> Armadillo Den | <input type="checkbox"/> Dogwood Ridge | <input type="checkbox"/> Howling Coyote |
| <input type="checkbox"/> Beaver Lodge | <input type="checkbox"/> Elm Flats | <input type="checkbox"/> Lone Wolf |
| <input type="checkbox"/> Black Bear | <input type="checkbox"/> Flying Squirrel | <input type="checkbox"/> Pine Cove |
| <input type="checkbox"/> Buffalo Pass | <input type="checkbox"/> Gum Ridge | <input type="checkbox"/> Post Oak Point |
| <input type="checkbox"/> Cedar Gap | <input type="checkbox"/> Hickory Hill | <input type="checkbox"/> Prairie Dog |
| <input type="checkbox"/> Cypress Knee | <input type="checkbox"/> Hillside | <input type="checkbox"/> Red Oak |

