

# 2008

## Forest Lawn Scout Reservation

### CAMP LEADER'S GUIDE

### LOS ANGELES AREA COUNCIL

### BOY SCOUTS OF AMERICA

2333 Scout way  
Los Angeles, CA 90026  
213-413-4400





# Forest Lawn Scout Reservation

## Welcome to Summer Camp 2008!

The opportunities offered by Scout camping should not be missed. They build character for the future, and give us pleasant memories of the past...they are forever!

As each boy joins Scouting and opens his handbook for the first time, a great adventure is promised. To help fulfill this promise, we believe that EVERY SCOUT DESERVES A WEEK AT SUMMER CAMP!

We have a great program available that allows Scouts to advance while experiencing the best that Scouting has to offer. At Forest Lawn Scout Reservation, campers can scale a climbing wall, ride horseback through the reservation, trace the history of loggers that once inhabited the land, or work on requirements to reach First Class.

Many enhancements have been made to the program from past years based on the input of Scouts and Scouters.

- Adult leader training will be emphasized and available to give new and veteran leaders insight into the Scouting program.
- We will continue with the pre-registration format of signing-up for merit badges. This allows us to get a better view of what the demand for specific badges will be ahead of camp. We will be able to adjust the program to meet the needs of Scouts better this way. In order to ensure your Scouts get to take the Merit Badges they want make sure you get the pre-registration sheet, found at the end of this guide, into the council office as soon as all of your fees are completely paid. Registration will be on a first come, first served basis, so get your fees paid early and send in your registration forms.
- We will maintain an all-inclusive fee structure. That is why pre-registration for Merit Badges and activities is important. There will be no additional fees to take a class (there may be some items for a merit badge that the youth may have to purchase in the Trading Post,) but there are classes that are still limited in size. Remember, it is a first come - first served basis, and all fees must be paid prior to sending in your registration form.

The purpose of this guide is to help you, your Scouts, and your committee prepare for your Troop's Summer Camp experience. It covers not only general information about Forest Lawn Scout Reservation, but it also provides specific information about the camp program. We hope this guide will help you and your troop leaders plan this important week.

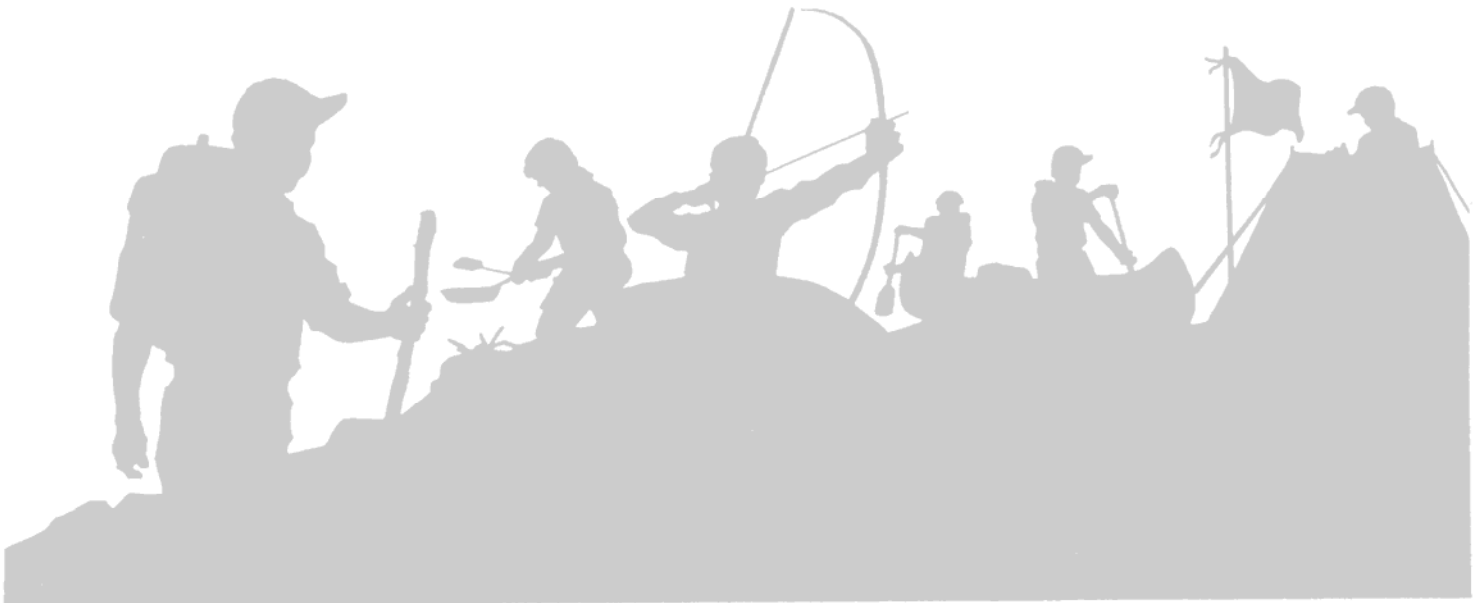
Don't miss this important moment in your boys' lives...its forever!

Randy (Yogi) Gamboa  
Camp Director

Charlie (Riptide) Sheen  
Program Director

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## I. RATES AND DATES

**Out of Council Fee: \$300.00**

**In Council Fee: \$280.00**

The 2008 Forest Lawn Scout Reservation fee is \$300.00. For units that are registered in the Los Angeles Area Council, there is a discounted fee of \$280.00 for the Summer Camp experience.

Below are the dates Circle X Ranch at Big Horn will be operating Boy Scout Resident Camp this summer:

<b>Week 1</b>	<b>June 22 – June 28</b>	<b>Week 2</b>	<b>June 29 – July 5</b>
<b>Week 3</b>	<b>July 6 – July 12</b>	<b>Week 4</b>	<b>July 13 – July 19</b>
<b>Week 5</b>	<b>July 20 – July 26</b>	<b>Week 6</b>	<b>July 27 – August 2</b>
<b>Week 7</b>	<b>August 3 – August 9</b>	<b>Week 8</b>	<b>August 10 – August 16</b>

**Where:** Forest Lawn Scout Reservation  
29485 Hook Creek Road  
Cedar Glen, CA 92321

Camp Office: 909-337-2121  
Camp Fax: 909-336-6271

Adult Leadership plays a pivotal role in determining the success in the development of our most precious resource, the youth we serve. Forest Lawn Scout Reservation allows one adult for every ten youth brought to camp to attend free. Any additional adults will be charged a \$160.00 fee.

### **Refund Policy**

Because most of the camp fees at Forest Lawn Scout Reservation are actually spent before your troop arrives in camp, refunds will be considered on the following basis:

1. All but \$75.00 per camper is refundable provided written notification is received at the Council Service Center at least 4 weeks prior to your camp arrival date.
2. All but \$100.00 per camper is refundable provided written notification is received at the Council Service Center at least 2 weeks prior to your camp arrival date.
3. No refunds will be made for cancellations within 1 week of your camp arrival date. This will include any “no-shows” or campers who leave during the week for any reason.

Other extenuating circumstances, such as a death in the family will be taken into consideration on a “case by case” basis. Please note: name changes can be made.

## II. TIMETABLE FOR TROOP PREPARATION FOR SUMMER CAMP

Preparing for camp requires prior planning. As the unit leader, YOU are the most important link in this preparation. It is essential that this timetable be followed to provide your youth with the Scouting memories that will last a lifetime. The following timetable/checklist is designed to guide you, your Patrol Leader's Council, and your Troop Committee in pre-camp planning.

### \* IMMEDIATE ACTION REQUIRED\*

- Verify that your Troop has reserved a space during the desired week of camp and be sure to include an estimate of the number of Scouts/Adults attending with your unit. Notify the Camping Department - (213) 413-4400, ext. 344, of any changes or problems.
- Call a meeting of the Troop Committee to discuss Summer Camp plans.
- Obtain two-deep camp adult leadership.
- Develop a camp sign-up and a budget plan to assist Scouts in obtaining their Summer Camp fees. Don't overlook money-earning projects, such as Popcorn Sales, to assist your Scouts in earning their way to camp.
- Review the Leader's Guide
- Schedule a Parent's Night.
- Schedule a camp promotion night for the camping department to come to your unit meeting and give information about Forest Lawn Scout Reservation programs. We will even answer questions you may have.
- Obtain the proper medical forms from the Camping Department. (Examples are enclosed in the Appendix of this guide and can be reproduced by leaders.)

### \* BY FEBRUARY 22nd \*

- Individual commitments for camp are secured from each Scout. (EVERY SCOUT DESERVES A WEEK AT SUMMER CAMP)
- Committee checks with the parents of Scouts not signed-up.
- Parent's Night Meeting with all parents/guardians:
  - Camp Program outlined
  - Transportation needs outlined
  - Extra leadership needs explained
  - Equipment needs – issue each Scout a personal equipment list which is contained in this guidebook
  - Finance Needs
  - Medical Forms distributed and a physical exam meeting is scheduled if resources are available through the unit.
  - All appropriate Permission slips are distributed to the parents/guardians.
- Patrol Leader's Council (PLC) begins planning procedures
  - PLC reviews the Leader's Guide.
  - Each Scout gives the PLC his ideas for the program.
  - Patrol and Troop needs and desires determined and discussed.
  - Forms included in the Leader's Guide reviewed carefully.

**\*BY MARCH 22nd\***

- PLC holds a Camp planning meeting
  - Plan final camp program considering the needs of the individual Scouts, Patrols, and the Troop.
  - Fill out ALL forms.
  - Review Troop/Patrol/ individual Scouts equipment needs.
- Troop Committee reviews Camp Leadership, transportation, and equipment.
- Camp Leadership reviews Adult Program Opportunities in the Leader's Guide.
- Youth begin to familiarize themselves with the Merit Badges they plan to participate in; the sooner the pre-registration form is sent to the council office, the better chance the Scouts have of getting their first choice of Merit Badges

**\*BY APRIL 4th\***

- Additional \$75.00 payment per Camper due to the Council Office.

**\*BY APRIL 28<sup>TH</sup>\***

- Remind all Scouts of Dates, equipment needs, arrangements, departure times and places.
- Scoutmaster, or Troop Advancement Chairman, or assigned Troop Leader, meets with the individual Scouts to counsel them on advancement requirements that must be completed prior to their arrival in camp.

**\*BY MAY 26th**

- Make final arrangements for: equipment needs, departure times, and places.
- File your Tour Permit with your local Council Service Center.

**\*ONE MONTH PRIOR TO ARRIVAL AT CAMP\***

- Make final payment of any outstanding balances to the Council Office.
- Send TROOP MERIT BADGE PREREGISTRATION FORM to the council office.

**\*TWO WEEKS PRIOR TO DEPARTURE FOR CAMP\***

- Obtain an estimate of visitors who will visit Scouts during the week, and turn in to the Camp Business Director during check-in.
- Secure all camp fees, in full, before departing for camp.
- Secure all Medical forms for Scouts and Leaders who will be attending Camp.
- Secure all appropriate Permission Slips for youth who will be attending camp.
- Fill out Camp Registration Roster Sheet completely, and turn it in to the Camp upon arrival.
- Review with all Scouts and Leaders attending Camp the SUNDAY SCHEDULE FOR YOUR WEEK AT CAMP.

### III. UPON YOUR ARRIVAL

**Guide:** Upon your arrival, a staff member will greet you and serve as your guide this first day. His job is to see that your first impression is a good one and that your immediate needs are met. Please plan your arrival between 1:00 and 3:00 p.m. Sunday.

**Reception Area:** Your troop friend will assist you and your unit to the reception area. The entire unit will check-in with one of the camp management directors. Please bring two copies of your troop roster and a copy of all medical forms for each camper. Every Scout and Leader will have to go through a medical re-checks at this time. All individuals will receive at least one armband. These must be worn at all times during the week.

**Permission Slips:** All Permission Slips will be turned in at this time. *(At the end of the week, each unit will be given a copy of the “Week in Review” slide show if every person in camp, youth and adult, has turned in a properly completed and signed Talent Release Form. If one individual in camp does not turn in that form, no slide shows can be given out to anyone. Thanks for your help and cooperation.)*

**Campsite:** This will be your home for a week so make your Patrol Assignments, check your tents and dinning flies and have your scouts get ready for medical rechecks and swim checks.

Counsel Scouts on advancements goals in preparation for merit badge sign-ups, hold a greenbar meeting to work out a tentative program for the week and especially for Monday in preparation for the Sunday roundtable. Brief your troop on the first day’s schedule and camp rules.

**Orientation Plans:** Certain key activities must take place on Sunday. The most important is the medical recheck. Also important is the swim check for all boys and the orientation hike. Your guide will work with you in mapping out the orientation schedule that best fits your needs and experience.

**Medical Recheck:** Every person who attends camp must have a medical recheck upon arrival. The doctor or medical person will recheck each person’s medical form. Bring all medication with you to the Medical recheck table. **There will be no provisions for medical examinations at camp.**

**Swim Check:** Every person who wishes to take part in any aquatic activities any time during the week must take a swim test to determine their ability level. Scoutmasters may wait until Monday to take theirs but all scouts will take their test on Sunday.

**Orientation Hike:** Knowing where you are can be critical. This hike acquaints you with the boundaries, activity areas, hazardous locations and historic sites. Your own hike is planned based upon the Troop’s familiarity with camp.

#### Day’s Schedule

4:00	SPL / SM Meeting
5:45	Scouts assemble on parade ground for Flag retreat ceremonies.
6:00	Dinner
7:00	Merit Badge final schedules will be distributed to Leaders.
7:30	Scouts Own
8:00	Opening Show
10:00	Taps (lights out).

Your Troop Friend will be with your unit most of the day to assist and to counsel you as needed.

## IV. CAMP LEADERSHIP



### **Camp Leadership:**

It is the policy of the Boy Scouts of America that trips and outings may never be lead by only one adult. At least two adult leaders, one of whom must be 21 years of age or older, are required for all outings. The other adult must be at least 18 years of age, or older.

### **Camp Scoutmaster:**

Each Troop must be under the leadership of an adult (over 21) preferably the registered Scoutmaster. If the Scoutmaster is unable to attend full-time, the Troop Committee should name a “Camp Scoutmaster.” The “Camp Scoutmaster” works with the Patrol Leaders’ Council through the Senior Patrol Leader in developing and scheduling the Troop’s program. He assigns and coordinates all responsibility for all adult leadership.

### **Senior Patrol Leader:**

The Senior Patrol Leader (SPL) should lead the Troop with the guidance of the Scoutmaster, or “Camp Scoutmaster,” through the weekly program. If your Troop’s SPL is unable to attend, your Troop should select a “Camp SPL.” Each Troop’s SPL is a part of the Camp’s Senior Patrol Leader’s Council, which meets with the Program Director to plan and coordinate camp-wide activities.

### **Patrol Leaders’ Council:**

Lord Baden Powell said that the patrol method is not one way to run a Troop, but it is the ONLY way to run a Troop. With this in mind, patrols are encouraged to stay together at camp under the leadership of their Patrol Leader. If this is impossible, a Troop should organize “Camp Patrols” of 5 to 8 Scouts, with a designated Patrol Leader. Throughout the week at camp, your Troop’s Patrol Leader’s Council should meet regularly to guide the Troop’s program. The Program Director is available each week to assist your Troop in using the Patrol Method.

### **Youth Protection:**

Adult leaders who have not completed Youth Protection Training will be offered the opportunity to fulfill this requirement while in camp.

### **Camp Staff:**

A Staff of outstanding Scouts and Scouters has been assembled to assist each Troop in obtaining the maximum program opportunities available at Camp. These Staff Members have a variety of Scouting skills, special abilities, and knowledge that may be tapped as a resource for scheduled or free-time assistance by an individual Scout, Patrol, or Troop.

## V. GENERAL INFORMATION

### Telephone:



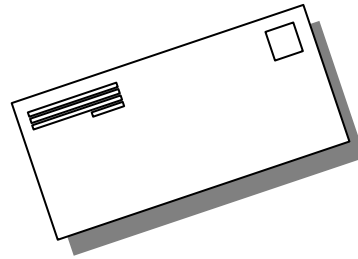
There is a public pay telephone at camp for use by Campers. There is also a business telephone in camp for business purposes and “**emergencies.**” This phone number is **(909) 337-2121.**

Incoming calls for campers will be accepted on the business phone, and a message will be relayed to the Troop Leader. The call back will be on the public telephone. It may take awhile for the message to get to the Troop Leader, please be patient. The business/emergency phone cannot be tied up for personal calls.

### Mailing Address:

To write to camp please follow the format to insure that all correspondence is received:

*Scouts' Name*  
*Troop Number*  
*Camp Name*  
*Forest Lawn Scout Reservation*  
*P.O. Box 8*  
*Cedar Glen, CA 92321*



### Trading Post

Forest Lawn Scout Reservation maintains a well stocked Trading Post and concession stand to serve you in making your stay more enjoyable. There is a full compliment of snacks and Scouting items such as patches, handicraft kits, and camping gear to enhance your Scout's summer experience. Daily hours will be posted.

### Uniforms:

Uniforms are an important aspect of Scout camp. Please make sure your Scouts bring their complete uniform to camp. Have your Scouts in full uniform for evening flag retreat and dinner each day. Through the day, encourage them to wear Scout shorts and either a Unit t-shirt or other Scout t-shirt. Scouts are not required to wear the full uniform during the day or at breakfast and/or lunch. Unit leaders should check for complete uniforms. **Please note that National Policy does NOT permit the wearing of camouflaged uniforms. This policy will be enforced!**



### Dining Hall

FLSR contracts with a food service to prepare all meals which are served cafeteria-style. Each unit may sign up to participate in cleanup. Sign ups will be made on Sunday during check-in. An adult will need to be with the Scouts during their dining hall duty. All campers are reminded that a Scout is clean, and should be mindful of not leaving a mess behind them in the Dining Hall.

### Talent Release Forms:

**At the end of the week, each unit will be given a copy of the “Week in Review” slide show if every person in camp, youth and adult, has turned in a properly completed and signed Talent Release Form. If one individual in camp does not turn in that form, no slide shows can be given out to anyone. Thanks for your help and cooperation.**

## Camp Patch:

As part of the Camp fee, a distinctive camp patch will be presented to each Scout who attends camp. The patches will be given to the Unit leader prior to the unit's departure on Saturday.

## Equipment Damage Charges:

Each Scout and Unit is responsible for taking care of the camp equipment that has been assigned for use.

Units will be charged for damaged equipment using the following scale:

### COTS

Mattress replacement	\$70.00
Mattress cover replacement	\$50.00
Metal Bed replacement	\$250.00

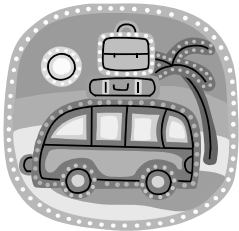
### TENTS

Rips and tears per INCH	\$25.00
Writing on canvas per PANEL	\$150.00
Tent replacement	\$600.00

### OTHER

Discharge of fire extinguisher	\$60.00
Garden hose replacement	\$20.00
Tent platform, board replacement by individual case	\$225.00

## Transportation



Each Unit is responsible for transporting their Scouts to and from camp. Cars must be parked in the camp parking lot. Due to U.S. Forest Service guidelines, all vehicles must be backed in. Arrival at camp is advised to be as close to 1:00p.m. as possible on Sunday, unless other arrangements have been made prior to arrival. Units are asked to depart no later than 10:00a.m. on Saturday.

**B.S.A. policy requires that NO passengers be transported in truck beds or trailers. Motorcycles are not permitted in the camp area.**

## Visitors



There are no facilities for overnight accommodations of visitors, but parents and friends are always welcomed at camp. All visitors must check in at the main Camp Administration Building. A parking lot is provided at the Administration Building for leaders and visitors who drive vehicles.

**Only camp vehicles are permitted beyond the parking lot in the camp service roads.**



## Guest Meals

At times a parent or visitor may decide to stay in camp a little longer – or at times when a leadership changeover takes place during the week – an extra meal may be involved. Guest meals are available and need to be purchased in advance at either of the Camp Trading Posts, or at the Camp Administration Building (Breakfast - \$4.00; Lunch - \$4.00; and Dinner \$6.00.)



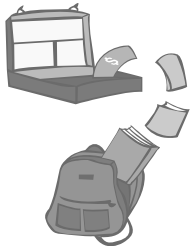
## Medical Forms

Anyone attending Summer Camp (youth and adults) must have the appropriate National Office Medical Form (Class 3 - #34412B for adults; and Class 2 - #34414B for youth) signed by a licensed medical practitioner prior to his or her arrival in Camp. These forms may be obtained at your local council office. For participants under 40 years of age, a signed physical is good for two years. For participant's aged 40 or over, medicals must be done annually. All individuals who plan on participating in Project C.O.P.E., or Climbing and Rappelling, regardless of age, are required to turn in a complete Class 3 physical. Scouts and Scouters must have these forms with them when they check into camp, or they will not be allowed to participate in any camp activity until a physical is turned into the Camp Medical Officer. There are no arrangements available for physicals to be done at camp. Camp Medical forms from previous years are not kept on file.



## Natural Wildlife

Camp abounds with natural wildlife, including deer, birds, bears, and other creatures. For this reason we do not allow any pets from home to be brought into camp. We also ask that you not take any wildlife home with you. While most rattlesnakes and reptiles are anxious to elude people that come into their territory, great caution and care should be taken to avoid them while in camp. If you find any rattlesnakes or other reptiles in camp, please leave them alone and notify a Camp Staff Member immediately.



## Campership Guidelines

Camperships are available *only* for Los Angeles Area Council Long Term Resident Camps and for Los Angeles Area Council Scouts. Please call the Council Camping Services Department for applications.

All campership applications must be filled out completely, and then reviewed and signed by your Unit Leader and your District Executive. Please pay attention to the deadline for turning in campership applications, which is located on the application form itself. If you need more information, please contact the Camping Department at the Council Office, at 213-413-4400, ext. 344.



**VI.****HEALTH AND SAFETY**

The Health Lodge is staffed 24 hours a day by persons trained to handle minor accidents or illnesses. All injuries, regardless of the extent, must be reported as soon as possible to the Camp Health Officer. Special arrangements for the treatment of more serious cases have been made with the local hospital. In the event such treatment is required, the camper's parents will be notified by telephone giving the nature of the emergency. Their desires concerning further treatment will be followed. If the parents of any Scout will not be home during the week he is in camp, the Unit Leader is asked to please find out where they, or a secondary contact, can be reached. The Unit Leader is asked to note this information on the individual's medical form.

Anyone attending Summer Camp (youth and adults) must have the appropriate National Office Medical Form (Class 3 - #34412B for adults; and Class 2 - #34414B for youth) signed by a licensed medical practitioner prior to his or her arrival in Camp. These forms may be obtained at your local council office. For participants under 40 years of age, a signed physical is good for two years. For participant's aged 40 or over, medicals must be done annually. All individuals who plan on participating in Project C.O.P.E., or Climbing and Rappelling, regardless of age, are required to turn in a complete Class 3 physical. Scouts and Scouters must have these forms with them when they check into camp, or they will not be allowed to participate in any camp activity until a physical is turned into the Camp Medical Officer. There are no arrangements available for physicals to be done at camp. Camp Medical forms from previous years are not kept on file.

At the medical screening given each camper and leader upon his arrival in camp, the camp reserves the right to refuse admittance or involvement in any activity to any individual, who, in the opinion of the examining officer and the Camp Director, has developed any physical or medical situation which could present a hazard to the individual or other individuals.

All National B.S.A. policies regarding the dispensation and use of prescription drugs will be followed while at camp.

One of the greatest dangers to a successful camp experience is fatigue. Therefore Unit Leaders are asked to insist that all participants, including leaders, get plenty of rest. We also ask the Unit Leaders enforce the rest periods with a quiet activity in camp. Please make sure everyone is drinking plenty of water, and please assist the Staff by enforcing the Taps and Reveille hours.

Each Scout and Scouter will be issued a Buddy Tag during the check-in procedures at camp on Sunday, unless such activity is restricted. No aquatics participation will be allowed without a swim check. Aquatics facilities are for the use of registered campers only. The use of these facilities by visitors or guests is not allowed.

## VII. RULES AND REGULATIONS

### Fires

#### **NO OPEN FLAMES IN ANY TENT – NO EXCEPTIONS!**

State, county, and federal agencies prohibit the use of fireworks in camp, and, therefore, are not allowed in camp for any reason. Fire pits may not be constructed in patrol sites. U.S. Forest Service guidelines will be followed for any fire built in camp.



### **Fire and Emergency Alarms**

When the alarm sounds, all campers are instructed to immediately stop what they are doing and to walk quickly to the appropriate camp assembly area. Leaders will take a head count and inform the staff leadership of the status of their unit. If any evacuation is necessary, participants will be given the appropriate instructions. An emergency drill will take place within the first 24 hours of your arrival at camp.

### **Tour Permits**

Your local council prior to your arrival in camp must approve a Tour Permit following all national and local guidelines.



### **Bicycles and skates**

Personal bicycles, roller skates, skateboards, and roller blades are not allowed in camp.

### **Camp Staff Living Areas**

The Camp Staff live in designated Camp Staff areas. Scouts and Scouters should be instructed to respect these areas, and are not allowed in these areas at any time. We ask for your help in enforcing this policy. If anything, or anyone, is needed from the designated Camp Staff areas, please contact your Camp Director, and your request will be handled promptly.



### **Smoking**

The Board of Directors of the Los Angeles Area Council has designated Forest Lawn Scout Reservation as a smoke free facility. We ask that all individuals in camp respect and observe this policy.

### **Firearms, Ammunition, Bows, Arrows, and other Weapons**

Personal rifles, firearms, bows, arrows, and other weapons are not allowed in camp. Only those supplied by the camp are permitted, and only in the approved and designated areas.

### **Alcohol, Illegal Drugs, and/or Stimulants:**

The use of alcohol, illegal drugs and/or stimulants on Boy Scout property has long been prohibited. This policy will be strictly enforced for all who use our camp facility. We will cooperate with all local, state, and federal agencies, and abide by all local, state, and federal laws in these matters.

### **Liquid Fuels:**

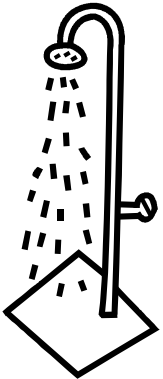
All liquid fuels, including but not limited to: kerosene, gasoline, diesel, Coleman fuel, and etc, are not allowed in camp. The only approved fuel at Forest Lawn Scout Reservation is propane. For safety reasons, leaders are asked not to allow youth to light lanterns. The empty canisters should be brought home and disposed of properly. These canisters can explode when heated, and, therefore, should never be put in fires or trashcans. Under no circumstances shall flames of any kind be carried into, or used in, tents.

### **A Scout is Clean:**

You are expected to keep your campsite, latrine, washstand, and the camp shower facility clean. If they need any special maintenance, please report it immediately to the Camp Commissioner. We will see to it as soon as possible. Please see the Camp Commissioner if you need toilet tissue. We appreciate your cooperation.

### **Taps/Quiet Hours:**

Taps occurs at 10:00p.m. All campers are expected to be in their campsites by that time. Unit led and supervised activities such as night hikes, astronomy, etc., could constitute an exception. Reveille occurs at 6:30a.m.



### **Shower and Restroom Facilities**

Due to Youth Protection Guidelines, general camp shower and restroom facilities for youth and adults are separated, and posted. Adult leaders are asked to assist in the enforcement of these procedures. All Scouters are reminded that they are not allowed to enter the youth shower or restroom facilities except in the case of an absolute emergency. The use of youth leadership during shower times is a necessity. Unit leaders are asked to regulate the use of the latrines in the campsites to ensure that the Youth Protection Guidelines are being followed in the campsite.

### **Kitchen Area:**

The kitchen area is off limits for all except the Food Staff personnel. If anything is needed from the kitchen, please contact the Reservation Business Director.

### **The Outdoor Code:**

All participants are asked to live by the Outdoor Code. Please don't cut down, or hack into, live trees. They will become infected, and/or die. Please be sure that your Scouts and Leaders know and understand the importance of caring for Nature as well as camp property.



## VIII. WHAT TO BRING

### Scouts:

Clothing  
 Toilet Articles  
 Full Scout Uniform  
 Toothbrush and Toothpaste  
 Sleeping Bag or Sheets and Blanket  
 Swimsuit  
 Rugged Pants (Jeans)  
 T-Shirts (3minimum)  
 Raincoat or Poncho  
 Deodorant  
 Pillow  
 Wash Cloth and Towel  
 Tennis Shoes, Boots, and or Moccasins  
 Socks (6 pair)  
 Underwear (6 pair)  
 Comb and/or Brush  
 Order of the Arrow Sash if a member  
 Any appropriate medications  
**\*\*Open toe shoes can only be worn in  
 shower & Aquatics areas**

### Items you may want to bring:

Flashlight with fresh batteries  
 Pocket Knife (Not Sheath Knife)  
 Spending Money  
 Personal First Aid Kit  
 Drinking Cup/Water Bottle/Canteen  
 Camera and Film  
 Sunglasses  
 Compass  
 Sunscreen  
 Bug Repellant

### Advancement Supplies:

Scout Handbook  
 Notebook with paper  
 Pens and Pencils  
 Merit Badge Pamphlets  
 Completed Merit Badge work

### Patrols:

Patrol Flag  
 Patrol Leader's Handbook  
 Patrol Logbook  
 Skit and song ideas with supplies

### Troops:

American and Troop Flag  
 Alarm Clock (Battery Powered)  
 Program Reference Material  
 Advancement Records  
 First Aid Kit  
 Troop Locker for valuables  
 Religious Materials  
 Merit Badge Library  
 Extra Rope and Twine (Pioneering)  
 Pioneering Poles

### What to Leave at Home:

Hunting and Sheath Knives  
 Radios and Tape/CD players  
 Video Games  
 Fireworks  
 Firearms, Bows, Arrows, and  
 Ammunition  
 Any light device with a flame intended  
 for personal or in-tent use  
 Laser Pointers  
 Axes

### Note:

Only battery powered lights are allowed in tents.  
**No flames, candles, or fueled lanterns  
 are to be used in tents.**

# IX. ADVANCEMENT IN CAMP

Advancement in camp is the same as it is at home. Advancement is the responsibility of the unit.

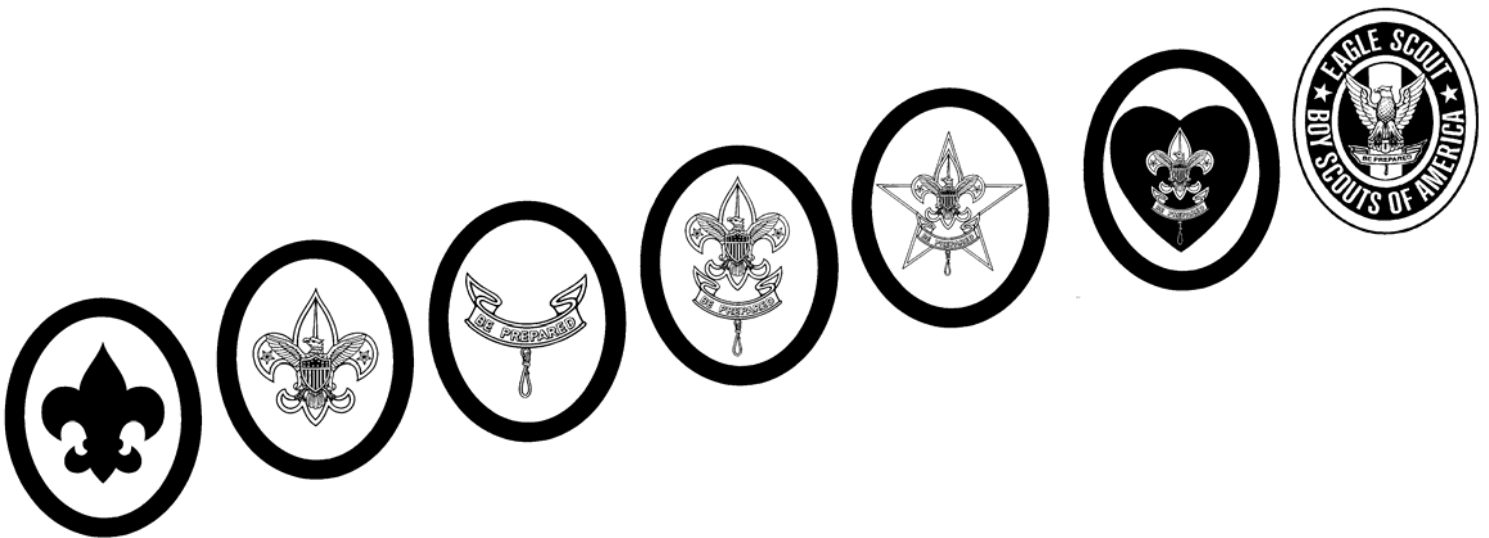
To have a successful experience in the merit badge program, your Scouts must begin immediately on Monday, and stick with the program the entire week. Many merit badges can be completed during the camping session. However, others have requirements for observations, tests, record keeping, or time requirements, which must be completed over an extended period. In these cases, complete all, or as many as possible, of these requirements prior to arrival in camp. Please have the scouts bring certificates of completion, or proof of completion, from their counselor, so they might have the opportunity to complete the remaining requirements in camp.

To aid your Scouts in earning their merit badges, we offer the following suggestions, which may assist you in your planning for camp:

Don't allow over-scheduling. We set no limit on the number of badges a youth can work on, or earn, but sometimes their goals are greater than their abilities. Besides, Scouts are in camp for a lot of things other than badges. They shouldn't miss out on other opportunities. You know their capabilities, so guide them in setting obtainable goals.

See to it that your Scouts have reviewed the badges that they are attempting at camp. See to it that they are familiar with the requirements and the skills involved with each badge they are attempting. Make sure they have completed any requirements that must be done before arriving in camp. Ensure they have any certificates of completion with them for work that has been finished prior to camp.

Ultimately the awarding of a Merit Badge is the responsibility of the Scoutmaster. If you have any question as to whether the Scout fully earned the badge, please see his instructor. If you still have questions, please notify the Program Director immediately, so these problems can be resolved before the unit leaves camp for the week.



## X. SCOUT PROGRAM OPPORTUNITIES

The following is a description of **Circle X Ranch at Big Horn** program areas. There is something for everyone, from first-time campers to "old-pros." Scouts should have a great experience.

### *General Notes About Merit Badges*

Merit Badges at camp operate on a period system. Five periods occur in a day. Scouts will follow the same schedule all day Monday through Thursday. For example, if a Scout signs up for Pioneering Merit Badge, everyday that week the Scout would attend the Pioneering session, which starts at 9:30a.m. Most Merit Badges last one period (marked by a "Y" on the schedules), while some badges last two periods long (marked by a "X" on the schedules). Pathfinders and B.S.A Lifeguard last all five periods.

Scouts are encouraged to make a schedule that fills all five periods with Merit Badges or activities. However, this is left to the discretion of the Scout and his Scoutmaster. Some Scouts may want to spend some time sitting on a log, relaxing, and enjoying some quality time in the great outdoors.

Throughout the book mention will be made to "Free Time." This is a specified period of time that takes place from 3:30-5:00 Monday through Thursday after all Merit Badges sessions. During Free Time the Scout is free to use this time to complete Merit Badge work they might have missed, or they can partake in different camp activities. All merit badge counselors will be available to assist Scouts during Free Time. Activities that take place during Free Time include free swim, free shoot, and free climbing. During this time Scouts can also stop by the open Merit Badge sessions of Handicraft, go to Outdoor Skills to earn their Totin' Chip, or walk to Pathfinder to work on a rank requirement. Since some Scouts enjoy making their own program during this time, some suggested activities are: hiking, exploration, conservation projects, field sports, or just "getting to know nature."

Scouts are encouraged to make an appointment time with their counselor to meet during Free Time to work on a badge. It is the Scout's responsibility to make up any missed work due to other camp activities. If you have any problems, please contact the Program Director immediately.

Most Merit Badges will take the full week to earn the badge, with the exception of some Handicraft Badges. Upon the completion of those Handicraft badges, Scouts will be able to start another Handicraft Merit badge. See the Handicraft section of this book.

Merit Badge sessions are not held on Friday, as the day is full of fun and games. However, from 10:00a.m. until 11:30a.m. last minute work can be handed in as all counselors will be in their area.

If you have any questions regarding Merit Badges please talk to that counselor or see the Area Director over that badge. They are flexible and willing to help. If you have any further difficulties, please see the Program Director.

## AQUATICS AREA

**Swimming Pool:** One of the most frequented areas of camp, the pool is the location of Swimming and Lifesaving Merit Badges. Also available are two periods of instructional swimming; special emphasis is placed on assistance to nonswimmers and beginners. The mile swim may be earned by an individual who is classified as a “Swimmer,” and makes all of the required practices leading up to the participation in the actual Mile Swim. In order to receive the mile swim award, participant must attend the Monday, Tuesday, and Wednesday sessions. The Polar Bear program is offered every morning on Monday, Tuesday, and Wednesday in the morning. A distinctive patch is given to participants who participate in every session during the week. Snorkeling B.S.A. is a program offered during the day, and participants will learn the basics of snorkeling. It is not a merit badge program. Free Time recreation swim is available in the afternoon.

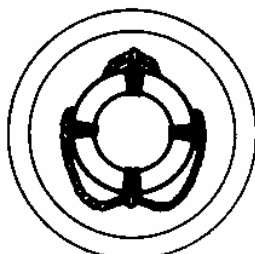
**B.S.A. Lifeguard:** This is a special program for older Scouts and/or Adults who would like to further their skills in the aquatics area. This is an extremely strenuous program, and candidates will work side by side with the Aquatics Staff for the entire week. Candidates are required to be on the waterfront all week, whenever the waterfront is open, including free times. Earning other merit badges while working on B.S.A. Lifeguard is not possible.

### AQUATICS SCHEDULE:

Class	6:00 a.m.	1	2	3	4	5	Free Time	Evening
<b>B.S.A. Lifeguard</b>	ALL DAY PARTICIPATION REQUIRED							
<b>Swimming Merit Badge</b>			Y	Y	Y	Y		
<b>Lifesaving Merit Badge</b>		X	X		X	X		
<b>Instructional Swim</b>		Y						
<b>Snorkeling B.S.A.</b>				Y				
<b>Free Swim</b>							M,T,W,Th	
<b>Polar Bear</b>	M, T, W							
<b>Mile Swim</b>							M, W (7:00p.m.)	
<b>Canoeing Merit Badge *</b>		X	X					
<b>Rowing Merit Badge *</b>					X	X		
<b>Kayaking</b>				Y			Y	

Notes: X = double period classes    Y = one period classes

Polar Bear and Mile Swim occur on Monday, Tuesday, and Wednesday only.



**Before taking any of the following badges/activities, please be aware of the following requirements:**

<b>B.S.A. Lifeguard</b>	<b><u>Requires all day participation.</u></b> Candidates must pass the Swimmer Test, and have a current C.P.R. Certification prior to arrival in camp.
<b>Swimming Merit Badge</b>	Must pass the Swimmer Test.
<b>Lifesaving Merit Badge</b>	Swimming Merit Badge required. Must pass the Swimmer Test.
<b>Mile Swim</b>	Must pass the Swimmer Test. <b><u>Must attend Mile Swim practices held on Monday, , and Wednesday evenings.</u></b> Mile Swim will begin at 7:00p.m. Available to adult participants.
<b>Instructional Swim</b>	All Scouts who do not pass the swim test are encouraged to take instructional swim. Instructional swim will be offered Monday through Thursday, and any Scouts wanting to re-test may do so at this time.
<b>Snorkeling B.S.A.</b>	Must pass the Swimmer Test. BSA Patch available in Trading Post.
<b>Polar Bear</b>	Must pass the Swimmer Test. This activity will occur at 6:00a.m. on the mornings of Monday, Tuesday, and Wednesday. <b><u>Participants must make every session to receive the patch.</u></b> Available to adult participants.
<b>Free Time Activities</b>	The pool will be open daily at Free time for all Scouts to participate. Scouts must meet the swimming requirements to participate in aquatics activities. Everyone must take the swim test, and have a buddy tag to participate. There will be no Free Time activities on Friday.
<b>Canoeing Merit Badge</b>	Swimming Merit Badge required. Must pass the Swimmer Test. Canoeing Merit Badge is subject to Firebird Lake being opened. All youth attempting to earn this badge should have a <u>"Back-up Plan"</u> in case the lake is closed for unforeseen reasons.
<b>Rowing Merit Badge</b>	Swimming Merit Badge required. Must pass the Swimmer Test. Rowing Merit Badge is subject to Firebird Lake being opened. All youth attempting to earn this badge should have a <u>"Back-up Plan"</u> in case the lake is closed for unforeseen reasons.
<b>Kayaking</b>	Must pass the Swimmer Test.

Eagle  
Eagle

## LIFE SKILLS AREA

The Life Skills Area, provides Scouts with the opportunity to learn skills and learn about the many career opportunities that await them in the future.

The Life Skills Area, through a combination of merit badges, short seminars, spare time, skill sessions, exhibits, hopes to accomplish the goal of providing Scouts and Scouters with the skills necessary to enjoy life with more confidence and in a more positive way.

During Free Time counselors will be available at Life skills to help Scouts on their merit badges, as well as offer instruction for better understanding and skill proficiency.

### LIFE SKILLS SCHEDULE:

Class	1	2	3	4	5	Free Time
<b>Public Health Merit Badge</b>	Y			Y		
<b>Cinematography Merit Badge</b>	Y		Y			
<b>Crime Prevention Merit Badge</b>		Y			Y	
<b>Fire Safety Merit Badge</b>			Y	Y		
<b>Safety Merit Badge</b>	Y		Y			
<b>Finger Printing Merit Badge</b>						Y
<b>Music Merit Badge</b>			Y			

Y = one period classes      X = two period classes



## OUTDOOR SKILLS AREA

The Outdoor Skills Area, formally know as the Scoutcraft Area, provides Scouts with the opportunity to learn the outdoor skills of camping, pioneering, wilderness survival, orienteering, and first aid to name just a few.

The ability of Scouts to tie knots and lashings, pitch a tent, cook a cobbler, build a tower, ford a stream, follow a map over rugged terrain, identify and enjoy edible plants, treat a snake bite, scout a trail for animal signs, or enjoy a night under the stars is in desperate need of strengthening in today's society.

The Outdoor Skill Area, through a combination of merit badges, short seminars, spare time, skill sessions, exhibits, hikes, and overnight excursions, hopes to accomplish the goal of providing Scouts and Scouters with the skills necessary to enjoy the great outdoors.

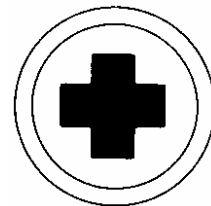
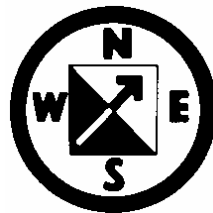
During Free Time counselors will be available at Outdoor skills to help Scouts on their merit badges, as well as offer instruction on Totin' Chip, Firem'n Chit, the Paul Bunyan Woodsman Award, and CPR proficiency.

### OUTDOOR SKILLS SCHEDULE:

Class	1	2	3	4	5	Free Time
<b>Pioneering Merit Badge</b>	Y					
<b>Orienteering Merit Badge</b>			Y			
<b>Wilderness Survival Merit Badge</b>				Y		
<b>First Aid Merit Badge</b>		Y		Y		
<b>Communications Merit Badge</b>				Y	Y	
<b>Journalism Merit Badge</b>					Y	
<b>Emergency Preparedness Merit Badge</b>	Y		Y			

Y = one period classes

X = two period classes



**Before taking any of the following badges/activities, please be aware of the following requirements:**

<b>Pioneering Merit Badge</b>	Knowledge of knots important. Recommended for older Scouts
<b>Orienteering Merit Badge</b>	Recommended for older Scouts, suggested First Class Rank or higher. Must bring canteen and compass to camp.
<b>Wilderness Survival Merit Badge</b>	Items for requirement 5 must be brought to camp.
<b>First Aid Merit Badge</b>	Must bring materials to make a first aid kit to camp.
<b>Communications Merit Badge</b>	For older scouts. Limit class size.
<b>Journalism Merit Badge</b>	Must do Req. 2 before or after camp.
<b>Emergency Preparedness Merit Badge</b>	Recommend for scouts who have already completed First Aid Merit Badge. Must bring material to make Emergency Kit.

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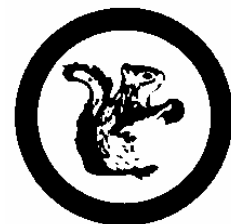
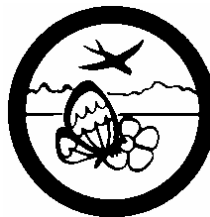
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## **Ecology/Conservation Area**

The Ecology/Conservation Area has become of special interest to us all as a result of our increased environmental awareness, as well as the realization that the resources of our planet are limited. Instruction in this field at camp is strengthened by the variety of macro and micro ecosystems that exist around camp. The “classroom” facilities are unlimited.

In order to gain the most from the Merit Badge programs offered in the Ecology/Conservation Area, Scouts are encouraged to study the Merit Badge subjects prior to arrival at camp.

Other special opportunities will be offered in the Ecology/Conservation Area during Free Time for individual Scouts, patrols, and/or Units. These include a Nature Trail, conservation projects, tracking, nature photography, just to name a few. If you need any information regarding conservation projects, or would like more information about a particular aspect of nature, be sure to see the Ecology/Conservation Director. He will be happy to assist you.



**ECOLOGY/CONSERVATION SCHEDULE:**

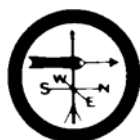
Class	1	2	3	4	5
Nature Merit Badge	Y				
Environmental Science Merit Badge		Y		Y	
Geology Merit Badge	Y				
Astronomy Merit Badge		Y			
Mammal Study Merit Badge				Y	
Weather Merit Badge					Y
Soil & Water Conservation Merit Badge			Y		
Forestry Merit Badge					Y
Bird Study Merit Badge		Y			
Reptile and Amphibian Study Merit Badge			Y		
Insect Study Merit Badge				Y	
Fish and Wildlife Management Merit Badge					Y
Fishing	Y		Y		

Y = one period classes

**Before taking any of the following badges/activities, please be aware of the following requirements:**

Class	
Nature Merit Badge	Requirements 4 and 5 should be started prior to arrival at camp
Environmental Science Merit Badge	Plan for out of class field observation. Requires a report to be written. Requirement 3e must be done prior to camp.
Geology Merit Badge	Recommended for any Scout.
Astronomy Merit Badge	Recommended for any Scout.
Mammal Study Merit Badge	Recommended that Scouts start requirement 4 prior to camp.
Weather Merit Badge	Recommended for any Scout.
Soil & Water Conservation Merit Badge	Recommended for any Scout.
Forestry Merit Badge	Recommended for any Scout.
Insect Study Merit Badge	Recommended for any Scout.
Reptile and Amphibian Study Merit Badge	Requirement 8 should be completed prior to camp.
Bird Study Merit Badge	Recommended for any Scout.
Fish and Wildlife Management	Recommended for any Scout. Plan for out of class field observations.
Fishing Merit Badge	Recommended for any Scout.

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## Handicraft Area

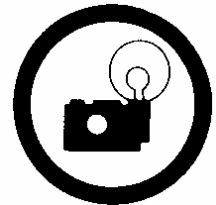
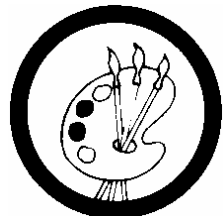
Many Scouts enjoy learning to make things with their hands. The completion of a basket, a carved neckerchief slide, a leather belt, or a piece of pottery can develop a great deal of confidence and enthusiasm in a Scout.

The camp Handicraft Staff is available to help Scouts who would like to work on all of the various Merit Badges offered in this area. It is possible for a Scout to complete Basketry, Woodcarving, Leatherwork, Art, and Pottery Merit Badges rather quickly. In that case, the Scout is encouraged to work on another Handicraft Badge in that same session.

The Handicraft Area will offer open merit badge sessions during Free Time for the badges that are marked in the chart below. While Scouts are welcome to stop by and participate in these merit badges, as they like, the earlier in the week Scouts start on the merit badge, the better chance the Scout has of achieving the badge. Handicraft items will be on sale in the Trading Post. If a Unit Leader has a specialty in any Handicraft activity, please let the Handicraft Director know; we would be happy to utilize your abilities and talents.



### HANDICRAFT SCHEDULE:



Class	1	2	3	4	5	Free Time
<b>Basketry Merit Badge</b>	Y					Y
<b>Woodcarving Merit Badge</b>					Y	Y
<b>Leatherwork Merit Badge</b>	Y		Y			Y
<b>Art Merit Badge</b>		Y		Y		Y
<b>Pottery Merit Badge</b>	Y			Y		
<b>Photography Merit Badge</b>		Y	Y			
<b>Indian Lore Merit Badge</b>		Y				Y
<b>Metalwork Merit Badge</b>			Y		Y	Y
<b>Sculpture Merit Badge</b>					Y	
<b>Pulp and Paper Merit Badge</b>				Y		Y
<b>Composite Merit Badge</b>	Y	Y	Y			Y

Y = one period classes

**Before taking any of the following badges/activities, please be aware of the following requirements:**

<b>Basketry Merit Badge</b>	Recommended for any Scout. Camper may need to purchase supplies from Trading Post.
<b>Woodcarving Merit Badge</b>	Recommended for any Scout. Camper may need to purchase supplies from Trading Post.
<b>Leatherwork Merit Badge</b>	Recommended for any Scout. Camper may need to purchase supplies from Trading Post.
<b>Art Merit Badge</b>	Recommended for any Scout.
<b>Pottery Merit Badge</b>	Recommended for any Scout.
<b>Photography Merit Badge</b>	<b>MUST BRING A DIGITAL CAMERA TO CAMP.</b>
<b>Indian Lore Merit Badge</b>	Recommended for any Scout.
<b>Metalwork Merit Badge</b>	Recommended for any Scout.
<b>Sculpture Merit Badge</b>	Recommended for any Scout.
<b>Pulp and Paper Merit Badge</b>	Recommended for any Scout.
<b>Composite Merit Badge</b>	Recommended for any Scout. Supplies in Trading Post

**\*\*\*\*\* Note: The following Merit Badges may require additional craft supplies to be purchased in the Trading Post for completion: Basketry, Woodcarving, Leatherwork, Indian Lore, and Metalwork. Be advised that the supplies for these handicraft badges are not part of the overall camp fees.\*\*\*\*\***

**The approximate costs of craft kits for Handicraft Merit Badges are as follows:**

**Basketry Merit Badge: \$30.00**

**Woodcarving Merit Badge: \$10.00**

**Leatherwork Merit Badge: \$20.00**

**Indian Lore Merit Badge: \$25.00**

**Metalwork Merit Badge: \$5.00**

**Composite Merit Badge: \$10.00**

**Please remember that these are approximate prices. Actual prices will depend on which kit the Scout chooses and which kits are available due to the laws of supply and demand.**



## Pathfinder Area

The Pathfinder Area is designed to acquaint our first-year campers with the life at Circle X Ranch at Big Horn and is an all day class. Instruction is based on the requirements needed for the achievement of the First Class Rank, as well as basic Scouting skills. The program will be tailored to individual abilities and readiness level of the participants in the program. Some groups may move faster through a particular skill than others, so there will be some tailoring in the program.

Scouts will be given the opportunity to work on Swimming Merit Badge (or Instructional Swim depending on the skill level,) and First Aid Merit Badge, as well as other requirements working towards their First Class Rank. A few of these skills include compass use; basic knots; Totin' Chip; Firem 'n Chit; The Outdoor Code; and the identification of poisonous plants and reptiles. Scouts in the Pathfinder program are also urged to work on Handicraft Merit Badges during free time.

The Patrol Method will be used and taught in this area to better help the first year camper understand this basic element of the Scouting program. This program will encompass all five periods of the day.

Items covered in the Pathfinder Area can include the following rank requirements:

Tenderfoot Rank: 4a, 4b, 5, 6, 7, 8, 9, 11, 12a, & 12b

Second Class Rank: 1a, 1b, 2c, 2d, 2e, 3, 5, 6a, 6b, & 6c

First Class Rank: 1, 4a, 4c, 4d, 6, 7a, 7b, 7c, 8a, 8b, 8c, & 8d

Adult help is always welcome for our Pathfinder Area, and is a great way for Scoutmasters to learn the needs of their younger Scouts.

This is a highly successful program for new scouts. By participating in the Patherfinder program, campers can achieve most of the requirements needed to advance up to first class, as well as earning up to 4 merit badges. In order for the program to have this success, **PATHFINDERS IS AN ALL DAY PROGRAM.** Scouts must participate in the program from first through fifth periods.

If a Scout has been in the troop for over a few months, and already achieved the Tenderfoot Rank, a Scoutmaster may feel that his first year camper may do better by participating in the normal merit badge program. The youth, as well as the unit leader, has that option.

During Free Time any Scout can come to the Pathfinder area to work on a specific requirement needed to advance to First Class.

### PATHFINDER SCHEDULE:

Class	1	2	3	4	5
<b>Pathfinder Program</b>	FIVE PERIODS LONG				



## Shooting Sports Area

Archery is becoming one of our nation's fastest growing sports. Scouts will have the opportunity to complete the Archery Merit Badge; however, extra time is often required for practice. Scouts may wish to drop by the range during Free Time to shoot for fun or practice for the merit badge. Most scouts will find it necessary to attend free shoot to qualify for the merit badge.

Our .22 caliber Rifle Range provides Scouts with an opportunity to learn gun safety and to enjoy target shooting. The Rifle Shooting Merit Badge has a limited class size.

The Shotgun Shooting Merit Badge will be offered at camp this summer. While there will not be any Free Time shooting at the Shotgun Range, the range may be open for Scouts to qualify for the merit badge class only during Free Time. Shotgun is also a very limited class size. Due to the distance from the main area of camp, please allow ample travel time for the class.

### SHOOTING SPORTS SCHEDULE:

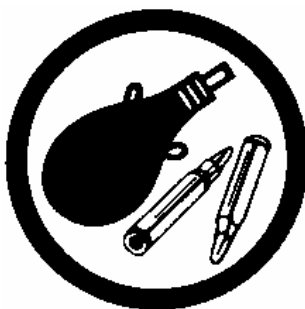
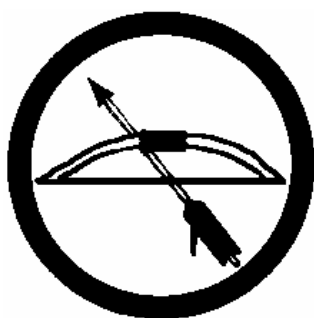
Class	1	2	3	4	5	Free Time
Archery Merit Badge	X	X		X	X	
Rifle Shooting Merit Badge	X	X		X	X	
Shotgun Shooting Merit Badge			Y	Y	Y	
Free Time Archery Shoot						M,T,W,Th
Free Time Rifle Shoot						M,T,W,Th

X = double period classes

Y = one period classes

**Before taking any of the following badges/activities, please be aware of the following requirements:**

Archery Merit Badge	Recommended for older Scouts. Double period session. Limited class size.
Rifle Shooting Merit Badge	Recommended for older Scouts. Extremely difficult to qualify. Double period session and limited class size.
Shotgun Shooting Merit Badge	Recommended for older Scouts. Extremely difficult to qualify. Small class size.
Free Time Archery Shoot	Recommended for any Scout. There will be no free shooting on Friday.
Free Time Rifle Shoot	Recommended for any Scout. There will be no free shooting on Friday. There is a small fee for free shoot. Tickets can be purchased in the Trading Post. Tickets are 10 shots for .25 cents



## Horse Corral

The horse area at camp has been one of our most popular areas. Horsemanship Merit Badge is a double period class. Scouts taking the merit badge will be required to help feed and care for the horses during the week. The Rough Rider's overnighiter should not be missed. The overnighiter will take place on Mondays, Tuesdays and Thursdays. Participants will depart at 4:00p.m. on the day of the outing and return to camp the next morning for breakfast. See the Horse Director for additional horseback riding times.

For the safety of the horses, the horse director has the right to set a weight limit for participants of the merit badge class, the horse overnighiter, and any horse rides. Participants of horse activities should also bring long pants and sturdy shoes (boots are preferable.) Due to B.S.A. policy, helmets will be provided, and all Scouts are required to wear them.

### Horse Corral Schedule:

Class	1	2	3	4	5	Free Time	Evening
<b>Horsemanship Merit Badge</b>	X	X		X	X		
<b>Rough Rider's Horseback Overnighiter</b>						M, T, & Th	M, T, & Th
<b>Animal Science Merit Badge</b>		Y	Y				
<b>Veterinary Medicine Merit Badge</b>			Y	Y			

**X = double period class**

### Before taking any of the following badges/activities, please be aware of the following requirements:

<b>Horsemanship Merit Badge</b>	Recommended for any Scout. Limited class size depending on the number of horses available. There are some out of class assignments that must be completed with this badge.
<b>Rough Rider's Horseback Overnighiter</b>	Recommended for any Scout. This is a Monday, Tuesday, or Thursday activity. Participant will be limited due to the number of horses available. A limited number of adult spots may be available.
<b>Animal Science Merit Badge</b>	Recommended for any Scout. Pre-rec. 1 & 4
<b>Veterinary Medicine Merit Badge</b>	Recommended for any Scout.



## High Adventure Area

The High Adventure Area at Circle X Ranch at Big Horn is one of the most exciting areas in camp. This area has been especially designed to appeal to older Scouts, while still offering a few activities for younger Scouts. Past participants will find a revamped program with new activities added to high adventure. Also, a few changes have been made from recent years to enhance the enjoyment of the experience.

**C.O.P.E.:** This activity, which stands for Challenging Outdoor Personal Experiences, is one of the most exciting programs in the Boy Scouts of America. Individuals will experience a four day program that includes the intriguing initiative games, the team building exercises of the Low C.O.P.E. area, and the thrilling High C.O.P.E. course. Scouts must sign up for the morning C.O.P.E. session. While COPE will take the place of merit badges during their week-long session, for older scouts, COPE is the ultimate activity offered at camp. Troops are encouraged to see the C.O.P.E. Director to schedule Troop C.O.P.E. Activities during the afternoons.

**Climbing Wall:** Climbing merit badge will be offered this summer at our newly renovated wall. Three merit badge sessions will be available offer in the morning. Free climb will be offered in the afternoon. Scouts taking Climbing Merit Badge will need to attend some free climbs outside of the class.

**Outpost:** We will offer different outposts this year on Wednesday night a Native American overnigher will be offered. In this outpost participants experience the history of Native Americans that first inhabited our area. Thursday night holds the popular John Wayne Outpost. On this overnigher participants learn how to shoot black powder rifles and spend the night under the stars in the land once visited by John Wayne himself. The outposts are an awesome experience for participants that expose them to the history of Circle X Ranch at Bighorn as well as exciting new activities. All outposts are hands on experiences and involve an overnight stay outside of the main area of camp. Limited spots will be available for adults to participate. All overnighers leave at 3:30 in the afternoon and return after breakfast the next day. Attending the overnighers will not cause Scouts to miss merit badge sessions.

**\*\* All participants in the C.O.P.E. Area, or Climbing and Rappelling Area, must have a Class Three Physical on file with the camp. Please see the Health and Safety Section of this guidebook for details.\*\***

### High Adventure Schedule:





Class	1	2	3	4	5	Free Time	Evening
<b>Climbing Merit Badge</b>	Y	Y	Y				
<b>C.O.P.E.*</b>	Session 1						
<b>Free Climb</b>				Y	Y	Y	
<b>Native American Outpost</b>						Wednesday	
<b>John Wayne Outpost*</b>						Thursday	
<b>Cycling Overnight / MB Class</b>	X	X		X	X	Monday / Thursday	
<b>Lake Overnight</b>						Tuesday	

Y = one period class X = double period classes

\* C.O.P.E. – Week-long. One session offered: Period 1 through Period 3. Troops are encouraged to see the C.O.P.E. Director to schedule Troop C.O.P.E. Activities during the afternoons.

\* Participants in John Wayne Outpost must be a minimum of 13 years of age.

**Before taking any of the following badges/activities, please be aware of the following requirements:**

<b>Climbing Merit Badge</b>	Recommended for older Scouts. Very strenuous activity. Class 3 physical required.
<b>C.O.P.E.*</b>	National age requirements must be met to participate in this activity and participation in the High Course is at the discretion of the C.O.P.E. Director. Class 3 physical required.
<b>Free Climb</b>	Very strenuous activity. Class 3 physical required.
<b>Logger's Jamboree <span style="color: red;">CANCELLED</span></b> 	
<b>Native American Outpost</b> 	Participants will learn about the native inhabitants of the San Bernardino Mountains. They will participate in Archery and Tomahawk throwing. They will learn different Indian Games, Sign Language, and sleep in a Teepee.
<b>John Wayne Outpost</b> 	Participants will learn about the pioneers who settled the west. They will learn about Dutch Oven Cooking, Black Powder Rifle Shooting, and, if the opportunity is available, a C.O.P.E. activity. <i>Participants in John Wayne Outpost must be a minimum of 13 years of age.</i>
<b>Cycling Overnight</b> 	Participants will enjoy Mountain Biking to a designated location and enjoy an evening sleeping under the stars.
<b>Lake Overnight</b>	the Lewis and Clark overnighiter begins with a 1 mile hike to camp Pollock where at firebird lake they will have a chance to go canoeing, rowing, and or kayaking in our stocked lake. they will also cook their own dinner under the stars at the beach of the lake where kabobs, corn on the cob and cobbler are old favorites. also if the camper is worried about missing polar bear activities, they do polar bear at the lake!

## XI. MERIT BADGE REGISTRATION

The following page contains the Troop Merit Badge Preregistration Form

- Please make as many copies of the form as you need to list your entire troop's schedule.
- FAX or mail to the council office as soon as all of your fees are paid in full to give your Scouts the best choice of getting their merit badges. (Choices are assigned first come, first served)
- If the Scout's first choice is full, the second choice will be given.
- Bring a copy to camp in case the original is lost.
- The Scout's final schedule will be given to him at the Merit Badge Midway.

Mandatory pre-registration allows Scouts the best chance of getting the badges they want, and allows us to keep class sizes small. By knowing in advance the demand for the Merit Badges, new periods of certain badges can be created to meet the demand.

Following the form, there is a chart that lists all Merit Badges and activities that will be helpful in making Scouts' Merit Badge Schedules.



**CIRCLE X RANCH AT BIG HORN  
TROOP MERIT BADGE PRE-REGISTRATION FORM**

**\*\* MUST BE AT COUNCIL OFFICE FOUR WEEKS PRIOR TO YOUR ARRIVAL AT CAMP, ONCE ALL FEES ARE PAID IN FULL \*\***

**Troop # \_\_\_\_\_ Council: \_\_\_\_\_ Dates in Camp: \_\_\_\_\_**

Name		1 <sup>st</sup> Period	2 <sup>nd</sup> Period	3 <sup>rd</sup> Period	4 <sup>th</sup> Period	5 <sup>th</sup> Period
	1 <sup>st</sup> Choice:					
	2 <sup>nd</sup> Choice:					
	1 <sup>st</sup> Choice:					
	2 <sup>nd</sup> Choice:					
	1 <sup>st</sup> Choice:					
	2 <sup>nd</sup> Choice:					
	1 <sup>st</sup> Choice:					
	2 <sup>nd</sup> Choice:					
	1 <sup>st</sup> Choice:					
	2 <sup>nd</sup> Choice:					
	1 <sup>st</sup> Choice:					
	2 <sup>nd</sup> Choice:					

**Overnighter Participants:**

\_\_\_\_\_

**Native American  
Outpost** \_\_\_\_\_

**John Wayne  
Outpost** \_\_\_\_\_

**Monday Rough  
Rider** \_\_\_\_\_

**Tuesday Rough  
Rider** \_\_\_\_\_

**Thursday Rough  
Rider** \_\_\_\_\_

**Contact person:** \_\_\_\_\_ **Email:** \_\_\_\_\_



**\*\* MUST BE AT COUNCIL OFFICE FOUR WEEKS PRIOR TO YOUR ARRIVAL AT CAMP, ONCE ALL FEES ARE PAID IN FULL\*\***

Class	1	2	3	4	5	Free Time	Evening
Animal Science Merit Badge		Y	Y				
Archery Merit Badge	X	X		X	X		
Art Merit Badge		Y		Y		Y	
Astronomy Merit Badge		Y					
B.S.A. Lifeguard	ALL DAY PARTICIPATION REQUIRED						
Basketry Merit Badge	Y					Y	
Bird Study Merit Badge		Y					
Canoeing Merit Badge	X	X					
Cinematography Merit Badge	Y		Y				
Climbing Merit Badge	Y	Y	Y				
Communications Merit Badge				Y	Y		
Composite Merit Badge	Y	Y	Y			Y	
C.O.P.E.	Z	Z	Z				
Crime Prevention Merit Badge		Y			Y		
Cycling Merit Badge	X	X		X	X		
Emergency Preparedness Merit Badge	Y		Y				
Environmental Science Merit Badge		Y		Y			
Finger Printing Merit Badge						Y	
First Aid Merit Badge		Y		Y			
Fire Safety Merit Badge			Y	Y			
Fishing Merit Badge	Y		Y				
Fish and Wildlife Management Merit Badge					Y		
Forestry Merit Badge					Y		
Free Time Archery Shoot						Y	
Free Time Climbing				Y	Y	Y	
Free Time Rifle Shoot						Y	
Free Time Swim						Y	
Geology Merit Badge	Y						
Horsemanship Merit Badge	X	X		X	X		
Indian Lore Merit Badge		Y				Y	
Insect Study Merit Badge				Y			
Instructional Swim	Y						
John Wayne Outpost						THURSDAY	
Journalism Merit Badge					Y		
Kayaking			Y			Y	
Leatherwork Merit Badge	Y		Y			Y	
Lifesaving Merit Badge	X	X		X	X		
Mammal Study Merit Badge				Y			
Metalwork Merit Badge			Y		Y	Y	
Music Merit Badge			Y				
Native American Outpost						WEDNESDAY	
Nature Merit Badge	Y						
Orienteering Merit Badge			Y				
Pathfinder Program	Five Periods Long						
Photography Merit Badge		Y	Y				
Pioneering Merit Badge	Y						
Pottery Merit Badge	Y			Y			
Pulp and Paper Merit Badge				Y		Y	
Public Health Merit Badge	Y			Y			
Reptile and Amphibian Study Merit Badge			Y				
Rifle Shooting Merit Badge	X	X		X	X		
Rough Rider's Horseback Overnighter						MON., TUES. & THURS.	
Rowing Merit Badge				X	X		
Safety Merit Badge	Y		Y				

<b>Sculpture Merit Badge</b>					<b>Y</b>	
<b>Shotgun Shooting Merit Badge</b>			<b>Y</b>	<b>Y</b>	<b>Y</b>	
<b>Snorkeling B.S.A.</b>			<b>Y</b>			
<b>Soil &amp; Water Conservation Merit Badge</b>			<b>Y</b>			
<b>Swimming Merit Badge</b>		<b>Y</b>	<b>Y</b>	<b>Y</b>	<b>Y</b>	
<b>Weather Merit Badge</b>					<b>Y</b>	
<b>Wilderness Survival Merit Badge</b>				<b>Y</b>		
<b>Woodcarving Merit Badge</b>					<b>Y</b>	<b>Y</b>
<b>Veterinary Medicine Merit Badge</b>			<b>Y</b>	<b>Y</b>		

**Y = One Period Class X = Two Period Class Z = Three Period Class**

## **XII. PROGRAM OVERVIEW**

### **Troop Activities:**

**Sunday:** A special opening Campfire will set the tone for an exciting week at Circle X Ranch at Bighorn for you and your Scouts. This program promises to be an event that should not be missed.

**Monday:** The entire camp will participate in an exciting evening of Western Theme Games. Our weekly movie night in the dining hall. Also, starting at 8:00pm will be the Order of the Arrow Fellowship. All O.A. members are encouraged to wear their sash for some good old-fashioned fellowship. Be sure to bring your patches, there will be an area set up for trading. The patch trading normally gets intense!

**Tuesday:** While the Scouts are participating in the Western Theme Games, the adults will be competing in the Cobbler Cook-off. Scouters are asked to bring their best recipes to camp, and a panel of “certified” judges will determine who makes the best cobbler in camp. Participants will need to provide their own materials and supplies. Once the judging has occurred, and the Western Games are completed, the Scouts in camp will be given the opportunity to finish off the rest of the cobbler. This is also the night the trading post serves up our COWBOY size root beer floats. Be sure to get yours!

**Wednesday:** On Wednesday, at 10:30am, we will hold a Leader’s Meeting with all Scoutmasters’ in camp. Immediately after the meeting, Circle X Ranch at Big Horn will hold a Scoutmaster Shoot-out at the Rifle Range. A bag lunch will be provided, and all adults are invited to participate. Please let the Camp Commissioner know if you are going to be there so we can plan accordingly. Wednesday is the Commissioner’s Campfire. This has become an exciting part of our camp, and the tradition promises to continue. This activity will be run by the Senior Patrol Leader’s Council, and Troops, Patrols, and individuals are asked to sign-up to do a skit in front of the entire Camp.

**Thursday:** While the Scouts are participating in the Western Theme Games, the adults will be competing in the Chili Cook-off. Scouters are asked to bring their best recipes to camp, and a panel of “certified” judges will determine who makes the best chili in camp. Participants will need to provide their own materials and supplies. Once the judging has occurred, and the Western Games are completed, the Scouts in camp will be given the opportunity to finish off the rest of the chili.

**Friday:** On Friday morning, we will hold more Western Theme Games. There will be events for everyone, regardless of age or skill level. Scouts will be given the opportunity to compete as units and patrols. Friday afternoon the FLSR Camp Wide Games will continue. At the conclusion of the games the annual “Big Horn Bucks” auction will take place. Be sure to save all of your Big Horn Bucks during the week for this event. Top bidder will get some great prizes.

Friday will also see the closing Campfire. This is an opportunity for the Staff to show our appreciation to each Scout and Leader for coming to camp. The Closing Campfire is an event that should not be missed.

### **Week Long Activities:**

**John Muir Scout Award:** Circle X Ranch’s Honor Camper award can only be achieved by completing activities throughout the week. The list of requirements to receive the award will be in the Scoutmaster’s packet at check-in. Those who achieve this award will receive a special patch.

**Menehune Tribe Award:** Circle X Ranch's Honor Troop award that is known for high achievement. The list of requirements to receive the award will be in the Scoutmaster's packet at check-in. Troops that achieve this award are eligible to receive a patch and a special flag to be flown at their campsite.

**Big Horn Bucks:** Scouts can receive Big Horn Bucks throughout the week by doing various activities, from conservation project to winning competition. Bucks can be given out at unsuspected times, and Scouts should look out for hidden loot. Troops will pile their bucks together at the end of the week to bid on prizes at the Big Horn Bucks Action on Friday afternoon.

### XIII. ADULT PROGRAM OPPORTUNITIES

In an endeavor to provide each adult leader with the most memorable camp experience, Circle X Ranch has instituted this program, which is designed to accommodate every adult leader that steps into our camp. We now offer a variety of activities and trainings designed to not only help each leader have an enjoyable time, but also to be further equipped and prepared to build a better, more capable, more functional unit. With the exception of informational meetings such as orientation and round table, no activity or training is mandatory, but is instead offered as an opportunity for any leader to take advantage of without a week-long obligation. All sessions are drop-in and are open to any leader who wishes to further their training and help the rest of group by contributing any personal knowledge or experience. Both first time and experienced leaders are invited to every activity. **Please be advised that this schedule can change depending on the needs of the leader's in camp as well as circumstances beyond our control.**

	Monday	Tuesday	Wednesday	Thursday	Friday
<b>Morning</b> <i>Scout Skills</i> 9 – 10am		First Aid/CPR	Ecology- Conservation	GPS Hike	
10:15 – 11am	Round-table	First Aid/CPR	Round-table		Round-table
11 – 11:45am	Knots and Ropes	First Aid/CPR	Geo Cashing	Safety Afloat*	
<b>Lunch</b> 12 – 1:30pm		First Aid/CPR	Rifle Shoot	Climb-On* Safely (1-1:45)	
<b>Afternoon</b> <i>Leader Training</i> 2 – 3:15pm	Patrol Method- Teamwork	First Aid/CPR	Building a Troop JLT Program	Troop Trouble- shooting	
3:30 – 4:30pm	Skills- instructing as an adult leader	First Aid/CPR	Fire-building	Safe-Swim Defense*	
<b>Evening</b> 7 – 8pm	Archery Shoot	Cobbler Cook-off		Chili Cook-off	
<i>Video series</i> 8:15 – 9pm	Youth Protection*	Fast-Start		Scoutmaster Fundamentals	

\* - Certification on completion

- Morning sessions are designed to instruct leaders in basic and advanced scout skills both for their own instruction and to further their capacity as an instructor for their troop.
- Round-table meetings are meant as a way to get feedback for the camp and to bring leaders up to date on camp activities.
- Evening adult activities are open only to adult leaders, giving adults a chance to enjoy camp facilities without youth present.
- Any leaders wishing to participate in the Cobbler Cook-off are required to supply all necessary ingredients, tools, and Dutch-ovens themselves.
- CPR Certification is open to any adult leader, and there will be an additional charge of \$25.00 payable to the instructor at the beginning of the course. This course is run through the American Heart Association, and certification cards must be issued through the instructor.

Additional Opportunities upon request:

B.S.A. Lifeguard:	All Week Program (see aquatics director)
Instructional Swim:	See Aquatics Director
C.O.P.E. Course:	See C.O.P.E. Director for availability
Conservation/Service Projects:	See Ecology/Conservation Director
Totin' Chip Counselor Training:	See Outdoor Skills Director
Firem'n Chit Counselor Training:	See Outdoor Skills Director
Asst Camp Commissioner:	See Camp Commissioner

### **Offering Assistance in Skills Instruction:**

In addition to the activities and trainings now offered, there are also chances for the adult leaders to offer themselves as resources to the Scouts, to other leaders, and to the camp. Any leader who would like to offer their experience in any of the merit badge topics should contact the appropriate counselor at Merit Badge Midway and make arrangements to assist in the instruction of that badge. Even if a leader doesn't feel comfortable teaching or assisting, he or she is still welcome to attend any merit badge session for his or her own instruction.

Also, any leader who is a registered counselor of a merit badge not offered at Circle X Ranch and wishes to offer his or her talents as an instructor, please contact the Program Director as soon as possible upon arrival to camp. If there are any other areas in which a leader feels that he or she may offer themselves for skills instruction, such as Pathfinder or other activities, he or she may do so by contacting the appropriate staff as soon as possible upon arrival to camp.

### **Assistant Commissioner:**

In addition to skill instruction, there are a number of other capacities that leaders may offer themselves in. As an assistant commissioner, a leader will help to conduct campsite inspections so as to provide an opportunity to talk to other adult leaders about methods and ideas that each troop has developed and employed. It is strongly encouraged that adult leaders and their troops contact and form friendships with other troops for the purpose of exchanging ideas, working with each other on a service project, or having good, clean fun together. Fellowshiping with other troops can be a very rewarding experience at camp and can form bonds that last well beyond your week at summer camp.

### **Service Projects:**

If any troop wishes to perform a service or conservation project, they may do so by contacting the Ecology/Conservation Director or the Camp Commissioner. Also, if any leaders or troops have special capacities such as construction or facilities maintenance, it would be greatly appreciated if they offered their talents to the camp.

## XIV. Circle X Ranch at Big Horn Weekly Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:00a.m.		Polar Bear	Polar Bear	Polar Bear			
7:00a.m.		Reveille	Reveille	Reveille	Reveille	Reveille	Reveille
7:45a.m.		Morning Assembly	Morning Assembly	Morning Assembly	Morning Assembly	Morning Assembly	Morning Assembly
8:00a.m.		Breakfast/SPL Meeting	Breakfast/SPL Meeting	Breakfast/SPL Meeting	Breakfast/SPL Meeting	Breakfast/SPL Meeting	Breakfast
9:00a.m.		1 <sup>st</sup> period	1 <sup>st</sup> period	1 <sup>st</sup> period	1 <sup>st</sup> period	Camp Wide Western Games	Check-out
10:00a.m.		2 <sup>nd</sup> period	2 <sup>nd</sup> period	2 <sup>nd</sup> period	2 <sup>nd</sup> period		
10:30a.m.		SM Meeting		SM Meeting		SM Meeting	
11:00a.m.		3 <sup>rd</sup> period	3 <sup>rd</sup> period	3 <sup>rd</sup> period	3 <sup>rd</sup> period	All MB work due	
11:45a.m.		Assembly	Assembly	Assembly	Assembly	Assembly	
Noon		Lunch	Lunch	Lunch	Lunch	Lunch	
1:30p.m.	Arrival and begin Unit Tour	Troop time	Troop Time	Troop Time SM Lunch & .22 Shootout	Troop Time		
2:30p.m.		4 <sup>th</sup> period	4 <sup>th</sup> period	4 <sup>th</sup> period	4 <sup>th</sup> period	Camp Wide Western Games & Big Horn Buck Auction	
3:30pm.		5 <sup>th</sup> period	5 <sup>th</sup> period	5 <sup>th</sup> period	5 <sup>th</sup> period		
4:30p.m.	SM/SPL Meeting	Free Time	Free Time	Free Time	Free Time		
5:45p.m.	Evening Assembly	Evening Assembly	Evening Assembly	Evening Assembly	Evening Assembly	Evening Assembly	
6:00p.m.	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner	
7:00p.m.		Mile Swim		Mile Swim			
7:00p.m.	Merit Badge Midway	Western Games SM Archery Competition	Western Games SM Cobbler Cook-off **	Troop Time	Western Games SM Chili Cook-off**	Troop Time	
7:30p.m.	Scout's Own						
8:00p.m.	Opening Show	O.A. Fellowship		Commissioner Campfire		Closing Campfire	
10:00p.m.	Taps	Taps	Taps	Taps	Taps	Taps	

\*\* SM's must supply their own Dutch oven and ingredients



# XV. SUMMER CAMP CHECK-IN ROSTER

The Unit Leader is asked to make four copies of this roster. One is to be turned into the Reservation Administration Office upon arrival at Camp. One will be turned into the Camp Health Officer. One will be turned into the Circle X Ranch at Big Horn Office, and the final copy will stay in the possession of the Unit Leader.

Please make as many copies of this form as you need.

Troop # \_\_\_\_\_ Council \_\_\_\_\_ Dates in Camp: From \_\_\_\_\_ To \_\_\_\_\_  
 District \_\_\_\_\_ Unit Leader in Camp \_\_\_\_\_

Scout's Name	Birthdate	Emergency Phone
--------------	-----------	-----------------

**Patrol:**

1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		

**Patrol:**

1.		
2.		
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4.		
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6.		
7.		
8.		

**Patrol:**

1.		
2.		
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4.		
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6.		
7.		
8.		

**Leaders:**

1.		
2.		
3.		
4.		
5.		



**XVI. APPENDIX**

- A. CAMP MAP**
- B. THE ROAD TO CAMP**
- C. PROVISIONAL UNIT APPLICATION**
- D. PHILMONT 2009**
- E. MEDICAL FORMS**
- F. PERMISSION SLIPS (FIREARMS, HORSEBACK, & TALENT  
RELEASE)**
- G. WAIVER OF LIABILITY**