

WINTER CAMP 2025 PROGRAM GUIDE



TREVOR-REES JONES SCOUT CAMP
DECEMBER 27- 31, 2025



**Scouting
America**

Circle Ten Council





Dear Winter Camp Leaders,

Thank you for joining us for winter camp! It means a lot to my fellow winter camp staff and I that you are taking the time out of your busy lives to bring your Scouts and celebrate the wonderful tradition of winter camp. I know that it can be a challenge for some of you. Some of you have to take vacation time off from work just to camp with some teens who probably aren't the best of campmates at times, and very rarely do you get the recognition that you deserve, so I just want to say thank you!

When choosing the theme for Winter Camp, I found it to be very easy. Since I was a kid, I had always looked up to the superheroes of the Justice League because they showed the best qualities in people, and they taught me how to be a better human being. When I got into Scouting, I was surrounded by adults who were positive influences on me and made me want to be a better person. In ways, each of you is a superhero to the youth that you will bring to camp this winter. Maybe you aren't faster than a speeding bullet or you can't leap over tall buildings in a single bound, but you have something that is much more important. You have heart, you care about these Scouts and the great leaders they're going to become, and you are very important to that growth.

Inside this program guide, you will find important information that will help you be prepared for a fantastic week at camp. I hope you and your Scouts have a great week, and again, we look forward to seeing you at camp!

Yours In Scouting,
Jackson Smith
Winter Camp 2025 Youth Lead



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Scouting  America
Circle Ten Council

Circle Ten Council is proud to welcome you to winter camp at Trevor Rees-Jones Scout Camp—the largest annual event hosted by our council and staffed by the dedicated Arrowmen of Mikanakawa Lodge 101, Order of the Arrow.

This jamboree-style program provides a unique opportunity for Scouts BSA troops, Venturing crews, and Sea Scout ships to come together, camp alongside fellow units, and build lasting friendships beyond their immediate Scouting circles.

Each day offers a wide range of enriching experiences, including merit badge sessions, high-adventure activities, living history programs, and specialized training. Afternoons and evenings feature exciting opportunities such as an ATV experience, ziplining, climbing and rappelling, competitive games, social gatherings, and campfires that highlight the spirit of Scouting.

We are honored to provide a program that challenges youth, strengthens leadership skills, and builds memories that will last a lifetime. Thank you for being a part of this cherished tradition.



TABLE OF CONTENTS

SCHEDULES

- 5 Program Schedule
 - 6 Flag Schedule. **NEW!**
-

DAILY SCHEDULES

- 7 Day 1 - December 27
 - 8 Day 2 - December 28
 - 9 Day 3 - December 29
 - 10 Day 4 - December 30
 - 11 Day 5 - December 31
-

MORNING PROGRAMS

- 12 Morning Programs
 - 13 Merit Badges at a Glance
 - 14 Merit Badges
 - 20 Trail to First Class (TFC)
 - 21 Challenging Outdoor Personal Experience (C.O.P.E.) - 13+ **NEW!**
 - 22 Pistol Shooting - 14+ **NEW!**
 - 23 ATV Experience - 14+ **NEW!**
-

MORNING ACTIVITIES

- 24 Polar Bear Plunge - Day 4
 - 25 Scout's Own Services - Day 4 **NEW!**
-

AFTERNOON ACTIVITIES

- 26 Afternoon Activities & Free Time
 - 28 Living History Programs
 - 29 Brotherhood Walk - Day 2
 - 30 Scoutmaster Lunch - Day 3 **NEW!**
-

TABLE OF CONTENTS

EVENING ACTIVITIES

- 31 Movie Night - Day 2
 - 32 Camp Staff Reunion / Honor Society Social - Day 3 **NEW!**
 - 33 Cowboy Action Competition - Day 3
 - 33 Closing Campfire - Day 4
 - 34 BBQ Dinner - Day 4
-

TRAININGS

- 35 IOLS - Introduction to Outdoor Leader Skills **NEW!**
 - 35 BIT - NRA Basic Instructor Training
 - 36 RSO - NRA Range Safety Officer
 - 36 Red Cross CPR and Basic First Aid
 - 36 Wilderness and Remote First Aid
-

APPENDIX

- 37 A Scout Is Reverent Award **NEW!**
- 39 Cowboy Action Shooting Release Participation and Hold Harmless Agreement
- 40 ATV Safety Course General Release Waiver and Indemnification Agreement
- 41 Refund and Cancellation Policy
- 42 Scout Oath
- 42 Scout Law
- 42 Venturing Motto
- 42 Sea Promise

PROGRAM SCHEDULE - Day 2, 3 and 4

MORNING ACTIVITIES

Polar Bear Plunge - Day 4
6:00 a.m. @ waterfront

Scout's Own Services - Day 4
7:45 a.m. @ varies

AFTERNOON ACTIVITIES

Fishing Competition - Day 2
1:30 @ Fishing Dock

Scoutmaster Lunch - Day 3
12:00 p.m. @ dining hall

Map and Compass - Day 3
1:30 p.m. @ Trail to First Class

Native American Dance Demo
Day 3 - 4:00 p.m.

5-mile Hike - Day 4
1:30 p.m. @ Trail to First Class

EVENING ACTIVITIES

Opening Campfire - Day 1
8:00 p.m. @ Campfire Ring

Vigil Call Out - Day 2
7:00 p.m. @ Campfire Ring

Movie Night - Day 2
8:00 p.m. @ dining hall

Cowboy Action Competition
Day 3 - 8:00 p.m. @ Range

Camp Staff Reunion and
Honor Society Social - Day 3
8:00 p.m. @ dining hall

BBQ Dinner - Day 4
5:00 p.m. @ dining hall
\$15 per person

Wilderness Survival Campout
Day 4 @ 7:00 p.m.

Closing Campfire - Day 4
8:00 p.m. @ Campfire Ring

6:30 a.m.	Reveille
7:00 a.m.	Breakfast
8:45 a.m.	Flag Raising
9:00 a.m.	Trash Pick Up
	Merit Badge Session 1
10:00 a.m.	Merit Badge Session 2
10:30 a.m.	Leaders' Meeting
11:00 a.m.	Merit Badge Session 3
12:00 p.m.	Lunch
1:30 p.m.	Afternoon Programs OPEN
2:00 p.m.	SPL Meeting - flag poles
3:00 p.m.	Top Gun and Archery Competition
5:45 p.m.	Flag Lowering
6:00 p.m.	Dinner
7:30 p.m.	Astronomy Star Party (weather permitting)
8:00 p.m.	Trash Pick Up
	Evening Programs
10:00 p.m.	Lights Out

FLAG SCHEDULE

Each unit is encouraged to raise and lower its own flags each day. Some units bring their own poles, while others like to use the ones already in the campsite and share the duty with the other units in camp.

One campsite has been assigned to raise or lower the main camp flags each day. We will use the flagpoles that are located on the backside of the dining hall on the hill / pool side. Please see Youth Lead for flags.

We will host a formal flag raising ceremony in the morning since that is right before classes start. All units are welcome to join us. We will not host a formal flag lowering ceremony at night as activities around camp are busy. If you are assigned to lower the flag, please do so in an honorable way and return the flags to the Youth Lead in the dining hall.



DAY 1 EVENING

Flag Lowering @ 5:45 p.m.
Gum Ridge

DAY 2 MORNING

Flag Raising @ 8:45 a.m.
Beaver Lodge

DAY 2 EVENING

Flag Lowering @ 5:45 p.m.
Pine Cove

DAY 3 MORNING

Flag Raising @ 8:45 a.m.
Prairie Dog Colony

DAY 3 EVENING

Flag Lowering @ 5:45 p.m.
Cypress Knee

DAY 4 MORNING

Flag Raising @ 8:45 a.m.
Armadillo Den

DAY 4 EVENING

Flag Lowering @ 5:45 p.m.
Elm Flats



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DAY ONE

CAMPER ARRIVAL AND SET-UP

DAY 1 - DECEMBER 27

7:00 a.m.	[STAFF] Staff breakfast
7:45 a.m.	[STAFF] Staff Area Lead meeting @ dining hall All staff report to their areas to finish setting up
9:00 – 11:50 a.m.	Campers start arriving at camp Unit check-in opens @ HQ
12:15 p.m.	[STAFF] Staff lunch
1:00 – 4:00 p.m.	Unit check-in continues @ HQ
1:00 – 4:00 p.m.	Merit badge add/drop @ STEM building
1:00 – 4:00 p.m.	[STAFF] All staff report to their areas to finish setting up
4:00 - 5:30 p.m.	Leader / SPL Meeting @ dining hall
5:00 p.m.	Campers prepare dinner in their campsites
6:00 p.m.	[STAFF] Staff dinner

EVENING ACTIVITIES

8:00 p.m.	Opening Campfire – bring a water bottle and chair Trading Post \$\$\$ will have items for sale at the campfire so bring your spending money with you!
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DAY TWO

FIRST PROGRAM DAY

DAY 2 - DECEMBER 28

6:30 a.m.	Campers wake up and prepare breakfast
7:00 a.m.	[STAFF] Staff breakfast
7:45 a.m.	[STAFF] Staff Area Lead meeting @ dining hall / IOLS meet @ HQ
8:30 a.m.	All staff report to their areas for morning program

MORNING PROGRAMS

9:00 - 11:00 a.m.	ATV Experience
9:00 - 12:00 p.m.	Adult Training @ ranges / Scoutmaster lounge
9:00 - 9:50 a.m.	Merit badge Session 1
10:00 - 10:50 a.m.	Merit badge Session 2
10:30 a.m.	Leaders' Meeting @ dining hall
11:00 - 11:50 a.m.	Merit badge Session 3
12:15 p.m.	[STAFF] Staff lunch

AFTERNOON ACTIVITIES

1:00 - 3:00 p.m.	Adult Training @ ranges / Scoutmaster lounge & ATV Experience
1:00 p.m.	All OA Brotherhood candidates meet @ HQ
2:00 p.m.	SPL Meeting @ flag poles
1:30 - 4:30 p.m.	Afternoon activities • Riddler Scavenger Hunt and Field Games • Fishing Competition • Shooting Sports Competitions • Trail Rides 1:30, 2:30, 3:30 and 4:30 p.m. • Pen Making, SIT & Ziplining
3:00 - 5:00 p.m.	ATV Experience
4:00 p.m.	OA Brotherhood candidates meet @ HQ
4:30 p.m.	Brotherhood Ceremony – existing Brotherhood and Vigil Honor members meet at the Indian Village (<i>Arrowmen ONLY</i>)

EVENING ACTIVITIES

6:00 p.m.	[STAFF] Staff dinner
7:00 p.m.	[STAFF] OA Vigil callout (Staff and Arrowmen ONLY)
8:00 p.m.	Movie Night - Batman, Mask of the Phantasm - Trading Post
9:00 p.m.	Extreme Mountain Man Overnighter



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DAY THREE

SECOND PROGRAM DAY

DAY 3 - DECEMBER 29

6:30 a.m.	Campers wake up and prepare breakfast
7:00 a.m.	[STAFF] Staff breakfast
7:45 a.m.	[STAFF] Staff Area Lead meeting @ dining hall
8:30 a.m.	All staff report to their areas for morning program

MORNING PROGRAMS

9:00 - 11:00 a.m.	ATV Experience
9:00 - 12:00 p.m.	Adult Training @ ranges / Scoutmaster lounge
9:00 - 9:50 a.m.	Merit badge Session 1
10:00 - 10:50 a.m.	Merit badge Session 2
10:30 a.m.	Leaders' Meeting @ dining hall
11:00 - 11:50 a.m.	Merit badge Session 3
12:00 p.m.	Scoutmasters Appreciation Lunch with Council Key 3*
12:15 p.m.	[STAFF] Staff lunch

AFTERNOON ACTIVITIES

1:00 - 3:00 p.m.	Adult Training @ ranges / Scoutmaster lounge & ATV Experience
2:00 p.m.	SPL Meeting @ flag poles
1:30 - 4:30 p.m.	Afternoon activities • Amazon Games and other field games • Shooting Sports Competitions • Trail Rides 1:30, 2:30, 3:30 and 4:30 p.m. • Pen Making, SIT, Ziplining & Aviation Merit Badge #1
3:00 - 5:00 p.m.	ATV Experience
4:00 p.m.	Native American Style Dance Demo @ Indian Village

EVENING ACTIVITIES

6:00 p.m.	[STAFF] Staff dinner
8:00 - 10:00 p.m.	Camp Staff Reunion and Honor Society Social @ dining hall Cowboy Action Competition @ Cowboy Action Range

*Please register in Black Pug to join us for the Scoutmaster's Appreciation Lunch



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DAY FOUR

THIRD PROGRAM DAY

DAY 4 - DECEMBER 30

6:00 a.m.	Polar Bear Plunge @ waterfront
6:30 a.m.	Campers wake up and prepare breakfast
7:00 a.m.	[STAFF] Staff breakfast
7:30 a.m.	[STAFF] Staff Area Lead meeting @ dining hall
7:45 a.m.	Scout's Own Services @ various locations
8:30 a.m.	All staff report to their areas for morning program

MORNING PROGRAMS

9:00 - 11:00 a.m.	ATV Experience
9:00 - 12:00 p.m.	Adult Training @ ranges / Scoutmaster lounge
9:00 - 9:50 a.m.	Merit badge Session 1
10:00 - 10:50 a.m.	Merit badge Session 2
10:30 a.m.	Leaders' Meeting @ dining hall
11:00 - 11:50 a.m.	Merit badge Session 3
12:15 p.m.	[STAFF] Staff lunch

AFTERNOON ACTIVITIES

1:00 - 3:00 p.m.	Adult Training @ ranges / Scoutmaster lounge & ATV Experience
2:00 p.m.	SPL Meeting @ flag poles
1:30 - 4:30 p.m.	Afternoon activities • Amazon Games and other field games • Shooting Sports Competitions • Pen Making, SIT, Ziplining & Aviation Merit Badge #2
3:00 - 5:00 p.m.	ATV Experience

EVENING ACTIVITIES

5:00 p.m.	BBQ Dinner* for Campers @ dining hall
6:00 p.m.	[STAFF] BBQ Dinner for Staff @ dining hall
8:00 p.m.	Closing Campfire - bring a water bottle and a chair, wear OA sash
9:30 p.m.	Wilderness Survival merit badge overnigher @ Mountain Man

DAILY SCHEDULE



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DAY FIVE

CLEAN UP AND HEAD HOME!

DAY 5 - DECEMBER 31

Winter Camp ends today and all units should plan to depart camp by 10:00 a.m.

Please respect the desire of your fellow Scouts and Scouters to rejoin their families and celebrate New Year's Eve together.

7:00 a.m. [STAFF] Staff breakfast

7:45 a.m. [STAFF] Staff reports to their areas to complete cleaning camp

Groups

1. Program Areas: CT / COPE, IV, LJ, MM, NT, STEM, TP, SS, PM, WE, WR
2. Individual Sleeping Areas
3. Staff Cabins and Common Area
4. dining hall
5. Headquarters

Drive through check out will be open for units to leave camp and head home.

10:00 a.m. Last camper out of camp and on their way home.

Drive Safe and Happy New Year!

MORNING PROGRAMS

Each morning, Scouts can work on advancement in the Trail to First Class or merit badge areas or take part in special living history programs in the Mountain Man area. Venturers and Sea Scouts can take part in special living history programs or take advantage of the various program skills certification training courses offered for climbing and range and target sports.

MERIT BADGES

Classes will be offered in three 50-minute periods each morning. Please note this is ~40% less time than is normally allowed in a typical summer camp merit badge program. Some merit badges may be able to be completed at winter camp, but **most** will be partials. A detailed list of merit badge offerings is available on the following pages.

TRAIL TO FIRST CLASS (TFC)

Winter camp will continue to offer options for your Scouts that are attending their first long-term camp experience. This program is designed for the ten- to eleven-year-old Scout who has been in your troop for less than 6 months. Instruction will include rank requirements and all the basic Scouting skills.

CHALLENGING OUTDOOR PERSONAL EXPERIENCE (C.O.P.E.)(13+) **NEW!**

See details on page 21.

PISTOL SHOOTING - \$25 (14+) **NEW!**

See details on page 22.

LIFE OF A MOUNTAIN MAN - \$17 (14+)

Introduction to early pioneer life. Scouts make items for survival such as a powder horn, pouch, and fire-starting kit; learn tomahawk throwing; stretch an animal hide; and discover mountain man skills.

EXTREME MOUNTAIN MAN - \$20 (15+)

A three-day advanced program for Scouts 15+. Activities include black powder rifle egg shoot, hawk throwing challenge, survival cooking on an overnigher to Fort Bridger, trail marking, tanning a hide, blacksmithing (knife and sheath making), and long-term shelter building. Scouts also teach some skills to younger Scouts. Cost: \$20 (includes 2 meals).

MERIT BADGES AT A GLANCE

Merit Badge	Min. Age / Rank	Fee	9:00	10:00	11:00
CLIMBING TOWER					
Climbing	13+	\$20	9:00 - 11:00	10:00 - 12:00	
C.O.P.E (Activity) <i>New!</i>		\$40	9:00 - 12:00		
INDIAN VILLAGE					
Art <i>New!</i>		\$5	x	x	x
Basketry		\$12	x	x	x
Communication			x	x	x
Indian Lore			x	x	x
Leatherwork		\$18	x	x	x
Pottery		\$10	x	x	x
LUMBERJACK					
Forestry		\$5	x	x	x
Pulp and Paper		\$12	x	x	x
Wood Carving			x	x	x
MOUNTAIN MAN					
Camping	First Class Second Class	\$18	x	x	x
Cooking			x	x	x
First Aid			x	x	x
Orienteering			x	x	x
Pioneering			x	x	x
Wilderness Survival			x	x	x
NATURE					
Astronomy		\$15	x	x	x
Bird Study <i>New!</i>			x	x	x
Environmental Science			x	x	x
Fish and Wildlife Management			x	x	x
Geology			x	x	x
Space Exploration			x	x	x
Weather			x	x	x
SHOOTING SPORTS					
Archery	14+	\$10	x	x	x
Pistols (Activity) <i>New!</i>		\$25	x	x	x
Rifle Shooting	13+	\$20	x	x	x
Shotgun Shooting		\$55	x	x	x
SPORTS FIELD					
Cycling		\$10	x	x	x
Chess <i>New!</i>			x	x	x
Fishing			x	x	x
Sports			x	x	x
STEM					
Aviation <i>New!</i>	First Class	\$15	1:30 - 4:30 p.m. on Day 3 or 4		
Coin Collecting <i>New!</i>			x	x	x
Crime Prevention and Fingerprinting			x	x	x
Digital Technology			x	x	x
Disabilities Awareness			x	x	x
Electricity			x	x	x
Photography			x	x	x
Radio			x	x	x
Robotics			x	x	x
WELDING PAVILLION					
Welding	13+	\$25	x	x	x
LOWER CORRAL					
Horsemanship		\$50	x	x	x

MERIT BADGES



Archery - \$10

Location: archery range

Shooting Qualification Required

*All non-shooting requirements can be completed at camp. Scouts may or may not be able to complete all the shooting qualifications at camp. Range is open in the afternoons.



Art - \$5 **New!**

Location: Indian Village

*Partial merit badge only, requirement 6 will **not** be covered at camp.



Astronomy

Location: Nature

Requires Star Party (weather permitting)



Aviation **New!**

Location: STEM

Limited to First Class Scouts and above.

Afternoon only on Day 3 or Day 4. Scouts sign up for 3 hour block from 1:30 - 4:30. Flight simulation and virtual tour will allow a full completion. Review merit badge book for parts of the airplane.



Basketry - \$12

Location: Indian Village



Bird Study **New!**

Location: Nature

*Partial merit badge only, requirement 8 will **not** be covered at camp. *Participants encouraged to download Merlin Bird ID.*



Camping *Eagle required*

Location: Mountain Man

*Partial merit badge only. Requirements 3, 4, 7, 8, 9 and 10 will **not** be covered at camp. Req 9(b)(6) can be completed in the afternoons at the climbing tower.

Merit Badges - cont'd



Chess *New!*

Location: sports field

Advanced knowledge of the game is helpful, but not required.



Climbing - \$20

Location: climbing tower

Afternoon Climbing / Rappeling required

*Must have proper footwear - tennis shoes or climbing shoes work best. In order to complete this badge, Scouts will be required to attend afternoon open sessions.



Coin Collecting *New!*

Location: STEM

*Partial merit badge only. Requirements 4 and 7 will **not** be covered at camp. Scouts are cautioned **not** to bring valuable coin collections to camp. You will need to connect with a counselor back home to sign off.



Communication *Eagle required*

Location: Indian Village

*Partial merit badge only. Requirement 5 will **not** be covered at camp. Requirement 8 will be limited to only a few Scouts to emcee one of the interfaith worship services or closing night campfire on Day 4.



Cooking - \$18 *Eagle required*

Location: Mountain Man

Limited to First Class Scouts and above.

*Partial merit badge only. Requirements 4, 5, 6 will **not** be covered at camp.



Crime Prevention and Fingerprinting

Location: STEM

*Partial merit badges only. Crime Prevention requirements 2, 4, 5, 6 and 7 will **not** be covered at camp.

MERIT BADGES - CONT'D



Cycling *Eagle required, alternate to Swimming*

Location: sports field

Scouts **MUST** be able to ride a bike.

*Scouts are strongly encouraged to bring their own mountain bike and helmet. 26" and 29" bikes are preferred to handle the terrain.



Digital Technology

Location: STEM

*Partial merit badge only. Requirements 1 and 6 will **not** be covered at camp.



Disabilities Awareness

Location: STEM

*Partial merit badge only. Requirements 5, 6 and 7 will **not** be covered at camp.



Electricity

Location: STEM



Environmental Science

Location: Nature

*Partial merit badge only. Requirement 3 will **not** be fully covered at camp.



First Aid

Location: Mountain Man

Limited to Second Class Scouts and above.

*Partial merit badge only. Requirements 1 and 5 will **not** be covered at camp.



Fish and Wildlife Management

Location: Nature

*Partial merit badge only. Requirements 5 and 7 will **not** be covered at camp.

MERIT BADGES - CONT'D



Fishing - \$10

Location: fishing pavilion

*Partial merit badge only. Requirement 10 will **not** be covered at camp. Fishing at TRJ is all catch and release. The requirement to clean a fish will **not** be covered.



Forestry

Location: Lumberjack

*Partial merit badge only. Requirements 5, 6 and 8 will **not** be covered at camp.



Geology

Location: Nature



Horsemanship - \$50

Location: Lower Corral

*Scouts MUST wear long pants (jeans preferred) and sturdy closed-toe shoes (boots preferred). Half the class do not have to attend Day 4 morning classes as they will be required to complete their test ride in the afternoon. 9:00 a.m. will ride at 1:30 p.m., 10:00 a.m. will ride at 2:30 p.m. and 11:00 a.m. will ride at 3:30 p.m. More info will be available on Day 2 at camp.



Indian Lore

Location: Indian Village

*Partial merit badge only. Requirement 5 will **not** be covered at camp.



Leatherwork - \$18

Location: Indian Village



Orienteering

Location: Mountain Man

Scouts are encouraged to bring their own compass.

MERIT BADGES - CONT'D



Photography

Location: STEM

Scouts are encouraged to bring their own cameras. We prefer that they bring a digital camera NOT just a smart phone.



Pioneering

Location: Mountain Man



Pottery - \$10

Location: Indian Village



Pulp and Paper

Location: Lumberjack



Radio

Location: STEM



Rifle Shooting - \$20

Location: rifle range

Shooting qualification required.

*All non-shooting requirements can be completed at camp. Scouts may or may not be able to complete all the shooting qualifications at camp. Range is open in the afternoons.



Robotics - \$15

Location: STEM



Shotgun - \$55

Location: shotgun range

Limited to Scouts 13 years old or older.

Shooting qualification required.

*All non-shooting requirements can be completed at camp. Scouts may or may not be able to complete all the shooting qualifications at camp.

MERIT BADGES - CONT'D



Space Exploration - \$15

Location: Nature

Rocket model kits will be provided.



Sports

Location: sports field

*Partial merit badge only. Requirement 5 will **not** be covered at camp.



Weather

Location: Nature



Welding - \$25

Location: welding pavillion

Limited to Scouts 13 years old or older.

*Scouts **MUST** wear a pair of blue jeans (no holes or rips), a long-sleeve shirt, and a pair of leather boots. If a Scout doesn't have appropriate clothing or footwear, they will not be allowed to weld.



Wilderness Survival

Location: Mountain Man

*Partial merit badge only. Requirement 8 will **not** necessarily be covered at camp. It asks Scouts to build a shelter and complete an overnight campout. We will build the shelters in the morning class of Day 4 and then come back at 7:00 p.m. to stay in them. Weather is always a factor, so sometimes this doesn't happen. If your unit plans to leave early on Day 4, your Scouts will **not** complete this requirement.



Wood Carving - \$10

Location: Lumberjack

Prerequisite: Must have Totin' Chip

TRAIL TO FIRST CLASS (TFC)

Winter camp will continue to offer options for your Scouts that are attending their first long-term camp experience. This program is designed for the ten to eleven-year-old Scout who has been in your troop for less than 6 months. We will meet from 9:00 a.m. - 12:00 p.m. on Day 2, 3 and 4 at the TFC area.

Instruction will include rank requirements and all the basic Scouting skills.

The winter camp staff will NOT sign off any requirements but will only provide instruction on them. Much will depend on class size, weather, etc. but we will attempt to offer instruction in the following requirements:

Tenderfoot: 3a, 3b, 3c, 3d, 4a, 4b, 4c, 5a, 5b, 5c, 6a, 7a, 8

Second Class: 1b, 2a, 2b, 2c, 2d, 2f, 2g, 3a, 3b, 3c, 3d, 4, 5a, 5d, 6a, 6b, 6c, 6d, 6e, 8b, 9a, 9b

First Class: 1b, 3a, 3b, 3c, 3d, 4a, 4b, 5a, 5b, 5c, 5d, 6b, 7a, 7b, 7c, 7d, 7e, 7f

Day 3 - 1st Class 4a - using a map and compass @ 1:30 p.m.
This has a separate sign up in Black Pug. OPEN to any Scout.

Day 4 - 2nd Class 3b - five-mile hike @ 1:30 p.m.
This has a separate sign up in Black Pug. OPEN to any Scout.



We encourage units to send leaders with their Scouts to observe and participate to help your Scouts get signed off on specific requirements.

Challenging Outdoor Personal Experience (C.O.P.E.) - \$40 *New!*

Limited to Scouts 13 years or older.

We are bringing our C.O.P.E. program to winter camp. Youth 13 years of age and older can sign up to be tested on our challenge course. C.O.P.E. stands for Challenging Outdoor Personal Experience and our focus at C.O.P.E. is to have Scouts take a step outside of their comfort zone while learning leadership skills, teamwork, trust, and communication. We believe in challenge by choice, as we engage in team building activities. They will also test their mental fortitude and problem-solving skills by participating in low and high ropes course elements. The final day of C.O.P.E. is spent having fun doing the high elements such as the zipline, power pole, and screamer. Join us this winter to enjoy this fun and exciting program. **Space is limited.**



***C.O.P.E. will take the place of ALL 3 merit badge slots**



PISTOL SHOOTING - \$25 *New!*



Limited to Scouts 14 years old or older.

NRA FIRST Steps Pistol Orientation

FIRST Steps (Firearm Instruction, Responsibility and Safety Training) is the National Rifle Association's response to the American public's need for a firearm orientation program for beginning shooters or new gun purchasers.

Pistol shooting is only approved as a council or district activity and may not be offered as a unit-level activity.

These courses reflect the TPI (Total Participant Involvement) philosophy of "learning by doing."

The goal of the NRA FIRST Steps Pistol Orientation class is to provide beginning shooters with an introduction to the knowledge, skills and attitudes necessary to own and use a specific model of pistol safely. Classes are limited to no more than six students and will require participation for all 3 days of class **plus one afternoon during open shooting on Day 4**, classes will meet at the Cowboy Action range to complete the course.



ATV EXPERIENCE - \$40 *New!*

Limited to Scouts 14 years old or older.

Prerequisite: ASI Rider Certification



ATV Experience

All riders **MUST** wear long pants, boots that cover your ankles and long-sleeved shirt or jacket (weather depending). Helmets and goggles will be provided.

We are bringing our All-Terrain Vehicles (ATV) Experience and are pleased to feature our fleet of Polaris four-wheelers as one of the program offerings this winter.

Scouts can sign up to ride from 9:00 a.m. - 11:00 a.m. or from 1:00 p.m. - 3:00 p.m. or from 3:00 p.m. - 5:00 p.m. on Day 2, 3 or 4. The class size is limited to eight Scouts.

Scouts **MUST** have already completed the ATV Safety Institute (ASI) Rider certification. Scouts will get a chance to experience a rare opportunity to see some of the over 2,000 acres of land on the back of a four-wheeler.



POLAR BEAR PLUNGE - DAY 4

Open to youth and adults!

Prerequisite: Must be a Swimmer

If you really want to experience Winter Camp, we offer the chance to take part in our annual Polar Bear Plunge.



The event will be held at 6:00 a.m. on Day 4 - December 30.

Those brave Scouts and Scouters who wish to participate in this event will have the opportunity to take a short swim while at camp. A warm bonfire and hot cocoa will be on hand for all participants. Campers who participate will receive a special Polar Bear patch to wear on their swim wear.

Please sign up in Black Pug so we know how many lifeguards to have on staff and be sure to have enough hot cocoa.

Be sure to bring dry towels to wrap up in before you get to a warm shower and get ready for the day.



***Unit leaders should bring a signed and completed copy of Scouting America's Swim Classification Record**



SCOUT'S OWN SERVICES - DAY 4 *New!*

We will host Scout's Own Worship Services at 7:45 a.m. on Day 4 - December 30. This will be **after** breakfast but **before** merit badges. Scouts and Scouters should wear field uniform and OA sash.

- Catholic Mass - RSVP at HQ on Day 1
- Christian* (non-denominational)
- Hindu*
- Interfaith*
- Jewish*

*These services will be offered to the Communication merit badge classes to serve as emcee to complete requirement 8.



If your unit would like to host or lead a religious service, please reach out to cd.wintercamp.bsa@gmail.com.

A SCOUT IS REVERENT AWARD *New!*

Open to youth and adults!

Under the guidance of a unit's Chaplain's Aide, each camper at a Circle Ten long-term camp may work to fulfill the requirements of the council's, *A Scout is Reverent* award. After completing the requirements, the patch may be purchased.

See Appendix for requirements and completion form.



AFTERNOON ACTIVITIES & FREE TIME

Afternoons at winter camp are an opportunity for Scouts and Scouters to try their hand at a myriad of fun activities. We pride ourselves on offering more activities than a single Scout can take part in in one year. Afternoon activities are open from 1:30 - 4:30 p.m. on Day 2, 3 and 4.

Branding

Scouts and Scouters should stop by the Trading Post to purchase items to brand. Feel free to bring your own items too - belts, hats, ugly mugs, boots, leather scraps, Lumberjack crafts, etc. We have two forges - one at the Mountain Man area and one at Welding near the Trading Post with a variety of brands available. **Items may be damaged during branding.**

Brand at your own risk!

Climbing and Rappelling

The mornings are reserved for merit badge instruction at the climbing tower. Afternoons feature open climbing and rappelling including the opportunity to complete a 30-foot rappel for the Camping merit badge. Scouters are able to join the fun, we just ask that you let Scouts take priority especially if there is a line.

Each day, the climbing staff will provide a new challenge game to master.

Fishing

On Day 2 from 1:30 to 4:30 p.m., we will hold the annual **Winter Camp Fishing Showdown**. Any fish you catch during that time can be weighed in and entered in the biggest fish competition. Remember, all fishing at TRJ is catch and release only! Bring your own equipment. More details will be available when you arrive at winter camp.

Games and Competitions

Each afternoon features unit and patrol competitions such as horseshoes, cornhole, and basketball. The plan is to incorporate our theme as much as possible. We will have a Riddler-themed scavenger hunt, Amazon relay races, etc. Details will be presented at the Leader / SPL meetings.

AFTERNOON ACTIVITIES & FREE TIME

Pen Making - \$10

Scouts (and adults, with priority to youth) can sign up for 30-minute slots to craft their own Texas hardwood pen on a lathe. Adults please do *not* sign up for any afternoon slots. Scouts are allowed to sign up at any free time.

Shooting Sports

Morning merit badge instruction in Rifle, Shotgun, and Archery; afternoons feature open shooting and competitions.

- Archery – Daily merit badge sessions, plus afternoon competition with single elimination.
- Pistols – Afternoon open shooting only (Day 4)
- Rifle – Morning merit badge sessions; afternoon open shooting and daily “Top Gun” competition.
- Shotgun – Morning merit badge sessions; afternoon open shooting and daily “Top Gun” competition.

Staff in Training (SIT) Introduction **New!**

Limited to Scouts 13 years old or older.

Are you interested in staffing one of Circle Ten Council’s summer or winter camps in the future? Come get a behind the scenes tour and learn from experienced members of our camp staff. You will meet at 1:30 each afternoon to learn more about this amazing opportunity.

Trail to First Class (TFC)

Designed for younger Scouts to work on foundational Scout skills.

- Orienteering* – Practical map and compass skills - Day 3.
- 5-Mile Hike* – Part of advancement requirements - Day 4.

Trail Rides - \$20

Trail rides are scheduled for Day 2 and 3 at 1:30 p.m., 2:30 p.m., 3:30 p.m. and 4:30 p.m.. Limited to 10 Scouts per ride. Day 4 is reserved for Horsemanship merit badge students **only**. Scouts **MUST** wear long pants and closed-toed shoes (boots preferred).

Ziplining **New!**

There is no age requirement; if the Scout fits in the harness, they get to zip! There are limited slots available and time slots are strict. If you do miss your time slot, we cannot guarantee that we will be able to reschedule your time.

Required items: Please wear closed-toed shoes (no crocs), long hair needs to be pulled back, and bring a water bottle.

LIVING HISTORY PROGRAMS

Open to youth and adults!

Indian Village

The James Sweat II Indian Village will come to life with tipis, interactive games, displays, and a model of what life may have been like for the Native Americans at the turn of the 20th Century. Activities include:

- Native American attire
- Native American storytelling
- Tomahawk throwing
- Native American crafts and games
- Fry Bread and 3 Sisters Soup
- Pow Wow etiquette
- Drumming and singing classes
- Dance classes, teaching various dance styles
- Native American Dance Demo - Day 3 @ 4:00 p.m.



Lumberjack

Scouts and Scouters will get the opportunity to experience what it was like to go back into time and live and work as a 1937 Lumberjack. They will get the opportunity to do activities such as:

- One – Man Buck
- Two – Man Buck
- Log Rolling
- Lumberjack games
- Totin' Chip
- Firem'n Chit
- Trail Crew
- Logging Town area
- Paul Bunyan award



We'll have the lumberjack camp flapjack shack open, so come share your Paul Bunyan lumberjack stories and make your own candle. Adults (21+) are welcome to use some of our power saws!

Mountain Man

This area provides activities to help campers learn about the turn of the century pioneers and how they survived. Learn how to light a fire by flint and steel or by friction. Hear stories about the mountain man and see how he constructed useful tools. Take a tour of his trap line and see what he used to bring game to his traps. Try out the hawk range. Tours are every afternoon from 1:30 - 4:30 p.m. and there is no cost to participate.

Be sure to swing by the Cantina for your root beer and peanuts.

BROTHERHOOD WALK - DAY 2

Open to youth and adults!

After **6 months of service** as an Ordeal member, an Arrowman may choose to seal their membership by completing specific requirements and participating in a Brotherhood ceremony. This signifies full membership in the Order of the Arrow (OA).



We will be holding a Brotherhood Walk in the late afternoon / early evening of Day 2 – December 28.

We highly encourage ALL who are eligible to seal their membership and attend. Leaders are able to add the \$20 Brotherhood fee in Black Pug when you register, or the individual can pay in person at HQ. The \$20 fee pays for a new sash and membership card.

Brotherhood candidates must also be current with their \$25 2026 OA Lodge dues. Pay dues in the *new* OA Portal!

Brotherhood candidates will report to the HQ building at 1:00 p.m. on Day 2 - December 28 to confirm registration and receive further instructions from the Camp Chief.

The actual Brotherhood Walk will start at the HQ building at 4:00 p.m. and conclude around 6:00 p.m. Candidates should report to the Brotherhood Walk in full Class A uniform with their Ordeal sash.

We HIGHLY encourage ALL existing Brotherhood and Vigil Honor members to join us at the Indian Village around 4:30 p.m. to observe the ceremony. Please wear your Class A and OA sash.

The Brotherhood Walk and Ceremony are for Arrowmen *only*.

If you are a Brotherhood or Vigil Honor member - come support your fellow Arrowmen and see our *new* Brotherhood Ring!

In Brotherhood and Cheerful Service,

Emily Shaffer

Winter Camp 2025 Camp Chief



SCOUTMASTER LUNCH - DAY 3

Scoutmasters, Advisors, and Skippers,

On behalf of Circle Ten Council, I would like to thank you for *all* you do to provide a quality program to the youth in your charge.

As a way to get to know you better, I'd like to invite you and any other Assistant Scoutmasters, Assistant Advisors and Mates to join me for an appreciation lunch on Day 3 in the dining hall. As always, please maintain two-deep leadership in your unit at all times - unfortunately, I know that means some of you are going to miss out.

I have invited the Council Key 3 and several select board members to join me. The plan is to break bread and give you a short version of what I have learned in the time I've been with the council and what my plans are for the future.

I'd love to shake your hand and officially say thank you! I look forward to meeting all of you at winter camp.



Yours in Scouting,
Dr. Scotty Landry
Circle Ten Council Scout Executive and Chief Executive Officer

MOVIE NIGHT - DAY 2

Batman - Mask of the Phantasm

Open to youth and adults!

Join us in the dining hall on the night of Day 2 - December 28 at 8:00 p.m. to watch ***Batman, Mask of Phantasm***.

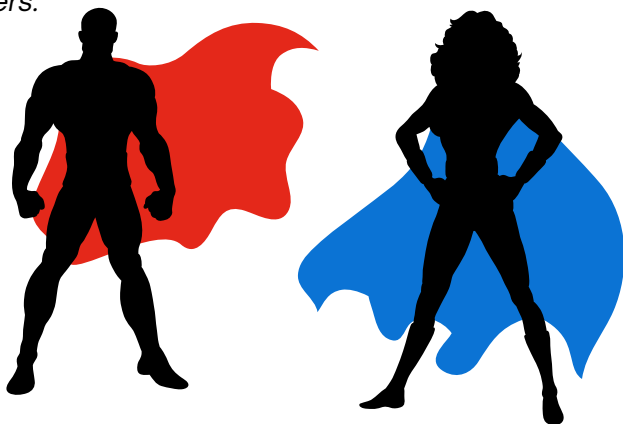
This animated film follows a new, mysterious villain called the Phantasm who is taking on Gotham's crime bosses and Batman gets framed for the crimes.

Come enjoy snacks, popcorn, drinks and other refreshments from the Trading Post - don't forget to bring spending money!!!



Dress up as your favorite DC / Justice League character!

Cross-dressing is prohibited to avoid inappropriate humor based on sexual innuendo or ridicule. We want to create a safe and welcoming environment by discouraging activities that lead to embarrassment or disrespect for others.



Despite the PG rating, the film is known for its dark tone and mature themes, leading some parents and critics to suggest it is better suited for older children (around age 10-13). The violence is often considered intense for a PG movie, including depictions of death and a corpse with a ghoulish grin caused by the Joker's poison.

CAMP STAFF REUNION AND Honor Society Social - Day 3

Open to youth and adults!



We will be holding a Camp Staff Reunion and an Honor Society Social in the evening of Day 3 – December 29 at 8:00 p.m. in the dining hall.

If you are currently serving OR have ever served in the past on any of our **Circle Ten Council camp staffs** (summer OR winter) and / or if you are part of the **Order of the Arrow - Scouting's National Honor Society**, (whether you are an active member of Mikanakawa Lodge or any other lodge or not) OR if you are part of another honor camping society (i.e. Micosay, Firecrafter, etc.) we invite you to join us for a social event you don't want to miss.

We will be celebrating our outgoing Lodge Adviser, Chuck Ashby, and our 2024 - 2025 Lodge Chief, Gabe Kuhlmann, and welcoming our NEW Lodge Adviser, Jennifer Sanchez, and our 2026 Lodge Chief, Cade Alvar.

In addition, Dr. Steve Lacey of Troop 840 in Coppell, TX serves as the 2025 Presiding Chieftain of Micosay and will also join us to celebrate!



CLOSING CAMPFIRE - DAY 4

All Arrowmen are encouraged to wear their Full Field Uniform with their OA sash to the Closing Campfire on Day 4 - December 30!

We will celebrate our NEW Brotherhood members as well as those who hear their names called to keep their Vigil next spring.



COWBOY ACTION COMPETITION - DAY 3

This competition offers Scouts a safe introduction to cowboy action shooting with firearms typical of the Old West (single-action revolvers, lever-action rifles, and coach shotguns). Scouts may practice during afternoon open shooting. The competition is held on Day 3 with awards given out at the closing campfire.



CLOSING CAMPFIRE - DAY 4

Closing Campfire will be emceed by Communication merit badge participants and supported by our staff Youth Lead and Camp Chief.

In an effort to have the BEST campfire possible, we ask that you consider creating a NEW skit, song or story connected to our theme for winter camp - Justice League.

None of us want to see another version of the invisible bench and we all know what being Scout appropriate is all about. So please challenge your Scouts to be creative - use the themes of the Justice League characters and connect the fun of winter camp.

We can't wait to see what you come up with!

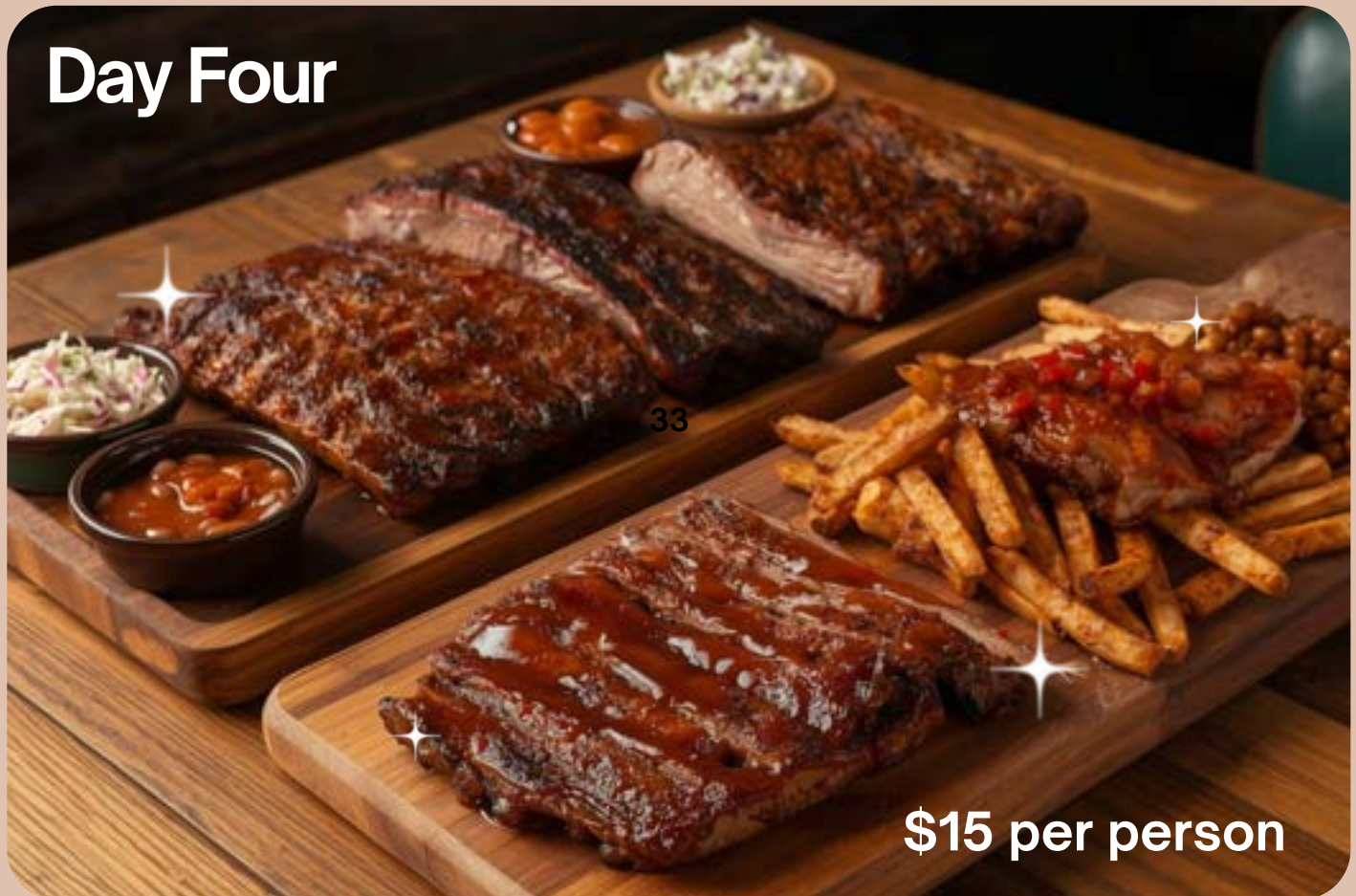
Circle Ten Council Winter Camp Presents



MIKI-Q TEXAS BBQ



Day Four



\$15 per person

All profits go to support Order of the Arrow High-Adventure scholarships through the Jim Ince Fund

**BRISKET | TURKEY | POTATO SALAD
MACARONI AND CHEESE | BAKED BEANS | DESSERT**

***Vegetarian options available*
see details in Leaders' Guide**

TRAININGS



Limited to adults 18 years or older.

We are pleased to offer a wide variety of training courses at winter camp. Have your adult leaders, Venturers, and Sea Scouts take advantage of these to enrich the quality of their programs. Only units with extra adults should sign up to attend training at winter camp. Remember to keep two-deep leadership in camp at *all* times. Must be a registered camper at winter camp. **No walk-ins accepted.**

Introduction to Outdoor Leader Skills (IOLS)

IOLS is required for all direct contact leaders in Scouts BSA troops to be considered a *trained leader*. Aside from covering basic camping and outdoor information, this training covers an experiential learning of the patrol method used by Scouts BSA troops. Scoutmasters and assistant Scoutmasters will need to have completed the Scoutmaster position specific training modules and be current for Safeguarding Youth Training to receive a *trained* patch at the end of the course. These online trainings can be found at my.scouting.org. A separate packing list and instructions will be provided to those who sign up.

- Cost: \$20
- When: Day 2 and Day 3, December 28 and 29
- Duration: One and a half day course



**meets at 7:45 a.m. on Day 2 @HQ, runs all day and will be done before lunch on Day 3. This will be overnight away from camp!*

NRA Basic Instructor Training (BIT) Course

NRA Basic Instructor Training is designed to develop NRA Certified Instructors who possess the knowledge, skills, and attitude necessary to conduct the NRA Basic Firearm Training courses. It is the NRA class that helps people who already have subject matter expertise learn how to hold a class the NRA way so that their students earn recognized NRA certification. This course teaches you the policies and procedures for becoming an NRA instructor as well as effective teaching methods for training students. Basic Instructor Training is a pre-requisite for all instructor level courses.

- Cost: \$50
- When: Day 3, December 29
- Duration: One day course (runs all day)



NRA Range Safety Officer (RSO)

Scouting America rifle, shotgun and pistol activities require both a certified instructor and a Range Safety Officer. Upon passing the class and paying NRA fees, students will be certified to act as an RSO. Attendees will receive an email from instructors prior to winter camp.



- Cost: \$75*
- When: Day 2 - December 28 or Day 4 - December 30
- Duration: One day course (runs all day)
- Requirements: Must be 21 years old and a US Citizen, NRA membership is recommended.

**plus additional fees to be paid to the NRA upon completion of the course.*

Red Cross CPR and Basic First Aid

Certification good for two years.

- Cost: \$50.00.
- When: Day 2 - December 28
- Duration: Half day course.
 - Course 1: 9:00 a.m. – 12:00 p.m.
 - Course 2: 1:00 p.m. – 4:00 p.m.
- Capacity: 24 people each class
- Requirements: Must be 18+ years old.



Wilderness and Remote First Aid

This course is now required for at least one member of every high-adventure crew. Preregistration through the course scheduling system will be required. To take the course you must show that you have a current CPR certification card or be signed up for the Day 2 CPR course above. *Certification good for two years.*

- Cost: \$75.00.
- When: Day 3 and Day 4 - December 29 and 30
- Duration: Two-day course (runs all day on both days)
- Capacity: 24 people total
- Requirements: Must be 18+ years old.



APPENDIX

Circle Ten Council Long-Term Camps **A SCOUT IS REVERENT AWARD**

Under the guidance of a unit's Chaplain's Aide, each camper at a Circle Ten long-term camp may work to fulfill the requirements of the council's, "A Scout is Reverent" award. After completing the requirements, the patch may be purchased.

The Requirements are:

1. Attend a worship service if offered at their camp. In the event, that the camp does not offer a worship service, the unit may conduct a Scout's Own service or vesper service on its own or in conjunction with other units.

2. Lead grace before a meal or other event. This can be done at a camp-wide meal or the unit's campsite. To permit youth to fulfill this requirement, adults seeking the award should refrain from leading grace at camp-wide meals but ought to lead grace in the unit's campsite.

3. Scouts BSA, Venturing, and Sea Scouts: Participate in at least three devotional activities, either by preparing and delivering a devotional or attending the devotional. It is preferred that this occur within the unit at its campsite. Adults may complete this requirement by assisting youth in preparing devotionals.

4. With an adult leader, discuss the importance of the twelfth point of the Scout Law – "A Scout is Reverent." Discuss how it applies to you here at winter camp and in your daily life.

5. Become informed about the Religious Award for your faith:

Youth: Learn about the Religious Emblem of their faith and age group. If the Scout has already earned their faith's Religious Emblem, help explain the award program to another youth.

Adults: Commit to help make a Religious Emblems program presentation at a unit meeting or serve as a Religious Emblems Counselor for your faith community.



Campsite

Chaplain's Aide

Earning _____

Earning _____

[illegible]

**COWBOY ACTION SHOOTING RELEASE PARTICIPATION
AND HOLD HARMLESS AGREEMENT**

Circle Ten Council will be conducting a Scout cowboy action shooting program. In this program, Scouts will shoot a rifle, pistol, and shotgun under the supervision of an NRA Range Safety Officer and NRA certified instructors. Scouts will be required to wear eye protection and hearing protection at all times while on the range. Scouts are expected to abide by all safety rules and the instructions of the Range Safety Officer(s) and rifle, pistol, and shotgun instructor(s).

I, the undersigned, give my child, _____, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Scouting America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation. For safety, my child and I agree that he/she will do the following or he/she will be removed from the program. I understand that any additional cost associated with participation in this program will not be refunded if my child is removed for not following the rules below.

1. Complete a range safety briefing.
2. Wear all safety gear AT **ALL TIMES** while on the range.
3. Follow all the safety rules provided in the Cowboy Action Shooting Program briefing.
4. Follow the instructions of the Range Safety Officer(s) and rifle, pistol, and shotgun instructor(s).
5. Do not handle the firearms until instructed to do so by the instructor(s).
6. Is 14 years of age, or 13 and has completed the eighth grade, as of the start of the class and will be in full compliance with all local, state, and federal guidelines, including age restrictions and original equipment manufacturer standards.

Participant signature: _____ Date: _____

Parent / guardian signature: _____ Date: _____

Parent / guardian printed name: _____ Date: _____

Home phone: _____ Cell phone: _____

Email address: _____



ASI ATV Safety Course - - GENERAL RELEASE WAIVER & INDEMNIFICATION AGREEMENT

IMPORTANT INFORMATION - YOU MUST READ THIS WAIVER & INDEMNIFICATION AND SIGN THE INCLUDED REPORT PRIOR TO CLASS

In consideration for the ATV Safety Institute ("ASI"), the Specialty Vehicle Institute of America ("SVIA"), the training sponsor, the owner of the training ATV and premises upon which training occurs, including each of their affiliates, subsidiaries, members, employees, officers, coaches, instructors, aides, and/or agents (the "Released Parties"), furnishing services, equipment, and/or curriculum and permitting the undersigned to participate in this ATV Safety Course (the "Course"), the undersigned Participant agrees to all of the following:

Participation in the Course requires physical stamina, motor coordination, and mental alertness. I hereby attest that I have no known physical or mental limitations and have not used any form of alcohol, or prescription or non-prescription drugs that could impair my performance in the Course. Participants under 18 years of age must have this form signed by a parent or guardian IN PERSON at the training location, or this form must be NOTARIZED.

I fully understand and acknowledge that (a) this Agreement is intended to be as broad and inclusive as permitted by the laws of the State in which the Course is conducted; (b) if any portion of this Agreement is for any reason held invalid or legally unenforceable, then the balance shall, notwithstanding, continue in full force and legal effect; and (c) I have had the opportunity to ask any questions about this Agreement and I fully understand its terms and meaning.

READ CAREFULLY: THIS IS A GENERAL RELEASE, WAIVER, ASSUMPTION OF RISK AND COVENANT NOT TO SUE

I fully understand and agree that: (a) there are **DANGERS AND RISKS OF INJURY, DAMAGE, OR DEATH** that exist in my participation in the Course and use of ATVs and ATV equipment ("ATV Activities"); (b) my participation in the Course and ATV Activities may result in injury or illness including, but not limited to, **BODILY INJURY, DISEASE, STRAINS, FRACTURES, PARTIAL OR TOTAL PARALYSIS, OTHER AILMENTS THAT COULD CAUSE SERIOUS DISABILITY, AND DEATH**; (c) these risks and dangers may be caused by negligence of Released Parties, other Course participants, or others, and may arise from foreseeable or unforeseeable causes; and (d) by participating in the Course and ATV Activities, **I, on behalf of myself, my personal representatives and my heirs, hereby knowingly and voluntarily assume all risks and all responsibility, and agree to release the Released Parties for any injuries, losses and/or damages**, including those caused solely or in part by negligence of the Released Parties or any other person. If I have brought an ATV or helmet to use in the Course, this Agreement applies to any damage that occurs to or from my ATV or helmet during the Course.

I fully understand and agree that, on behalf of myself, my personal representatives and my heirs, I hereby covenant not to sue, and am relinquishing any and all rights I now have or may have in the future to sue the Released Parties for any and all injury, damage, or death, whether known or unknown, that I may suffer arising from the Course, or from ATV riding or its equipment, including claims based on the Released Parties' negligence.

I HAVE READ THIS AGREEMENT AND BY SIGNING THE ATTACHED SIGNATURE PAGE I AGREE TO THE ABOVE TERMS, AND TO ASSUME ALL RISKS AND RELEASE THE ABOVE-NAMED RELEASED PARTIES FROM LIABILITY FOR PERSONAL INJURY, PROPERTY DAMAGE OR WRONGFUL DEATH CAUSED BY NEGLIGENCE OR ANY OTHER CAUSE.

READ CAREFULLY: THIS IS AN INDEMNIFICATION AND HOLD HARMLESS AGREEMENT

I, on behalf of myself, my personal representatives and my heirs, agree to hold harmless, defend, and indemnify the Released Parties from any and all claims, suits, or causes of action by any third parties, including Released Parties or other Course participants, for bodily injury, property damage, or other damages that may arise out of my use of ATVs and ATV equipment or my participation in the Course, including claims arising from the negligence of Released Parties, other Course participants, or any other party.

I HAVE READ THIS AGREEMENT AND, BY SIGNING THE ATTACHED SIGNATURE PAGE, I AGREE TO THE ABOVE TERMS, AND TO ACCEPT LEGAL RESPONSIBILITY AND PAY FOR ANY LOSS FOR CLAIMS OR LAWSUITS AGAINST THE ABOVE-NAMED RELEASED PARTIES ARISING FROM MY PARTICIPATION IN THE COURSE.

Rev 6/00

Participant signature: _____ Date: _____

Parent / guardian signature: _____ Date: _____

Parent / guardian printed name: _____ Date: _____

Home phone: _____ Cell phone: _____

Email address: _____



Circle Ten Council Refund and Cancellation Policy

Effective 2025

1. All refund requests must be submitted by email at least 10 days before the start of the event to: 571.refundrequest@scouting.org. Refund requests will be considered for personal illness or family emergencies.
2. A service charge of 10% of the amount paid (minimum of \$5.00), less any non-refundable deposits or any already purchased items (food, t-shirts, etc.), will be assessed to cover administrative fees.
3. Refund requests must include the following:
 - a. Event Name and Event Date in the email header.
 - b. Name, telephone, email, and address of person requesting the refund.
 - c. Unit type and number.
 - d. Receipt or confirmation number, if available.
 - e. Reason for request.
4. Circle Ten Council will consider moving a reservation once within the calendar year if space is available.



Scout Oath

On my honor I will do my best to do my duty to God and my country and to obey the Scout Law; to help other people at all times; to keep myself physically strong, mentally awake, and morally straight.

Scout Law

The Scout Law has 12 points. Each is a goal for every Scout. A Scout tries to live up to the Law every day. It is not always easy to do, but a Scout always tries.

A Scout is:

TRUSTWORTHY. Tell the truth and keep promises. People can depend on you.

LOYAL. Show that you care about your family, friends, Scout leaders, school, and country.

HELPFUL. Volunteer to help others without expecting a reward.

FRIENDLY. Be a friend to everyone, even people who are very different from you.

COURTEOUS. Be polite to everyone and always use good manners.

KIND. Treat others as you want to be treated. Never harm or kill any living thing without good reason.

OBEDIENT. Follow the rules of your family, school, and pack. Obey the laws of your community and country.

CHEERFUL. Look for the bright side of life. Cheerfully do tasks that come your way. Try to help others be happy.

THRIFTY. Work to pay your own way. Try not to be wasteful. Use time, food, supplies, and natural resources wisely.

BRAVE. Face difficult situations even when you feel afraid. Do what you think is right despite what others might be doing or saying.

CLEAN. Keep your body and mind fit. Help keep your home and community clean.

REVERENT. Be reverent toward God. Be faithful in your religious duties. Respect the beliefs of others.

Venturing Motto

Lead the Adventure

Sea Promise

As a Sea Scout, I promise to do my best:

To guard against water accidents

To know the location and proper use of the lifesaving devices on every boat I board

To be prepared to render aid to those in need

To let those less able come first.





CONTACT US

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Dallas, Texas 75235
Phone: 214-902-6700

