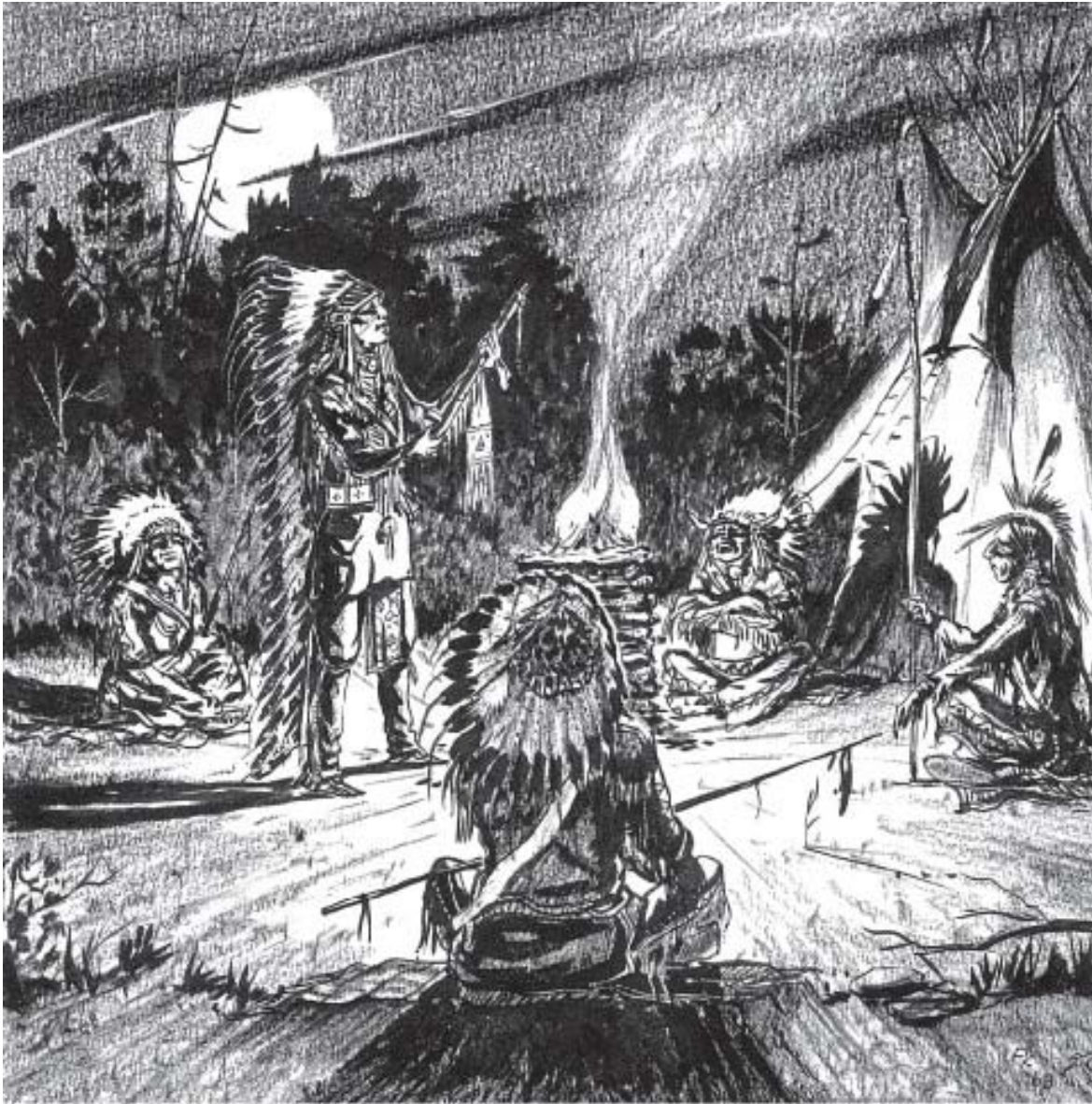


2012 WINTER CAMP LEADER GUIDE



CLEMENTS SCOUT RANCH
TREVOR REES-JONES SCOUT CAMP

Special Programs for 2012

Dallas Area Woodturners presents:
Winter Camp Woodturning



Back by popular demand, we will once again be offering the opportunity to turn your own Texas hardwood pen. For \$5 you will receive a kit and 30 minutes on a lathe with an instructor that will teach you the basics of woodturning by crafting your very own pen.

Sign up for woodturning will be through the CampMaster website. Simply sign those interested boys up in a slot like an extra merit badge class. Please do not register duplicate scouts since we have more attending Winter Camp than space available. Woodturning is open to adults, but youth will be given first preference.

Time slots will be available every 30 minutes from 9:00am to 12:00pm and 1:00pm to 5:00pm December 28, 29 & 30. On check-in day, each troop will have the opportunity to pick their times at the training lodge and will be issued a corresponding ticket to that day and time. Times are on a first come first serve basis. Participants must present the ticket at the wood lathe shop at the appointed time. There will be no replacements for lost or stolen tickets and no refunds will be offered after a ticket has expired.

You must go through Troop registration to receive you invoice of the number of time slots that were purchased. Then proceed to the Training Lodge to choose the specific times.



Open Shooting on All Ranges

Rifle, Shotgun, and Archery will be open shooting all day. No merit badges will be taught at the range. Tickets for the rifle and shotgun can be bought at the Trading post. One rifle ticket will cost \$1 and will get you 10 shots and shotgun tickets will also be \$1 and will get you two rounds/targets. No refunds will be given for unused tickets.



Polar Bear Swim

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

Trail Crew



Once again we will have Winter Camp Trail Crew. Spend your days in the back country of the Clements Scout Ranch making lasting improvements to the elaborate trail system that is already in place. Past projects like the Trail Bridge and boardwalk through the lowland marshes were a huge success. Trail Crew is an all-day activity and scouts will not be able to take any merit badges or other activities as they will be in the back country all day. They will be in your campsite for breakfast and dinner, lunch will be provided on the trail. More detail will be coming soon.

Hunter safety

We will be proud to once again offer Hunter Safety Education to adult leaders in attendance. There will be additional fees and you can sign up for the course when you arrive.

Wilderness First Aid

Like last year we, will once again be offering wilderness first aid basic training. This is the course that is now required for at least one member of every Philmont crew to take. You can sign up when you arrive and there will be an additional for the course. More detail soon!!

First Year Camper

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 six months. Instruction will include rank requirements and all the basic scouting skills. The winter camp staff will not sign off any requirements, but will only provide instruction on them.

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

C.O.P.E. is one of the most popular older boy programs in the BSA. A morning session (9 am to 12 pm) or an afternoon session (1 to 4 pm) on each of 3 days is available. Space is limited to 30 Scouts per session with a cost of \$15.00 per youth. A Scout will only sign up for one of these 6 available sessions through the campmaster prescheduling system. The C.O.P.E. program has initiative games, team building exercises and individual challenges. The program is designed for youth members 13 years of age by December 22nd and older. C.O.P.E. is an exciting program that not only benefits the individual participant, but also helps the unit to work together more effectively to obtain a common goal.

James Sweat Indian Village

Once again the James Sweat Indian Village will come to life with interactive games, displays, and a model of what life may have been like for the Native Americans at the turn of the 20th century. The mornings will offer merit badge instruction but the afternoons will offer something different every day.

Do you have scouts thirsty for more Native American? Then **Advanced Indian Village** is for them (formerly Indian Village II). Scouts should have earned the Indian Lore Merit Badge prior to enrolling in this every day (Dec 28-30) afternoon program that offers your scouts the chance to immerse themselves in this beautiful culture. There is no additional cost for this program and activities will include:

- Drum and sing class
- Dance styles
- Powwow etiquette
- Native American attire
- Black powder shooting
- Spear building and throwing
- Native American story telling
- Overnighter to Fort Bridger (with the Mountain Man Program)

Other afternoon programs that anyone can participate in from 1:30 to 4:30pm on any day at the James Sweat Indian Village will include:

- Tanning a deer hide
- Boiling deer toes
- Archery
- Tomahawk throwing
- Drumming and singing demonstrations
- Dancing demonstrations
- Native American crafts and games

Mountain Man Program

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 what he used to bring game to his traps. Try out the hawk range. Tours are every afternoon from 1:30pm to 4:30pm.

Life of the Mountain Man

This is a special program for scouts who are at least 14 years old by December 22, 2012. In this program, scouts will spend three days learning and experiencing the life of the Mountain Man. Each morning and afternoon, participants will learn a skill such as making a powder horn (black powder) and forming a bullet (not for shooting) and making a bag for storage. Learn the craft of lazy stitch to make your bags and clothing. Scouts will make a flint and steel kit, and a bag to keep it dry. Learn how early mountaineers would set a trap line or make candles for light in the dark nights. Test your skill at cutting a log with a buck saw or try your skill at the hawk range. Anything your scouts make is theirs to keep. There is an additional cost of \$10 to participate in the program.

Because this program is an all-day event, scouts will have no time for merit badge classes. Schedule all interested boys for this course through CampMaster.

Extreme Mountain Man

This is a special program for scouts who are at least 15 years old and have experienced the Life of the Mountain Man program and want more. All participants who sign up through CampMaster will have three days to expand upon the skills of the early pioneer. Your skills with a black powder rifle will be tested at our egg shoot. Sharpen your skill with a throwing hawk at the card corner challenge. Survival cooking skills will be tested on the overnigher to Fort Bridger and then use your trail marking skills to help you get back. Learn the skill of tanning a hide, a critical skill a Mountain Man used, to trade for goods with the Indians & civilized man. Blacksmithing will be a cornerstone skill in the Extreme Mountain Man program and your scouts will learn what it takes to build a long term shelter on the frontier. Participants will have a chance to make a pair of moccasins as well as bead-stitching or scrimshaw. The extreme mountain man will also be called upon to teach some of these new skills to a younger scout. Cost for this program is \$10 and will help pay for a breakfast, a lunch, and a dinner that they will eat in the area (total of 3 meals). Extreme Mountain Man is an all-day event. These scouts have no time for merit badge classes.

Afternoon Activities

1000 B.C. Caveman Golf

The afternoon of December 29th from 1pm to 3pm we will be having our Caveman Classic for adult leaders who wish to participate. You must fashion a golf club from natural materials ONLY found on camp property. Details of the course will be announced at the previous day's Scoutmaster/SPL meeting.



Fishing Competition



On December 28th, from 2 to 5pm, will be the Winter Camp Fishing Showdown. Any fish you catch during that time can be weighed in and entered in the biggest fish competition. More details when you arrive at camp. More details will be available when you arrive at Winter Camp. Remember, all fishing at TRJ is catch and release only! Bring your own equipment.

"Tastes of Winter Camp" Cooking Competition



We will host a camp-wide cook-off on the afternoon of December 29th for both youth and adults. Submit your entry by 3:00 pm at the Dining Hall and awards will be presented at the campfire on the 30th. Competitors must provide their own equipment for cooking as well as have their entry marked with their unit number and the name(s) of who prepared the item.

Horse Trail Rides

Dust off your boots and climb onto a horse to experience the Clements Scout Ranch on horseback. Rides are available at 1:30, 2:30, 3:30, and 4:30pm for scouts. There are a limited number of tickets available per hour and they will be on first come, first serve basis.

5K Run

The first ever winter camp 5k run will take place on each of the three days of program. Schedule below:

December 28th, 3 pm 11-14 year old scouts
December 29th, 3 pm 15-18 year old scouts
December 30th, 3pm Adults

The race will be 5 laps with one lap starting at the HQ parking lot and running down to the ranger hut at the "Y" and returning back to the HQ parking lot.....5 times! ending at There will be a prize for the first place winner in each age group.

Tug-0-War

Troops will sign up and weigh in on the 27th outside of the dining hall. All troops will have to fit their team within certain weight limitations to qualify for the event. The contest will take place in the Activity field starting at 1:30 each day. It will be a single elimination format with the winner being announced at the closing campfire.

Archery Competition

One Scout from each troop will be allowed to enter the competition. Games begin at 3 pm each day and Closing at 5 pm for the day. Competition will be single elimination with the winner receiving the coveted "William Tell" award during the closing ceremony. Registration will start on the afternoon of the 27th. More details will be at the SM meeting.

Rifle and Shotgun Competition

Winter Camp is excited to announce the first ever "Top Gun" awards for the best scout in both the rifle and Shotgun. One scout from each Troop may enter. He may choose either rifle or shotgun but not both. Competition will begin at 3 pm each day at the shooting sports area. Each competition will end at 5 pm for a total of 3 days of shooting. Sign up details will follow and be presented at the first SM meeting on the 27th. There is no cost for the competition. A "Top Gun" hat will awarded to the winner of each event.

Evening Activities

Opening Campfire

Our opening campfire program will be presented at 8:00 PM on Dec. 27th. The program will include songs, skits, videos, and special announcements. *Location TBA at check-in.*

Native American Powwow

We will once again be offering a genuine Native American Powwow on December 29th at 7:30pm. The Miki drum will be playing giving staff members and guests, who will be wearing their traditional Native American regalia, a chance for fun and dance for everyone to see. The Pow-Wow is open to all campers and will be held in front of the Indian Village weather permitting.

Closing Campfire

Our closing campfire program will begin at 7:45 PM on Dec. 30th. The program will include a look back at the week's activities, videos, plus all the awards your scouts earned throughout the week will be presented outside the Dining Hall.

Closing Night Bar-B-Que Dinner

The last night of camp, Arrow Bistro (the OA Kitchen Team) provides a great dinner for a cost of \$10.00 per person which includes: BBQ (2 meats), beans, potato salad, rolls, dessert, salad, and all the trimmings.

Sign up for this dinner through CampMaster. On each individual merit badge selection page you can select BBQ dinner as a separate class. The charges will show up on your final invoice when you settle your account at Winter Camp. Tickets are limited, so sign up **early** on CampMaster. Should there be any unsold tickets, they will be available in the camp headquarters after the 27th. There are no refunds for this event.

Closing Campfire

Our closing campfire program will begin at 7:45 PM on Dec. 30th. The program will include a look back at the week's activities, videos, plus awards presentations outside the Dining Hall.