

WORTH RANCH 2012 LEADERS GUIDE

(THIS GUIDE IS FOR WORTH RANCH SUMMER CAMP),
FOR OTHER LONGHORN COUNCIL CAMPS AND HIGH ADVENTURE PROGRAM GUIDES,
SEE <http://www.longhorncouncil.org/Camps---High-Adventure/Camp-Leader-Information-Packets.aspx>



83 Years of “The Big Adventure” 1929-2012

Mailing Address

**LONGHORN COUNCIL
PO BOX 54190
HURST, TEXAS 76054-4190**

Physical Address

**LONGHORN COUNCIL
850 CANNON DR
HURST, TX 76054-3191**

Phone, Fax, and Email

**Main Office: 817-231-8500
FAX: 817-231-8600
Email: camping@longhorn.org**

BOY SCOUTS  OF AMERICA®



**Worth Ranch
Palo Pinto, Texas**

Dear Scoutmaster:

Summer is almost here and we're looking forward to seeing you at the "Big Adventure". In this Guide you will find valuable information to help you finish planning for your troop's stay at Worth Ranch. The information included will hopefully address any questions or concerns you may have, furthermore our staff and I will happily deal with any other questions you have upon your troop's arrival.

The program this summer will be a mix of our traditional program and some new and exciting additions to Worth Ranch. We've worked hard to assemble the best staff possible and we will do our best to make your stay with us unforgettable.

Also included is an updated Merit Badge schedule. The online merit badge signup information will be coming out soon and online signup will start in mid May.

If there is anything we can do to help you please let us know. If you have any questions, comments, or concerns please don't hesitate to contact us.

Yours in Scouting,

Tom Lucas

Tom Lucas
Camp Director

Why Worth Ranch?

Worth Ranch, known as “The Big Adventure,” has been a Longhorn Council tradition since 1929. Worth Ranch is one of America’s oldest and finest traditional Scouting programs. We are located 60 miles west of Fort Worth on the Brazos River at the foot of Kyle Mountain. The historic stone and petrified wood buildings that encircle our parade ground showcase the rich and colorful history of Worth Ranch. Comanche Indians once lived on our parade ground, and Quanah Parker, the last great war chief of the Comanche, was born only a few miles up the Brazos River. The chuck wagon was developed near here in 1866.

When your troop attends Worth Ranch you’ll receive traditional Scouting at its best from our talented staff and outstanding program facilities. Your Scouts can climb and rappel on the cliffs of our “Climbing Garden,” fish, canoe and kayak with us on the Brazos River, hike Kyle Mountain, swim and play water basketball and volleyball in our 2 pools, see the best campfire programs in the country and eat in the air-conditioned Duncan Dining Hall.

The Longhorn Council has many promotional materials available to assist you in “selling” camp to your Scouts and parents. Be sure to visit <http://www.longhorncouncil.org/Camps---High-Adventure/Summer-Camp/Worth-Ranch.aspx> for information available on-line.

General Information

For other summer programs and camps offered by the Longhorn Council see <http://www.longhorncouncil.org/Camps---High-Adventure/General-Information.aspx>

Calendar

Worth Ranch will provide three weeks of Big Adventure. The first week will start on Sunday, June 13th. Each weekly session begins Sunday afternoon and ends Saturday morning.

2012 Summer Camp		
Week	Start	End
1	June 10	June 16
2	June 17	June 23
3	June 24	June 30
**4 (BRCT)	July 1	July 7
**BSA Lifeguard Week	June 24	June 30

**For details on:

- BSA Lifeguard & Adult BSA Lifeguard Instructor Class
- Brazos River Canoe Trip

see http://www.longhorncouncil.org/Camps---High-Adventure/documents/camps_and_high_adventure.aspx

Location

Worth Ranch is an 800 acre camp located on the Brazos River below Kyle Mountain, an hour west of Fort Worth and 4 miles north of Palo Pinto. From downtown Fort Worth, it is approximately 63 miles to the entrance, taking I-30 and I-20 to Weatherford, Hwy 180 from Weatherford to Palo Pinto, and FM-4 to the camp. Worth Ranch is 83 miles from DFW Airport. See map at: <http://www.longhorncouncil.org/Info/Maps/Worth-Ranch-Maps.aspx>

Worth Ranch Program Fees

Affording Camp

It's very easy to say "we're going to Summer Camp", it can be another thing to pay for it. Each Scout should be encouraged to raise the funds necessary to pay for their summer camp week. This can be done at the unit level with fundraisers, the annual popcorn sale, or other means available to the individual Scout.

Summer Camp Fees – Worth Ranch

	In Council		Out of Council	
	Youth	Adult	Youth	Adult
Initial Deposit - with reservation	\$10		\$10	
1st Payment - due March 30	\$85		\$85	
Total Summer Camp Week (including deposit and 1st payment) – If paid in full by May 27	\$215	\$100	\$225	\$105
Last Minute Fee – If paid after May 27	add \$10	add \$5	add \$10	add \$5

ADDITIONAL PROGRAM FEES

Some special programs offered at summer camp have large equipment, maintenance, and operating costs. In an effort to defray these costs, the Longhorn Council charges user fees for these special programs. Registrations for all fee programs are accepted on a "first come, first served" basis at summer camp. Please be sure to itemize Program Fees by program and number of participants when making camp payments. Pay all program and cot rental fees at camp. DO NOT include these special program fees in the regular pre-camp payments.

2012 Program Fees - please pay at camp

Archery Merit Badge	\$10 (includes arrow kit)
Rifle Merit Badge.....	\$10
Rifle Free Shoot Ticket	\$1 for 10 shots
Shotgun Merit Badge.....	\$20 (includes 50 shots)
Shotgun Free Shoot Ticket	\$2 for 5 shots
Climbing Merit Badge.....	\$20
Cot Rental Fee	\$10 (Limited Quantities Available)

ADDITIONAL PROGRAM MATERIALS

Some classes will require additional program materials that need to be brought to camp or that can be purchased at the Trading Post. Some examples and their approximate cost are:

Basketry	\$12.00
Indian Lore	\$10.00
Leatherwork	\$10.00
Wood Carving	\$6.00

You will need to bring any out-of-camp merit badge work with approval document

REFUND

All refunds must be requested in writing. Refund requests must be made on the schedules listed below. Please note that we hire our staff and make equipment purchases based on the number of participants that you have reserved with us. Once we hire our staff and purchase equipment, supplies, food, etc., those funds are no longer available for refunds. All refunds must be requested in writing by the dates specified. Refunds are not available for vacations, sports, band, events, summer school, or changing one's mind.

Summer Camp Refunds:

- Deposits are nonrefundable.
- Thirty (30) or more days prior to arrival at camp, camp fees are refundable at 100% of amount paid, less deposit.
- Between one week (five working days) and 29 calendar days prior to arrival at camp, camper fees are refundable at 50% of total fees owed, less deposit.
- Any request for refund less than one week prior to camp arrival, during camp, or after camp, will not be honored. All refunds must be requested in writing.
- Fees are transferable to a new replacement camper for the same week of camp within the same unit.

NO-SHOW POLICY

The number of Scouts who are reserved for camp or high adventure two weeks (ten working days) prior to arrival at camp is the minimum number of Scouts who must be paid for on arrival at camp.

Pre-Camp Meeting

A pre-camp information meeting for all unit leaders will be held on the Wednesday evening of the week prior to your arrival in camp at 6:30 PM at the Longhorn Council office. If your unit leaders must travel a great distance to make the meeting (for example: from Houston, Austin, Graham, Mexia, etc., to Fort Worth) you can do your final attendance updates and get the latest information by emailing the Camp Director (Tom Lucas, (940) 659-2195, email: campdirector@worthranch.com) no later than Tuesday, the day before the meeting.

Planning For Worth Ranch

A few To-Do Helpful Hints

- Appoint a Summer Camp Coordinator.
- Encourage leaders and Scouts to get their physicals scheduled right away. Make sure all physicals are in two weeks before camp.
- Invite the Order of the Arrow to do a summer camp promotion and elections at a Troop meeting or Court of Honor.
- Hold a parent orientation meeting.
- Set up a weekly payment schedule to collect summer camp fees.
- Collect fees and registration forms early enough to meet the registration deadline.
- Arrange for drivers to haul equipment to camp; recruit leaders to cover all days of summer camp.
- Inform parents of Thursday evening Parents Night at camp and get their reservations in advance.
- Encourage scouts to choose the merit badges they plan to earn at summer camp and begin working on the prerequisites.
- Schedule and do pre-camp swim tests
- Come to camp and have a great time!

Holding a Parent Orientation Meeting

Parents' Orientation Meetings are a great opportunity to explain the benefits of their son's attending summer camp with your unit. This meeting also helps to reassure the parents about the leadership provided by your unit and the camp. Some of the topics that may be addressed include;

- Why we chose Worth Ranch;
- Dates, fees, payment schedule and campsite;
- Camp program;
- Opportunities for training and advancement;

WORTH RANCH 2012 LEADERS GUIDE

- Camp leadership (youth and adult). Medical forms and other paperwork; All medication must be accompanied by a note from a parent or legal guardian giving permission for the medication to be administered by the Health Director at camp.
- If parents will not be home during the week of camp they must provide written instructions on who to contact and how.
- If the medical attention that you or your Scouts wish to receive differs from what would be commonly accepted due to your religious beliefs, you must provide a signed letter detailing the appropriate instructions.
- Fun and Adventure

Mailing Address

Camp mail is delivered and picked up daily. Camper mail should be addressed with the camper's name and Troop number. Mail that is received after a unit has left or is not picked up will be marked "RETURN TO SENDER" and mailed. Please be sure to include all information to insure delivery.

Scout's Name, Troop #
Dates at Camp
Worth Ranch Boy Scout Camp
P.O. Box 27
Palo Pinto, TX 76484

Emergency Numbers

Please remember that these numbers are for emergency purposes only. All other calls need to go to the unit leader accompanying the unit.

Worth Ranch Boy Scout Camp:	(940) 659-2195	
Worth Ranch Ranger:	(940) 329-0707	
Longhorn Council:	(817) 231-8500	Fax: (817) 231-8600

GPS Address

Go to Worth Ranch Road and Highway 4. Worth Ranch Road will lead you into Worth Ranch.

Insurance

OUT OF COUNCIL INSURANCE POLICY

Out of Council units must provide proof of accident insurance. All accidents and illnesses must be reported to the camp Health Director. The unit leadership should file claims for all medical care not provided by the Health Director.

LONGHORN COUNCIL REGISTERED SCOUTS AND SCOUTERS

Longhorn Council Scouts and Scouters that are registered campers are covered by an accident and insurance policy. All accidents and illnesses must be reported to the camp Health Director. The unit leadership should file claims for all medical care not provided by the Health Director.

Tent Camping

Each of the tent sites has 8' x 10' canvas wall tents with platforms and dining flies. The camp does not supply cots for the Scouts, however a limited number are available for rent on a first come-first served basis. Contact the camp office during check-in for more information.

Preparing Scouts for Worth Ranch

New Scouts probably have no idea what to really expect at summer camp. One of your most important roles as leader is to set the expectation of their week at camp. Talk about the program areas and see what appeals to the individual Scout. Help them to make realistic goals for their week, and understand the needs and ability when making program decisions. Review with the Scouts and parents the equipment list to insure that they have everything they need to have a successful camp experience. Check the Program Guide for the merit badge list we are offering this season. Does the Scout meet the age and prerequisite requirements? Have the walking times between Merit Badge areas been considered? Encourage them to complete listed prerequisite requirements before your unit arrives at Worth Ranch. This will insure they have the opportunity to complete the merit badge during your week in camp.

Opportunities for Adult Leaders

Summer Camp is also a great experience for adult leaders. Worth Ranch offers opportunities for adults to learn and to be part of the program. Check out how adults can make this a peak experience:

TRAINING

Leave no Trace, Safe Swim Defense and Safety Afloat, Swimming and Water Rescue, Paddle Craft Safety, Climb On Safely and Trek Safely training orientation will be provided. CPR, First Aid will be provided whenever possible. The Longhorn Council Training Committee will also provide training opportunities for leaders in camp. The Training Committee will usually offer "This is Scouting" and Scout Master/ASM Specifics. Other trainings are offered as trainers are available. Trainers interested in helping with or leading a session during camp are encouraged to contact the Camp or Program Director.

MERIT BADGE CLASSES

We encourage adult leaders who can help with merit badge classes, or who have special expertise that could add to the quality of the Scouts' experience at summer camp to contact the Camp Director or Program Director. Adult Volunteers are Scouting's best talent pool and all assistance would be deeply appreciated.

HAMMER PATROL - 1ST YEAR CAMPER PROGRAM

We encourage adult leaders to volunteer to help in this program. Your experience in Scouting and life will help the new Scouts in the Hammer Patrol Program to have a great camp experience and start their adventure in Scouting. Please contact the Program Director if you are interested in helping.

Know the Policies and Procedures

The Worth Ranch Summer Camp Policies and Procedures (P&P) may be of general interest to parents and should be communicated to them prior to summer camp.

However, it is important that each Scout and adult attending summer camp have specific knowledge of these items. Please review these P&P with each camp attendee prior to your unit's arrival at camp. Note that these P&P have been established for the safety of all Scouts and require the full cooperation of all participants. For the safety and enjoyment of all Scouts in camp, anyone unwilling to observe camp rules and policies will be asked to leave. Any questions or comments of these policies and procedures can be addressed before camp by calling the Scout Service Center at (817) 231-8537.

THE SCOUT OATH AND LAW

The Scout Oath and Law are primary rules of individual conduct at Worth Ranch Summer Camp. The camp staff will not assume responsibility for, nor interfere with units unless behavior directly involves the health and safety of persons or the destruction of property, or if the Scout leaders are not present at the time of the problem. The Camp Director and/or Program Director will be notified by staff members of any problem and will then refer the problem back to the unit leader(s). Apparent violation of local, state, or federal laws will be referred to the appropriate authority.

PROHIBITED ITEMS

- Alcoholic beverages or illegal drugs (Units should inspect personal gear to ensure that illegal drugs and substances that are used as inhalants are not brought onto camp property.)
- Tobacco products
- Personal firearms or weapons, including: BB & Pellet guns, rifles, shotguns, handguns, ammunition, bows & arrows
- Sheath knives and axes
- Fireworks
- Pets

AUTOMOBILE POLICY

- No person under age 18 may operate a motor vehicle within the boundaries of camp without the permission of the Camp Director.
- The maximum speed of all vehicles on camp roads is 25 M.P.H. In the main camp, the speed limit is 10 M.P.H.
- Seatbelts must be worn at all times.
- No riding outside of a vehicle's enclosed passenger compartment. This means no rides on trunks, hoods, fenders, or the back of open trucks.
- **Private vehicles are NOT permitted in campsites.** For the safety of all campers, all vehicles must be returned to the designated parking lot to park for the week (National Standards of the BSA M26). In addition, driving through camp during the week is not permitted – except with vehicle passes.
- Each unit can get vehicle passes as needed from the Camp Director for medical or physical reasons.

SPECIAL ACCOMMODATIONS

If an individual needs any special accommodations for physical or health related reasons, please coordinate with the Camp Director at least two weeks prior to arrival.

YOUTH PROTECTION

- Texas and BSA standards for youth protection will be followed. Camp should be a "safe haven" for Scouting youth! ALL adults 18 and older must give a photocopy of their BSA Online YPT Course card to the Camp Director. See the section at the end on Texas Youth Camp requirements for adults 18 and older. Protection measures for leaders to implement will include:
 - The "buddy system" of two or more Scouts who stay together to and from activities.
 - One-on-one activities with a youth and adult are not permitted.
 - Youth and adults will not share the same tent. (Except for a parent and their Scout)
 - Youth privacy is to be maintained in shower and dressing areas.

WORTH RANCH 2012 LEADERS GUIDE

- A troop must have adult leadership at all times during the troop's stay in camp. The person in charge of your troop must be **at least 21 years of age**. There are no exceptions. In addition, it is the policy of the Boy Scouts of America that, "trips and outings may never be led by only one adult. At least two adult leaders, one of whom must be 21 years or older, are required for all trips and outings."
- Scouting is designed to provide a safe and healthy environment for youth. Therefore, per BSA policy, **NO INITIATIONS OR HAZING ARE PERMITTED IN CAMP OR IN THE SCOUTING PROGRAM.**

LEAVING CAMP

Anyone leaving camp must check out with the Camp Director before leaving and check back in upon returning. A sign-in/sign-out log will be maintained in the office for recording departure and arrivals and it is important that you use this log. Except for special circumstances, troop members should have no reason to leave camp. Scouts leaving camp must be under the supervision of two adult leaders. Scouts will not be allowed to leave camp with someone other than their legal parent or guardian without expressed approval of the Scoutmaster/unit leader. Scoutmasters should be advised not to allow scouts to leave camp with someone other than their legal parent or guardian unless they have received prior approval from, or verify approval with, the legal parent or guardian. All troops must sign out before leaving camp (see the section on Checking-out).

OFF LIMITS TO SCOUTS

- All fenced off areas
- All program areas during off hours or without staff supervision are off limits to Scouts.
- All camp Staff Living Areas. Camp Staff personnel have designated tent camping areas for their extended time in camp. Please instruct campers that they are not allowed in these areas at ANY time. We need the help of unit leaders in enforcing this policy.

OTHER SAFETY RULES

- The camp aquatics policy is Safety Afloat (No. 7368) and Safe Swim Defense (No.7369). We will follow these for all waterfront usage.
- When not in use, all fuel (L.P. gas, etc.) must be kept locked at designated camp storage areas.
- Throwing rocks is strictly forbidden.
- Running is prohibited.
- Disturbing animals and plants is prohibited except as instructed by the ecology staff. The Outdoor Code should be observed at all times, not just for the safety of the plants and animals – but for the safety of the human as well.
- Collecting fossils and archaeological artifacts is not allowed except as directed by staff as part of a merit badge.

UNIFORM

The official Scout Field uniform is required at dinner each evening. Scouts and leaders are encouraged to wear a Scout Activity uniform at all other times. Shoes must be worn at all times. No open-toed shoes or sandals except at the pool and in showers.

VISITORS

- Visitors are welcome at camp on Sunday, Friday, and Saturday to bring and pick up Scouts.
- Youth Visitors who will be staying with the Troop on Friday night must be registered members of BSA.
- ALL adults staying in camp must provide the Camp Director with copies of the following paperwork:
 - BSA membership card or character reference note,
 - Adult Leader Info Form, and
 - Youth Protection card copy.

- Any adult not satisfying these requirements must be escorted by an adult that has met all the requirements.
- If someone plans to visit camp at any other time, the Camp Director should be informed by telephone prior to arrival. All visitors must check in at the camp office on arrival and be approved by the Camp Director to visit campsites, program areas, or to eat in the Dining Hall. All visitors must sign-in at the camp office upon arrival in camp and sign-out at the time of departure from camp.
- All guests will be expected to leave by 9:30 p.m. or at the end of the campfire program unless other arrangements have been made with the Camp Director. Units are responsible for all guest Dining Hall fees and should inform the Camp Director by Wednesday evening as to the expected number of guests for Friday night so we can provide enough food.
- All visitors **MUST** park in the camp parking lot and may not drive to the campsites. All vehicle traffic is prohibited in the campsite areas on Family night.

VISITORS' MEALS

Extra Meal Costs: Breakfast \$5.00 Lunch \$6.00 Dinner \$8.00 (\$5.00 children under 10) Meal tickets may be purchased at the Trading Post.

Medical Policy

1. Each Scout attending camp must submit a current Health and Medical Record, No. 34605, with Parts A, B, and C completed within the past 12 calendar months. This Medical Form is also required for all staff and leaders in attendance. A parent or guardian must attest to the validity of the health history and physical examination for each of those under 18 years of age.

A very important portion of the Scout's medical is the "Parental Permission" signature block. No Scout will be allowed to remain in camp without a health history that includes a parental signature giving permission to treat in an emergency. Health histories and records of required physical examinations for all staff members, leaders, and campers are on file while in attendance. We **strongly recommend** that all physical forms be collected by the troop's leader two weeks prior to camp to ensure that all scouts have a properly completed form.

2. All prescription medication must come to camp in the original bottle from the pharmacy. The label must contain:
 - a. The camper's name
 - b. Date of prescription
 - c. Doctor's name and phone number
 - d. Correct Dosage
3. No handwriting will be allowed on prescription medication bottles.
4. All over-the-counter medication must come to camp in the original container and kept with the unit's first aid kit.
5. All prescriptions are to be brought to the Health Lodge on Sunday when taking camp tour for proper storage (refrigeration) and supervision. The Camp Health Director is to be instructed as to medication schedules. It is suggested that the troop designate an adult to ensure the Scout takes his medication properly. All prescription drugs will be kept locked. Daily medical supplies for life threatening conditions (such as inhalers, allergy kits, etc.) should be carried by the person needing them.
6. All medication must be accompanied by a note from a parent or legal guardian giving permission for the medication to be administered by the Health Director at camp.
7. Worth Ranch has a Health Lodge staffed by the Health Director to treat minor accidents and illness. Arrangements for treatment of more serious cases have been made with the local hospital.
8. In the event that a scout or leader is referred to a doctor or the hospital by our resident Health Director:
 - a. A troop adult leader, accompanied by another adult, will provide transportation for the scout to the doctor. The exception to this is when the camp designated emergency transport is utilized or E.M.S. is called.

- b. If the troop is from a council other than the Longhorn Council, your insurance information must be taken with you.
 - c. The Scout's health record must be taken to the doctor with you. The Health Director will provide before leaving camp.
 - d. The Council, in the event of any serious illness or injury, will immediately notify the parent(s) or guardian(s). If parents will not be home during the week of camp they must provide written instructions on who to contact and how.
 - e. The Health Director must clear all cases requiring outside medical care.
9. It's hot out so DRINK WATER! Encourage your scouts to carry their canteens or a cup with them at all times. Everyone should know the signs of dehydration and report any observed dehydration to the unit's leader or a staff member immediately.
 10. If an individual needs any special accommodations for physical or health related reasons, the Unit Leader must communicate and coordinate those needs with the Camp Director at least **two weeks** prior to arrival.
 11. If the process of medical attention that you or your Scouts wish to receive differs from what would be commonly accepted due to your religious beliefs, you must provide a signed letter detailing the appropriate instructions during check-in. This letter will remain on file with the Health Director and shared with the appropriate medical staff.

TROOP LEADERSHIP IN CAMP

Your unit must provide the appropriate leadership as dictated in The Guide to Safe Scouting: "Two registered adult leaders, or one registered adult and a parent of a participating Scout, one of whom must be at least 21 years of age or older, are required for all trips or outings. There are a few instances, such as patrol activities, when no adult leadership is required. Coed overnight activities require male and female adult leaders, both of whom must be 21 years of age or older, and one of whom must be a registered member of the BSA."

VISITORS

Campers will be issued an identification wristband to wear during the week at check-in. This helps to identify persons who may not belong in camp. All visitors to your unit will need to stop at the Camp Office upon arrival to camp to sign in and receive a visitor's identification wristband. Our staff will have an ID badge on their uniform. If you see someone in camp without a badge or wristband, notify a staff member, they have been trained on the proper procedure to follow.

SMOKING

Smoking is not permitted in any building at Worth Ranch. Tobacco products are a prohibited item at BSA Camps.

DISCIPLINE

Unit Leaders are responsible for the conduct of their Scouts. Discipline must be in accordance with applicable rules and policy of the BSA, state and federal laws, and accepted practice. Abuse will not be tolerated. If you need assistance from the camp administration, please ask.

Hazing has no place in Scouting, and will not be tolerated by the Longhorn Council. Report any suspected hazing issues to the Camp Director. Hazing in the State of Texas is a felony charge for each instance and individual involved.

HOMESICKNESS

Many Scouts are susceptible to homesickness. Youth and adult leaders need to be alert for symptoms. Keep your Scouts engaged in activities of the camp and your unit. Discourage phoning home, this usually only makes the problem worse. If your families are participating in Family night, use this as a tool to keep him from phoning home. In extreme circumstances, consider phoning home privately. You want to use the family to encourage a resolution, not make the problem worse. Staff members, the Camp Chaplain or other unit leaders are available for support and encouragement. We strongly discourage Scouts from bringing cell phones or other electronic devices to camp for a variety of reasons including home sickness. Worth Ranch and Longhorn Council is not responsible for lost, stolen, or damaged cell phones or any other electronic devices that the Scouts bring to camp. In addition, cell phones and

WORTH RANCH 2012 LEADERS GUIDE

electronic devices are prohibited in program areas and will be collected if used and will not be returned until checkout.

INSURANCE

For Longhorn Council units, your secondary coverage is provided at no additional charge. Out-of-council units must provide evidence of insurance during check-in.

LIQUID FUEL USE AND STORAGE

Adult leaders should supervise any use of liquid fuels in your campsite. In accordance with national policy, the storage of bulk liquid fuels in your campsite is not permitted. If you require storage of bulk liquid fuels (propane tanks), please contact the camp office or the Camp Ranger.

CURFEW

Between 11pm and 6am, campers should remain in their assigned campsites. Quiet hours begin at 10:30pm, so please be considerate of your neighbors.

Campsite Assignments and Special Considerations

Any special needs that a unit may have should be presented to the camp director at least **one week** before camp. The best way to do this would be by email at campdirector@worthranch.com, though you may also call. The terrain at Worth Ranch is varied, giving Worth Ranch its outdoor rugged feel. This may present problems for some with handicaps or health problems. As a general rule, vehicles are not allowed in campsites, and only a few can have special waivers for access. If a unit needs access to a vehicle for emergency use, then please notify the camp director. Also if a unit has a reason to be especially close to the health lodge, then also please bring this to the attention of the camp director.

The campsites at Worth Ranch are not all the same size, and thus campsite assignments are not made until just before each week of camp based on the final numbers provided by the unit. If a unit's numbers change between the time it registers and the start of camp, please notify the camp director by the Tuesday before camp so that an adjustment in the amount of tents needed can be made. This also means units do not reserve campsites. All requests will be taken into account, but a unit that brings twelve individuals to camp may not get a campsite that can hold over thirty individuals, and a unit that brings thirty will not fit into a campsite with a capacity of fifteen.

Classification of Swimming Ability

GUIDELINES FOR PRE-CAMP SWIM TESTS

Units may elect to take swim tests before arrival at camp. The following are the requirements for pre-camp swim tests:

1. Tests must be performed in accordance with BSA Swimming test standards.
2. Tests must be performed by a certified BSA, Red Cross, or YMCA Lifeguard.

HOW TO CERTIFY PRE-CAMP SWIM TESTS

We can NOT honor pre-camp swim tests if the required paperwork is not completed with the correct information. Please bring the following paperwork to certify your unit's pre-camp swim tests:

1. A list of youth and adults who took the test showing the skill level they earned in the test: Swimmer, Beginner, or Non-Swimmer. The list must be signed by the unit leader and the certifying lifeguard and include a note attesting that the swim test was conducted according to the BSA requirements listed below.
2. A photocopy of the certification card of the lifeguard who performed the test. Be sure that the copy includes the expiration date of the lifeguard's certification – copy both sides if the card is two-sided.

THE SWIMMER TEST

The swimmer test demonstrates the minimum level of swimming ability required for safe deep-water swimming. The various components of the test evaluate the several skills essential to this minimum level of swimming ability. The 100 yards must be completed in one swim without stops and must include at least one sharp turn.

1. Jump feet first into water over the head in depth, level off, and begin swimming.
 - a. Swim 75 yards in a strong manner using one or more of the following strokes:
 - i. Sidestroke
 - ii. Breaststroke
 - iii. Trudgen
 - iv. Crawl
 - b. Then, swim 25 yards using an easy, resting backstroke.
2. After completing the swim, rest by floating.

* The swimming can be done with any stroke, but no underwater swimming is permitted.

THE BEGINNER TEST

1. Jump feet-first into water over the head in depth, level off.
 2. Swim 25 feet on the surface, stop, turn sharply.
 3. Resume swimming as before, and return to starting place.
- * The swimming can be done with any stroke, but no underwater swimming is permitted.

Frequently Asked Questions

Q: Can we do our Swim Tests before camp?

A: Yes. See the page on Pre-Camp Swim Tests for all information you need to do this.

Q: Do Adults attending Camp need to go to a website and pay for a background check?

A: No.

Q: What Does the Texas Youth Camp Act Require of adults attending camp?

A: The Texas Youth Camp Law is NOT very complicated. Here is what ALL parents, adults, staff who are staying at camp for even part of one day need to turn in to the Camp Director:

1. Summer Camp Adult Roster Spreadsheet Form. MUST be turned in BEFORE arrival at camp
2. Photo copy of BSA membership card --- OR --- Character Reference form letter for Adults-Parents
3. Adult Info Form. It asks your address and 2 questions - that's ALL you need for this!
4. Photocopy of Online Youth Protection Training Card - the online course is easy to take. YPT cards must be less than 2 years old from BSA online course.

Q: What Youth Protection Card is REQUIRED for all adults in camp?

A: The BSA Online YPT course is required for every adult attending in camp in Texas.

1. All adults are required to complete the BSA Online YPT course within 2 years of attending camp and bring a photocopy of their cards with them to give to the Camp Director.
2. NOTE: Only the BSA Online YPT Course is certified by the State of Texas. Camp Directors cannot accept YPT cards from in-person YPT classes.

Q: Does the camp provide cots?

A: No. However, you can rent them for \$10.00 per week. Supplies are limited though.

Q: Do we need to bring tents?

A: No, if you are staying at the main summer camp.

Yes, if you are participating in Chisholm Trail Adventure or Brazos River Canoe Trip.

There are wall tents on platforms in the main summer camp.

Q: How much money do you recommend each scout bring to camp?

A: Up to \$50. The trading post will be open with many new items.

Q: Is there a leaders meeting before we come out to camp?

A: Yes!

1. On the Wednesday evening prior to your week at camp there will be a leaders meeting at the Longhorn Council's Fort Worth office for Sid Richardson Scout Ranch, Worth Ranch, Wakeboarding, and Chisholm Trail.
2. There will be a meeting at our Waco office for Camp Tahuaya.
3. Each meeting will start at 6:30 pm.
4. We will discuss basic information, changes that you need to be aware of, and answer any questions you might have.
5. Be sure to check with us if your unit is located outside our council or must drive great distances and cannot be represented. Special arrangements will be made to cover the information.

WORTH RANCH 2012 LEADERS GUIDE

Q: One of my leaders will be leaving in the middle of the week and be replaced by another leader. Will that cause a problem?

A: Not necessarily.

1. National policy requires two-deep leadership at all times.
 - a. If one leader is going to leave he/she must wait until the other leader arrives to conform to national policy.
 - b. If you have three or more leaders and one is going to leave, waiting for a replacement is not a problem.
2. ALL adults in camp must give the Camp Director a photocopy of their BSA Online Youth Protection Course Card and comply with all requirements for the Texas Youth Camp Law.

Q: I am requesting a specific campsite - will I get it?

A: Campsites are usually assigned for each week a few days prior to arrival.

1. NOTE request on advance reservations by campsite.
2. Units can register during their week of camp for that week next year.
3. Others can register later.
4. We determine who gets a campsite by who asked for it first and are there any special circumstances that require giving a particular campsite to a particular unit?

Q: I have several boys that want to bring their own bikes. Can they?

A: Yes! However, they must also follow BSA rules for bike safety.

1. They must bring a helmet with them and wear it whenever riding their bike.
2. They must also bring a way to secure the bike.
3. The Scout is entirely responsible for the bike and understand that by bringing it, they agree to all camp transportation rules except the driving age.

Packing for Worth Ranch

Uniform

While it might seem like a no-brainer, it bears addressing here. The uniform is who we are. It makes all our Scouts equal. Regardless of their home, background, or anything else...we are all Scouts. Pride in the uniform and its history shows in its proper wear. Each day for the dinner meal, and retreat (flag lowering), the camp is expected to be in the complete summer field uniform. At other times a Scouting activity uniform would be appropriate (t-shirt and shorts). **Close-toe** shoes are required at all times, except at the swimming pool or in one's own tent.

Troop Provided Equipment

Troops may bring their own equipment to enhance their campsite. All equipment and the use thereof must be in compliance with the [Guide to Safe Scouting](#). Units should bring the American and Troop Flag for display at the entrance to their campsite.

Personal Gear

Gear List

The following is a list of items recommended for you to bring to camp in order to be prepared for a week of challenging activities and fun.

Adults

Copy of BSA Youth Protection Training Card
Copy of BSA Membership Card

Clothes Gear

Complete Field Uniform
Shorts
Long Pants
Socks
Short Sleeve Shirts
Long Sleeve Shirt
Underwear
Swim Trunks
Sneakers or Lightweight Boots
Hat
Belt
Sleeping Clothes

Bedding

Cot or Pad
Sleeping Bag or Blankets
Pillow

Toiletry Kit

Washcloth
Towel
Soap
Deodorant
Shampoo
Toothbrush and Paste
Comb
Shower Shoes

Gear

Flashlight and extra batteries
Poncho or Rain Coat

Scout Knife (locking blade, not sheath)
Merit Badge Pamphlets
Pencil, Pen and Notebook
Canteen or Water Bottle
Sunscreen

Optional Extras

Ground Sheet (plastic)
Watch
Bandanas
Bug Repellent (non-aerosol)
Compass
Book of Faith
Boy Scout Handbook
Camera
Pre-Stamped Envelopes
Drinking Cup
Musical Instrument
Repair Kit (needles, thread, etc.)
Wallet with Money and ID
Dirty Clothes Bag
Sunglasses
Footlocker with lock

Troop Equipment

Troop flag
U.S. Flag
Lanterns/Fuel
Rope
Campsite Gateway (optional)
Troop First Aid Kit
Alarm Clock
Patrol Equipment
Troop Records (if needed) and all required forms.

Merit Badge Extras

If you are taking Swimming MB, Lifesaving MB, and BSA lifeguard a long sleeve shirt, full-length pants and low quarter shoes are required. Cotton clothing is best.

Camping MB all require you bring items to camp. Please read the requirements before you leave for camp to make sure you will be prepared. Other Merit Badges, especially the Handicraft and Shooting Sports require supplies that can be purchased at the trading post. Consult your MB pamphlets to see what other supplies you may need.

What Not To Bring

Worth Ranch provides a refuge in the outdoors for everyone in camp. For that reason, we ask your cooperation in leaving items such as radios, televisions, gaming systems, iPods, cell phones, generators, or anything else that could detract others around your campsite from their enjoyment of their week in camp.

Additionally for the safety of all participants, sheath knives, firearms, fireworks, alcohol, and illegal drugs are not permitted on the camp property. Please consult the Guide to Safe Scouting for more information.

Travelling to Worth Ranch

Tour Permits

Longhorn Council units are not required to file a tour permit to travel to camp. Per national policy, all out-of-council units traveling less than 500 miles (one way) to camp should file and bring with them an approved Local Tour Permit. Units traveling more than 500 miles to Worth Ranch must file and bring an approved [National Tour Permit](#).

Checking-in to Worth Ranch

Now that you're here, what happens next? In order to minimize the time waiting to process in to camp, there are several things that you can do prior to reporting to the camp office to formally check-in to camp.

Sunday Schedule

1:00 pm – 3 :00 pm	Start Check-in at Camp Office and have a staff "Troop Guide" assigned to Unit.
	<ul style="list-style-type: none"> Escort to Campsite by Troop Guide (Unload equipment, but don't set up) Visit the Health Director for medical checks and to take up all medications Visit Aquatics area for water safety procedures and swim checks (submit pre-camp swim check forms or take swim test) Visit the Dining Hall Director for the meal time orientation Go on tour of camp led by Troop Guide Return to your site and set up camp
6:30 pm	Dinner
7:30 pm	Scoutmaster's Meeting at the Camp Office
8:30 pm	Staff Introductions and Flag Lowering at Jack Boyd Flagpole
9:00 pm	Opening campfire hosted by the camp staff The trading post will be open following the campfire.
10:30 pm	Taps (all campers quiet)

What to bring to Check-in

Check-in will begin at 1:00 pm on Sunday at the Camp Office and will continue until 3:00 pm. If it is not possible for your unit to check-in during this time period, please contact the Camp Director.

At check-in the unit leader should have the following items:

1. Completed physical examination forms for all Scouts and adults.
2. Two copies of the camp roster (Four if you have a group on BRCT also)
3. Certificate of insurance and claim information if outside Longhorn Council
4. A check for any outstanding camper fees.
5. Tour Permit if required.
6. Texas Adult Roster, BSA Membership Card, and Youth Protection Cards for anyone 18 years old and older. See Texas Youth Camp Law Requirements:
www.longhorncouncil.org/Camps---High-Adventure/Camp-Leader-Information-Packets.aspx
7. An estimate of family night attendance

If these items have been checked and organized prior to check-in, the process will be greatly facilitated and can be accomplished promptly. A staff member will meet with leaders of a troop upon its arrival - the staff will get to know the troop members and prepare them to go to their campsites. One adult leader must check in and register with the Camp or Program Directors on arrival.

After check-in and registration troops will be escorted to their campsite. There, you can unload the equipment, but please do not set up camp yet. If you have completed swim checks prior to arrival, please take your forms to the swimming pool and give them to the Aquatics Director. Anyone needing a swim check, should change into swimsuits, put on shoes, and grab a towel. Have the adults bring along the camp physicals for the medical check.

Along the tour you will meet with the Dining Hall Director for the mealtime orientation, the Health Director for medical checks and to take up all medications, and with the Aquatics Director for water safety procedures and swim checks. NOTE: The only medical form that is acceptable is the Annual Health and Medical Record, No. 34605, with Parts A, B, and C completed within the past 12 calendar months. You will also be shown the campfire arena, the chapel, the trading post and any other area that might be of interest. Your troop guide should be able to answer most of your questions and direct your scouts to where each of their badges is taught.

You will also have an opportunity to ask questions at the 7:30 pm Scoutmaster meeting following dinner. The agenda will include an overview of the week's programs as well as special announcements concerning the camp, its policies, procedures, and alarms. One adult leader from each unit must attend. The meeting room is not large, so please don't send more than one unless absolutely necessary.

An introduction of Key Staff will be a part of the Flag Lowering Ceremony at 8:30 pm.

After completing the tour, you can return to your site and set up camp.

The trading post will be open following dinner.

Living your week at Worth Ranch

Daily Schedule

Time Schedule

6:30 am	Reveille
7:00 am	Flag Raising
7:10 am	Breakfast
8:00 am	Chapel Service (Wednesday Only)
8:30 am	Adult Leaders' Meeting in Camp Office
8:30-11:30 am	Merit Badge Sessions in Program Areas
12:00 pm	Lunch
1:00 pm	SPL Meeting Rock in front of Duncan
1:30-5:30 pm	Merit Badge Sessions in Program Areas
6:20 pm	Flag Lowering
6:30 pm	Dinner
7:30 pm	Evening Program (See details below)
10:30 pm	Taps (Lights Out and all campers quiet)

Services Provided at Worth Ranch

Our job at Worth Ranch is to support your summer camp program. We do this with staff, facilities, and program. Here are the details of some of the “other” magic that makes your week at camp a success.

CAMP MAIL

Scouts always love to get mail from home. Please have parents drop the letter in the mail by Tuesday – this insures that all mail is delivered before you go home. Mail is delivered to your campsite mailbox in the Administration Building, stop in and check it! Stamps and postcards are available for purchase from the Trading Post. The mailing address is:

Scout's Name, Troop #
 Dates at Camp
 Worth Ranch Boy Scout Camp
 PO Box 27
 Palo Pinto, TX 76484

CAMP TELEPHONES

The camp's business telephones are for official camp business only. Scouts must have permission of the unit leader to use the phone. Worth Ranch has very limited cell phone coverage, however, if you get a signal, please use your phone with consideration to others. We would recommend that you highly discourage your Scouts from bringing a cell phone. If there is an emergency requiring assistance, please contact the nearest Camp Staff member. If in your judgment time is of the essence, make the 911 call; however alert the camp office as well so we can direct the emergency response to your location. Data calls from any camp telephone line by Scouts, Leaders, or Camp Staff are expressly forbidden. The camp office phone number is 940-659-2195. Any phone messages for your unit will be left in your mailbox in the Administration Building.

CAMP OFFICE

The Camp Office hosts many items to assist you in keeping up with your Scouts. When they are not in the program areas, the clipboards from the merit badge classes are hung on the board in the center room. Please check on your Scouts' progress to ensure that they complete as much as possible during the week.

WIRELESS CAPABILITY

Wireless capability is available for Scoutmaster use while at camp. This capability is only available at the Scoutmaster Lounge located at the Office Building. If for any reason this service fails Mineral Wells WiFi is the closest available wireless service.

DINING HALL AND ADDITIONAL MEALS

Our Air-Conditioned Dining Hall serves three scrumptious meals each day. For the Dinner Meal, all campers are expected to be in full uniform. If you have a need for additional meals for short-term visitors or leaders, please purchase a meal ticket from the office during normal office hours. If your unit will be feeding guests in the Dining Hall Friday night, please provide the count of required meals during check-in.

Extra Meal Costs: Breakfast \$5.00 Lunch \$6.00 Dinner \$8.00 (\$5.00 children under 10)
Tickets for meals may be purchased at the Trading Post

TRADING POST

The Trading Post is a well stocked store that has supplies for merit badges, uniform parts, camp and Scouting-themed clothing, as well as drinks and snack foods. Hours are posted.

GARBAGE

The maintenance staff will pick your trash up daily by the road next to the campsite. Please review the Check-Out section for additional instructions.

SHOWERS

The shower facilities are available 24 hours a day. There are separate facilities for male youth under 18, males over 17, and females. Discourage your campers from taking any money or valuables to the pool and showers. **SECURE LOCKERS ARE NOT AVAILABLE.**

CAMP COMMISSIONER

Your Camp Commissioner is here to assist you with any questions or concerns you have during the week. You may see them in your campsite, or around camp. Feel free to visit with them and air any compliments or issues you may be having.

Kyle Mountain Sunrise Club

Become a member of the exclusive Kyle Mountain Sunrise Club! This Troop program combines the adventure of hiking, campfire, and Scouting lore at its best! Spend the night under the stars and get a Kyle Mountain Sunrise Club Certificate.

Third Year Canoe Trip

Scouts who have attended at least 2 summer camps at Worth Ranch may join senior staff for a special Wednesday night canoe camping trip to Seven Rocks - one of the most scenic spots on the Brazos River. Dinner will be a cookout by the river!

Scoutmaster vs. Staff Softball Game

Our own Homer Charlie's (Staff) look for another winning season against their arch rival Kyle Mountain Rangers (scoutmasters)! This fierce competition started in the 1940's and continues to this day. Scoutmasters: bring your gloves and all the LUCK you can carry!

Scoutmaster Shoot

Come and join other Scoutmasters and Leaders at the original "Worth Ranch Scoutmaster Shoot." This will be part of the Monday evening Adult Leader program and will be held at 7:30 pm at the rifle and shotgun range. The winner of this program event will be recognized as the "Top Gun" during the week with appropriate recognition from the staff. Experience the excitement of shooting different models of shotguns under the direction of Dennis Johnson the Chairman of the Longhorn Council Shooting Sports Committee.

Schedule Details

ADULT LEADERS MEETINGS

Meeting will also be held each morning at 8:30 am in the Camp Office to address any questions or concerns that might come up throughout the week. Please be sure to have an adult representative from your troop present.

SENIOR PATROL LEADERS MEETINGS

Senior Patrol Leaders will meet every afternoon at 1:00 pm (Immediately after Lunch). At this time they will volunteer for Flag Ceremonies, and to say grace at meals. Senior Patrol Leaders are also encouraged to bring any camp questions or concerns.

THE FAMILY NIGHT CAMPFIRE PROGRAM

The famous Worth Ranch campfire program is scheduled for Thursday night for your troop, families, and guests. Guests can join us for dinner at 6:00 PM., visit the Worth Ranch Museum, then attend our OA Callouts and famous family night campfire. Leaders should let the Camp Director know at check how many guest they expect for dinner at Duncan Dinning Hall on Thursday. Tickets for all meals may be purchased at the Trading Post.

Evening Program Guide

All activities will start at 7:30 pm unless otherwise stated.

Sunday

Opening Campfire

Monday

Campwide Activity

Branding

Tuesday

Troop Night

Campwide Activity

Wednesday

Homer Charlie's Game

Thursday

OA Callout

Campfire

Friday

Closing Campfire

Merit Badge Program

MERIT BADGE INSTRUCTION POLICY

Each Scout should bring a correct and current copy of the merit badge book and he should read it thoroughly prior to his arrival at camp. Scouts must carefully study and understand all requirements. Individual Units will be responsible to ensure each Scout has successfully completed all requirements.

OUT-OF-CAMP MERIT BADGE WORK

Longhorn Council will only certify work completed during the Scouts stay at Worth Scout Ranch. If the Scout has partially completed a merit badge prior to arrival and completes the remaining requirements during the course of the week, it is the scout's responsibility to get a merit badge counselor from his home district to sign the completed documents and present them to the camp merit badge instructor.

MERIT BADGE STANDARDS

Each Scout is expected to meet the requirements as stated in the most current edition of merit badge requirements, #33216: no more and no less! If it says to "show," "list," "make," "in the field," etc. that is what is necessary. If you become aware of any standards not being met, please let the Program Director or Camp Director know, as soon as possible. Some merit badge requirements must be completed before or after camp with an approved merit badge counselor in the Scout's district.

ONLINE MERIT BADGE REGISTRATION SYSTEM

Online Merit Badge registration will begin in mid May. Watch the Longhorn Council Website for details. Instructions for using the system will be posted on the council website. Usernames and passwords will be emailed to each unit. *Be SURE that we have the correct email address for your unit's leader!*

The Hammer Patrol

A new Scout's first summer camp experience is a great indicator of how long he will stay in Scouting. If he has a great experience he is much more likely to stay in Scouting and in your troop for a long time to come!

Hammer Patrol is our First Year Camper program. It is a half day program and is designed for young men new to the Scouting outdoor program. The Patrol Method is at the heart of our Hammer Patrol program, in order to prepare young Scouts to be an integral part of their own troop's program. It is designed as a "hands-on" experience for Scouts so that they can begin to master their outdoor skills.

PROGRAM

Hammer Patrol is intended to supplement the Troop's skills development training and give young Scouts an introduction to Scouting's exciting outdoor program. It is not intended to make Scouts First Class Scouts during one week of camp. The activities planned for the program are based on the Tenderfoot through First Class requirements. The program is designed to be fun and exciting while gaining personal achievements.

REGISTRATION

Register for either the morning or afternoon session of the Hammer Patrol Program. It is recommended that during the alternate block Scouts sign up for Swimming Merit Badge and one other badge.

CONFERENCES

Throughout the week, a unit leader should have conferences with each Scout and meet with the Hammer Patrol Director to get input on how the Scout is doing and what additional support may be needed.

ADVANCEMENT RECORDS

The Hammer Patrol staff will report the Scout's advancement requirement for the activities that have been covered. The camp staff will not sign a Scout's Handbook. Testing and signing off in the Scout's Handbook is a function that is reserved for the troop leadership.

OVERNIGHTER

The first year program will also go on an overnighter on Wednesday night (subject to change). It is a great opportunity for the younger Scouts to try out their skills and get away for a night.

HAMMER PATROL EQUIPMENT CHECK LIST

These are the things that Hammer Patrol participants will need to bring:

EVERY DAY ITEMS.

Water Bottle. (Required for program)
Pencil and Notepad
Scout Handbook
Proper socks and shoes

OVERNIGHTER ITEMS.

Small Tarp or backpacking tent (for every two Scouts)
Water Bottle
Backpack
Ground cloth or pad
Sleeping bag
Proper socks and shoes (any scout who is not wearing socks will be sent back to the camp site to retrieve a pair)

Homemade first aid kit
Flashlight
Toilet paper
Extra shirt

MEDICATIONS

Arrangements must be made with the Hammer Patrol Director for any medication that must be administered by an adult.

WHAT NOT TO BRING

While it is important that everything on this list be brought, it is equally important that scouts are not burdened with extras that cause distraction and or burden. For example: portable radios or a king size pillow.

Daily Trail Descriptions

Flag Ceremonies

Flag ceremonies will occur prior to breakfast and dinner. Staff will serve as the color guard Sunday evening and Monday morning. Troop Senior Patrol Leaders will have the opportunity to sign up for one of the week's ceremonies at their daily meetings. Field uniform is required for evening flag ceremonies and for the color guard.

Dining Hall/Meals

Enjoy our air-conditioned dining hall. With great meals and fun songs this is where camp truly comes together.

Religious Services

Troops are invited to attend a interfaith chapel service on Wednesday morning at 8:00 am. Unit Chaplains and others are encouraged to participate and volunteer through the Program Director.

Trading Post

Handicraft items, camp mementos, supplies and treats are available at the Trading Post. As a guideline the average spent at the Trading Post last year was around \$50.00. Inform parents of the troop's meal plans and programs while traveling that may cost extra.

Order of the Arrow

An Order of the Arrow Call Out ceremony will occur on Thursday night. A properly conducted unit election should be scheduled through your Order of the Arrow Chapter and be held before you come to camp. Elections cannot be scheduled or conducted at camp. Troops from councils other than Longhorn Council will be required to have a letter indicating permission to be called out at Worth Ranch. OA Day will be on Thursday, so be sure to wear your sash. An Order of the Arrow meeting will occur after lunch on Thursday, if you have anyone needing to be called out at camp, a representative from the unit must attend this meeting and notify the OA Camp Chief.

Lost and Found

Found items should be turned in to the Camp Office and will be available all week and at check-out Saturday. Encourage all Scouts to mark possessions with their name and troop number.

Taps/Lights Out

Taps will be at 10:30 pm. All campers are expected to be in their campsites by that time. Properly supervised unit activities such as night hikes, astronomy, etc. constitute an exception. Remember that sound carries at night and respect your neighbors' privacy. Visiting the campsites of other Troops is commendable and encouraged, but please respect their wishes for quiet after Taps.

Checking-out of Camp

You will be free to leave camp after completing the steps below. If you must leave camp before Saturday morning, please notify the Camp Director as early as possible. Check out is to be completed between 8:15 am and 10:00 am on Saturday.

- Pick up your troop's medical forms, and advancement information Friday night after the campfire. This will be covered in a scoutmaster meeting.
- Be sure your campsite and latrine is clean before you leave. Your Troop Guide will meet with you for a campsite inspection. You can only check out after your troop has passed the inspection.
- Check out with the Camp Director at the Camp Office. At this time turn in any camp evaluations and pick up your camp patches.
- Make your reservation for the next camping season if you have not already done so.
- Call roll and make a check to see that all boys are accounted for before you leave. Do not leave until all of your boys' transportation has arrived. **CHECK OUT MUST BE COMPLETED BEFORE 10:30 a.m.**

Deciding on Next Year's Summer Camp and High Adventure Outing

Learning about the Longhorn Council High Adventure Programs

Brazos River Canoe Trip

Troops camping at SR2 or Worth Ranch may send a patrol to the Brazos River Canoe Trip - a High Adventure 50-mile canoe camping trip! You'll spend your week of summer camp on the river, earn the 50 Miler award, and test your canoeing, camping, and fishing skills! We'll do 3 miles of hiking and 47 miles on the scenic Brazos. Any unit may send a crew on the Brazos River Canoe Trip. We recommend a crew size of 6 to 20 canoeists.

Note: BRCT participants must be registered with a separate High Adventure Reservation.

Try the following for more info –

www.longhorncouncil.org/Camps---High-Adventure/Camp-Leader-Information-Packets/documents/brazos_river_canoe_trip_planning_info.aspx

Chisholm Trail Adventure

Chisholm Trail is a unique high adventure program for older youth and adults - a backpacking program using boats instead of boots. You get a pontoon boat for a week to travel to the high adventure and water sports programs on our 19 miles of Lake Bridgeport shoreline! You spend every afternoon at a water sports base doing Tubing, wakeboarding, skiing, sailing, windsurfing, kayaking, or Blobbing. The rest of each day you're doing high adventure at one of our outstanding outposts: Climbing, U.S. Cavalry Company, Comanche Village, Texas Rangers, Sport Orienteering, Covert Ops, Texas Cowboy Cooking, Area 51, and Sporting Clays. Units from as far away as from Arizona, Minnesota, Florida, Virginia, Illinois, Tennessee, Connecticut, Scotland and England have come to Chisholm Trail. See the Chisholm Trail information flier or video for more information.

Steele Island Wakeboarding

Spend a week doing advanced water sports! The Steele Island Wakeboarding Program is a week-long boarding and Water Skiing program for older Scouts and adults on beautiful Lake Bridgeport. We focus on developing your wakeboarding skills, and teaching Water Skiing Merit Badge for those who need it. With a much larger surface area to ride on, wakeboards are easier than water skis for beginners to learn. Experienced riders can do exciting jumps and tricks!! Expect to be involved in the Steele Island program all morning and all evening, except during meals.

You must be at our marina every morning at first light (5:50am) for wakeboarding. You'll board and ski until lunch, and again in the evening until dark. Expect to crash and burn a lot, and to get really good by the end of the week! You can earn Water Skiing merit badge along the way. You will have time available in the afternoons for merit badges or other programs in the main camp. Be sure to schedule classes for your two afternoon blocks.

Note: Steele Island Wakeboarding is open ONLY to participants 13 and older who are swimmers. All participants must be registered with a separate High Adventure Reservation and approved by the Longhorn Council camping department. Participants may NOT be added through our online Merit Badge Class registration system.

Longhorn Council Specialty Camps

Wakeboard School

Advanced intensive wakeboarding program for older Scouts and adults. Experienced riders can learn exciting jumps and tricks!!

Aquatics School

A week-long intensive program teaching Scouts how to teach and how to plan and run unit aquatics activities and certifying youth and adults as BSA Lifeguards. Open to Scouts 13 and older.

Falcon Flight School: F-16 Simulation Camp

Learn to fly an F-16 and other historic fighter aircraft using our sixteen F-16 simulator cockpits. Scouts will do Aviation and Space Exploration Merit Badges and spend their week learning and flying combat missions and competitions.

Book Next Summer's Reservation

Your last stop on the way home is the Administration Building, pick-up your physical forms, advancement, and other paperwork. If you have not dropped off your [2012 reservation form](#) and deposit, do it now to insure your campsite for next season. Please pay any outstanding charges incurred during the week at this time.

SEE YOU NEXT YEAR!

Wrangler Award

DO ALL OF THE FOLLOWING:

- _____ 1. Demonstrate continuous Scout spirit during the week.
- _____ 2. Planned Troop and Patrol programs are posted in Troop site and/or Patrol site.
- _____ 3. The Scout Fireguard Plan is reviewed by troops, posted, and fire protection is able at each campsite.
- _____ 4. Troop site is neat, clean, and free from unnecessary hazards.
- _____ 5. Fly the United States flag properly in the campsite when the Troop is in camp; fly the Troop's flag if available.
- _____ 6. Follow all the camp procedures and policies.
- _____ 7. Select and perform a worthwhile Good turn or conservation project of campwide importance approved by Program Dir. Each Scout must complete a minimum of two hours.
- _____ 8. Conduct Troop or inter-troop campfire.

THE TROOP IS TO COMPLETE 7 OF THE FOLLOWING 10 PROJECTS:

- _____ 1. Troop designs and erects a gateway or entrance into their campsite.
- _____ 2. Have a majority of troop members who need swimming advancement advance their swimming classification
- _____ 3. Average no less than 85% on formal campsite inspections conducted by the Camp Comm.
- _____ 4. One adult must be coached in a Troop Safe Swim. Must complete SSD and Safety Afloat.
- _____ 5. Scoutmaster of the troop or other registered adult leader spends the entire week at camp and gives continuing support to boys leading Troop activities and advancement.
- _____ 6. Patrol Leaders Council plans Troop program through daily meetings, with help from camp staff as needed. Camp staff must attend one of these P.L.C.s.
- _____ 7. Participate in ALL formal evening and campwide activities. A few examples are Campfires and campwide games.
- _____ 8. Develop Troop program to include the use of three of the following: Archery Range, Rifle Range, climbing gardens, Indian Village, Fishing, Boat Docks, Backpacking, camping, Pool, or Cooking. Campwide troop night may only count for **one** of these.
- _____ 9. Conduct a Boy-run Flag raising ceremony for the camp.
- _____ 10. At least one adult participates in Adult Leader Training sessions. This may not include Safe Swim defense and Safety Afloat.

EACH PATROL IS TO COMPLETE 7 OF THE FOLLOWING 9 PROJECTS:

- _____ 1. Develop and produce a skit and song for Troop, Inter-troop, or campwide campfire.
- _____ 2. Have and use a patrol flag throughout the week.
- _____ 3. Take a purposeful hike (nature, compass, follow-the-stream, etc.)
- _____ 4. Construct an approved pioneering project (bridge, table, gateway, etc.) Must be approved by pioneering instructor.
- _____ 5. All Patrol members wear the Field uniform daily for retreat ceremony, supper, and evening events, when appropriate.
- _____ 6. Complete some rank advancement for all scout, tenderfoot, and second-class scouts in the patrol.
- _____ 7. All Patrol members meet the requirements for the "WR Sunrise Club."
- _____ 8. All patrol members tube on the Brazos.
- _____ 9. All Patrol members attend at least one chapel service. (Patrol, Troop, inter-troop, or campwide)

We certify that Troop _____ has qualified for the Wrangler Award, this date: _____

SPL _____ SM _____ Program Dir. _____

Joe Taylor Ecology Award

Prerequisites:

- 1) Scout must be 14 years old or attending his 3rd summer of camp.
- 2) Scout must be at least Star Rank.
- 3) Scout must have the approval of his Scoutmaster.
- 4) Scout must have approval of the Program Director.

****ALL REQUIREMENTS MUST BE COMPLETED BY FRIDAY AT 1:00****

Requirements:

- 1) Complete 20 hours of conservation work at Worth Ranch approved by Camp Conservation Director.
- 2)
 - (a) Prepare a short-term (1 to 3 years) conservation goal list for Worth Ranch.
 - (b) Include a timeline for the completion projects.
 - (c) Place all of your projects in order of completion priority and detailed reason as to why you placed them in that order.
- 3)
 - (a) Prepare a long-term (5 to 10 years) conservation goal list for Worth Ranch.
 - (b) Include a timeline for the completion projects.
 - (c) Place all of your projects in order of completion priority and detailed reason as to why you placed them in that order.
- 4)
 - (a) Choose a project from requirement 2 and prepare a detailed outline to complete the project.
 - (b) Be sure to include a detailed list of ALL equipment that will be needed to complete the project.
 - (c) Include a detailed list of ALL materials that will be needed for the project.
- 5) In addition to the 20 hours of conservation work, supervise 4 hours of troop conservation projects. The Troop projects must be approved by the Camp Conservation Director.
- 6)
 - (a) Spend 4 hours observing an area of camp.
 - (b) Log your observation time in a journal.
 - (c) Write a 500 word essay on your experience.
 - (d) In essay be sure to include any interactions with animals you witnessed.
 - (e) In essay be sure to include descriptions of how humans have influenced the environment and terrain in the area you are observing.
- 7)
 - (a) Give a 15 to 20-minute presentation to your troop on the importance of low-impact camping.
 - (b) Provide examples and demonstrate techniques of low-impact camping
 - (c) Be sure to include examples of high impact camping and describe why they are bad for the environment.

Name: _____ Troop: _____ Date Completed: _____

Conservation Dir. _____ Program Dir. _____

WORTH RANCH SCOUT AWARD

Eligibility:

- Be at least third session of long-term camp.
- Be star rank or higher
- Approval of Scoutmaster and Program Dir.

Complete ALL of the following:

- **Swimming:** Demonstrate the following strokes in good form for 25 yards: Elementary Backstroke, Back Crawl, Breaststroke, American Crawl, Trudgen. 50 yards on each side for sidestroke.
- **Lifesaving:** Show in good forms the reach throw and go water rescues. 2 positions of reach with two different objects; throw a rope accurately 3 times in 60 seconds and demonstrate throwing a ring buoy; Go w/equipment on all three types of victims and without equipment on the three types of victims.
- **Canoeing:** By yourself, properly launch and paddle a canoe over a designated course showing basic canoe strokes: complete solo canoe test for requirements.
- **Rowing:** Properly row a rowboat over a designated course showing pivots, sculling, backwater, and rowing a straight line.
- **Rifle and/or Shotgun:** Clean rifle, run range for three rounds, know and explain safety rules, shoot 2 qualifying targets with 5 shots or shoot 13 out of 25 target rounds (shotgun).
- **Archery:** Demonstrate an understanding of range safety procedures and shoot at least two qualifying targets at long range.
- **Pioneering:** Properly tie and identify 10 knots and the square, diagonal, and sheer lashings. Use lashing to make a camp gadget.
- **Nature:** Identify (in the field) 15 species of wild plants and 10 animals by common name. This should include trees and edible plants.
- **Astronomy:** Identify in the sky at least 5 constellations w/scientific name and assist in one astronomy observation.
- **First Aid:** Earn First Aid Merit Badge. If already have it, review the following First Aid skill with the camp health officer: all first aid req. for tenderfoot, 2nd class, and 1st class; Explain how you would obtain emergency medical assistance from your home, on a wilderness camping trip, and during an activity on open water; explain signs and actions for heart attack, stroke, hypothermia, convulsions, frostbite, bruises, sprains, burns, abdominal pain, chipped tooth, knocked-out tooth, bee stings, life threatening stings, severe lacerations on arm, leg, and wrist, broken bones, fractures; explain justification and dangers of tourniquet; Describe signs and procedure for dealing with compound fractures of the forearm, wrist, upper leg, and lower leg use improvised materials; Describe complications and symptoms and demonstrate proper procedure for treating suspected injuries to the neck, back, and head; explain what measure can be taken to reduce the possibility of further complicating above injuries; with help improvise stretcher and move presumably unconscious person.
- **Climbing:** Properly identify and explore what a figure 8, carabiner, and ATV are. Demonstrate proper belaying of 3 different people. Explain safety rules and purpose of the safety rules in climbing gardens or climbing environment.
- **Instruction:** Aid in the instruction of one merit badge for at least an hour per day during the week. See the Program Director for Merit Badge class assignment.

Note: A scout is not expected to know all of these skills when he arrives at camp. It is hoped that during the course of the week, along with the aid of the staff and his troop leaders, that he will accomplish these tasks. This award should not take away from the Scout's responsibility in his unit.

Name: _____ Troop: _____ Phone: _____
 Address: _____ City, State: _____ Zip: _____

Aquatics Dir. _____ Pool Man. _____ BD. Man. _____
 Shoot Sports Dir. _____ Archery Man. _____ NECO Dir. _____
 Scoutcraft Dir. _____ Climbing Dir. _____ Health off. _____
 Program Dir. _____ Counselor of class _____ S.M. _____

WORTH RANCH LEADER'S AWARD

Eligibility:

- 2nd Long term camp session
- Must attend entire week of camp
- Approval of SPL
- Approval of Camp Director and Program Director

Complete ALL of the following:

- **Pool:** Complete Safe Swim Defense, Safety Afloat, and participate and/or encourage Mile Swim.
- **Boat Docks:** Plan a detailed river front activity to be completed after camp or during camp. (Attach copy)
- **Rifle/Shotgun:** Participate in Scoutmaster shoot. Explain the purpose of the safety rules of the range.
- **Archery:** Donate one free shoot session to serve as a range guard.
- **Scoutcraft:** Assist all 1st year Scouts in your troop with the learning of five new knots and square, diagonal, sheer lashings. Use Boy leadership in troop as well.
- **Nature:** Plan and follow through a 6-hour conservation project, to be approved by camp conservation Director.
- **Astronomy:** Assist in one nighttime observation.
- **Homer Charlies:** Participate in the Homer Charlie game as a player or supporter.
- **Dining Hall:** Serve 4 meals (One of which has to be Thursday night Parents Night; sign up for meals with camp director). Assist one full afternoon with the cleaning of the dining hall.
- **Climbing:** Complete Climb on Safely.
- **Troop Leadership:** Serve as an ex-officio at all P.L.C.s.
- **Scoutmaster meetings:** Must attend at least 3 meetings.

Note: Any Scouter trying for the Worth Ranch Leader's Award, must remember their troop is Boy run, all of the above activities must be completed (Unless medical condition prevents), and the staff is readily available to help with completion of any of these tasks.

Name: _____ Troop: _____ Phone: _____

Address: _____ City, State: _____ Zip: _____

Aquatics Dir. _____ Pool Manager _____ B.D. Manager _____

Shoot Sports Dir. _____ Archery Manager _____ NECO Dir. _____

Scoutcraft Dir. _____ Climbing Dir. _____ Health Off. _____

Program Dir. _____ Counselor of class _____ SPL _____

CAPTAIN KIDD CONSERVATION PATCH

Scouts who complete a certain number of hours on conservation work at Camp earn the Captain Kidd Patch. The black bordered patch is earned for the first six hours of work completed, the green bordered patch is for twelve hours, the red bordered patch is for 18 hours of work, and the gold bordered patch signifies that 24 or more hours of service has been completed. The Captain Kid patches are worn 2 inches above the right uniform pocket and only one patch may be worn on the uniform at one time.

Frank ‘Captain’ Kidd, ranger at Worth Ranch for 21 years, came up with the idea of Scouts doing conservation work at camp. He would often recruit idle Scouts and set them to work on clearing brush and brambles or making retaining walls or other such helpful endeavors. After a number of years, it was decided to formalize this activity and give added encouragement to participate by creating a patch. The Council Camping Committee met at Camp to decide what to call this patch/activity. Many ideas were considered, but a consensus was not reached. Unbeknownst to the committee a group of would-be workers had assembled outside of the office waiting for their work assignment from Captain Kidd. An impatient staff member interrupted the committee meeting by announcing “Captain, your crew is out here!” Ever since, the patch has been known as the “Crewman” patch. After several years most campers had earned the black bordered ‘Crewman’ patch so the ‘Yeoman’, ‘Mate’ and ‘Skipper’ patches were created with the different colored borders as described above. These patches signify that a Scout has done extra service at WR for the benefit of others.

The patches are shown below and the requirements as described above are:

- Crewman – black bordered patch -- requires 6 hours of conservation work
- Yeoman – green bordered patch -- requires 12 hours of conservation work
- Mate – red bordered patch -- requires 18 hours of conservation work
- Skipper – gold bordered patch -- requires 24 hours of conservation work

Make arrangements with Worth Ranch Camp Ranger to sign up for Conservation Projects. During summer camp see the NECO Director. The Unit Leader may collect the patches from the Worth Ranch Ranger or at summer camp the Program Director.



Texas Camp Adult Roster: For compliance with Texas Youth Camp Regulations

Troop #: _____ **Crew #:** _____ **CAMP:** _____ **DATES:** _____
 (dates of your camp week)
Get this spreadsheet from our website or from the Camping Registrar.

Please complete this spreadsheet and fax or mail it to the camping registrar before camp. Send updates as necessary. Give last minute changes to the camp director on arrival at camp. All entries must be complete, including address and date of birth. We are required by the State of Texas to use this information to check each adult and staff member against the sex offender registry database for their home state. For college students please include a complete home address AND give the college address on a 2nd line. Download the spreadsheet at: www.longhorncouncil.org/summercamp/leader_info_packets/texas_camp_adult_roster.xls

Please FAX completed spreadsheet to the camping registrar. Emailing the spreadsheet may pose a risk of identity theft.

NOTE: All the information in red is required for each adult attending!!

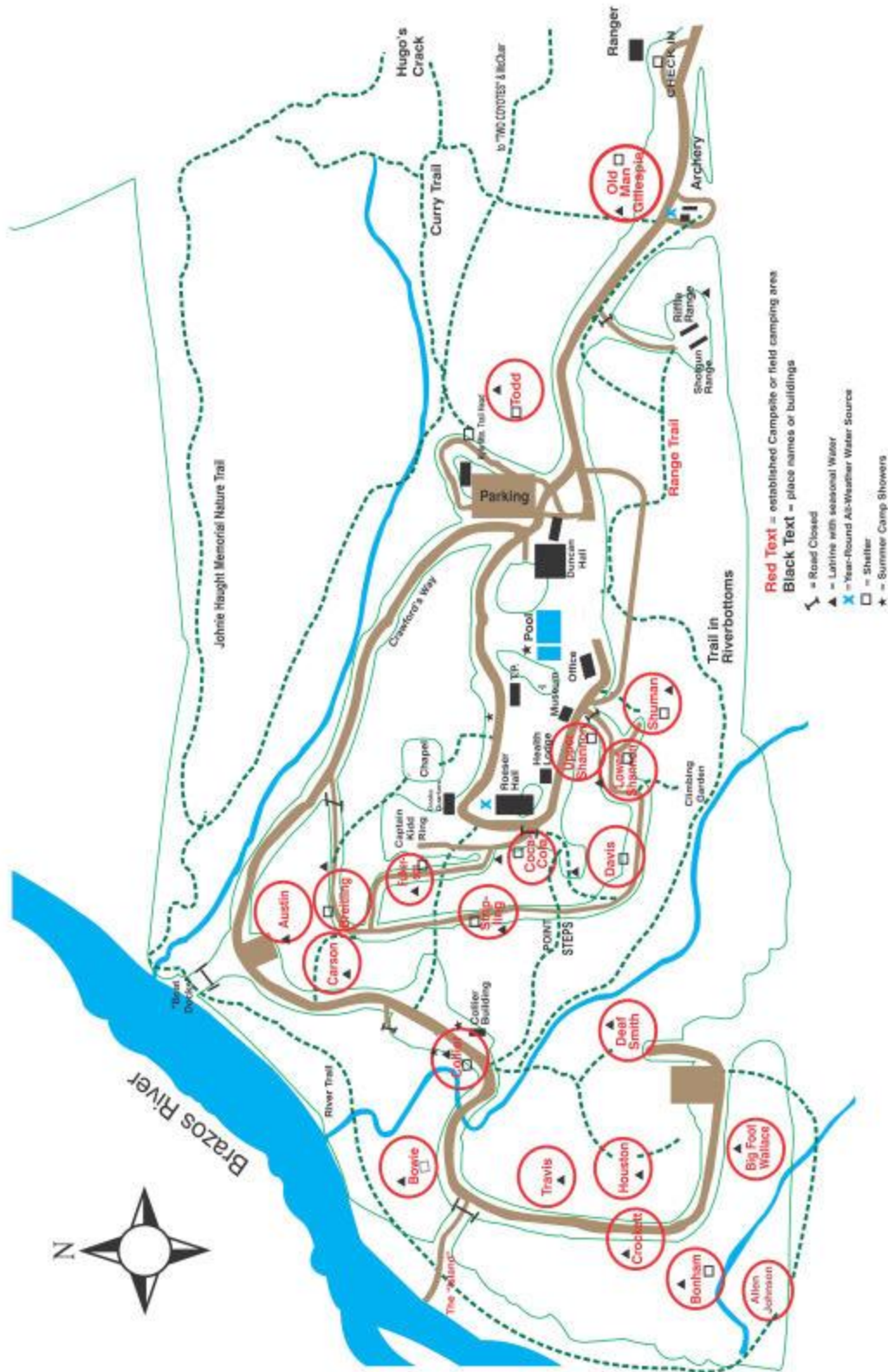
First Name	Middle Name	Last Name	Address	City	ST	Zip	Date of Birth	Days Attending Camp								
								Su	Mo	Tu	W	Th	Fr	Sa		

Please send completed Camp Adult Roster to:
 Longhorn Council BSA
 ATTN: Camping Registrar
 PO Box 54190
 850 Cannon Drive
 Hurst, TX 76054
www.longhorncouncil.org

Please fax any updates as necessary.
 Bring last minute changes and additions to camp.

Worth Ranch Map

Palo Pinto, Texas



Worth Ranch Summer Camp 2012 Merit Badge Schedule (Read Notes Carefully)

	8:30 to 9:00	9:00 to 9:30	9:30 to 10:00	10:00 to 10:30	10:30 to 11:00	11:00 to 11:30	11:30 to 1:30	1:30 to 2:00	2:00 to 2:30	2:30 to 3:00	3:00 to 3:30	3:30 to 4:00	4:00 to 4:30	4:30 to 5:00	5:00 to 5:30	Notes
Aquatics																
BSA Lifeguard																3
Canoeing																1, 26
Free Boating																2
Instruct. Swim																11
Lifesaving																1,5,12,26
Motorboating																1, 29
Rowing																1
Snorkeling																1
Swimming																1,12
Free Kayaking																2
Free Swim																2
Shooting Sports																
Archery																4,6,26
Rifle																16, 26
Shotgun																4,6,26
Free Shoot																2, 6
Free Trap																2, 6
Free Archery																2, 6
Nature/Eco																
Astronomy																7, 26
Bird Study																
Environ. Sci.																26, 27
Fish & Wildlife																
Fishing																35
Fly Fishing																35
Forestry																
Free Fishing																2
Geology																
Insect Study																17
Mammal Study																
Nature																
Oceanography																
Reptile Study																18
Soil & Water																
Space Exploration																
Weather																
Service Projects																
Scoutcraft																
Amer/Scout Heritage																28,36
Archaeology																
Camping																8, 21
Cinematography																
Citizenship Nation																26, 31
Citizenship World																26, 32
Comm/Pub.Speak																26,30,37
Cooking																
Emerg. Prepare																19
First Aid																20
Geocaching																34
Hammer Patrol																14
Indian Lore																4
Orienteering																33
Pioneering																9
Pioneering Proj.																
Theater																
Wilder. Survival																10
Climbing																
Climbing																4,13,26
Free Climb																2
Handicrafts																
Basketry					T/W					T/W						24
Farm Mechanics					W					W						22
Fingerprinting					M					M						
Fire Safety					TH/F					TH/F						25
Leatherworking					M/T/W					M/T/W						23
Photography					M/T					M/T						27
Pulp and Paper					TH/F					TH/F						
Woodcarving					M/TH/F					M/TH/F						15

Read all requirements carefully before camp.

Some merit badges may have requirements which cannot be completed during summer camp. It is the Scout's responsibility to contact a qualified merit badge counselor to complete those requirements.

Note 1: Must be a swimmer

Note 2: Registration not necessary for "free" activities.

Note 3: All day class; schedule with Aquatics Director. Must be at least 15 years old.

Note 4: MB requires fee

Note 5: Must have already completed Swimming MB.

Note 6: Must purchase extra targets and ammo, as needed

Note 7: Requires some night classes

Note 8: Complete Req. 9 & 4b. before or after camp.

Note 9: Requires pioneering project hour daily

Note 10: Requires overnighter Tuesday night

Note 11: Any age, any classification

Note 12: Bring proper clothing to meet requirements

Note 13: Must be at least 13 years old.

Note 14: First year campers - AM or PM

Note 15: Bring a Scouting approved knife

Note 16: Possible ammo fee

Note 17: Complete req. 7 outside of camp (raise larva);

Begin req 3 (Collection)

Note 18: Requirement #8 cannot be accomplished at Summer Camp.

Note 19: Must have First Aid MB

Note 20: Bring first aid kit

Note 21: Bring a camping backpack

Note 22: Complete Req. 5 outside of camp

Note 23: Bring or buy leather project

Note 24: Bring or buy a basket(prefer round)

Note 25: Complete Req. 11 outside of camp

Note 26: These badges are not recommended for 1st year Scouts

because of strenuous physical activity or advanced topics of discussion.

Note 27: If you own a camera please bring it to camp.

Note 28: Complete Reqs. 5 & 6 outside of camp(Scouting Heritage)

Note 29: Limit 15

Note 30: Complete requirements 5 & 8 outside of camp(Comm)

Note 31: Complete requirements 2 & 3 outside of camp

Note 32: Complete requirement 7 outside of camp

Note 33: Bring a compass if you have one

Note 34: Bring a portable GPS if you have one

Note 35: Bring fishing equipment if you have it

Note 36: American and Scouting Heritage will be a combined class

Note 37: Comm. and Public Speaking will be a combined class

Handicrafts 2012

Your Scout will be given this form when he arrives in class on Monday. Make sure your scout has already determined which merit badges they will be taking before he arrives to class.

Name: _____ Class Time: 10:00-11:30

Troop: _____ (circle one) 1:30-3:00

	Monday	Tuesday	Wednesday	Thursday	Friday
Basketry		X	X		
Farm Mechanics			X		
Fingerprinting	X				
Fire Safety				X	X
Leatherworking	X	X	X		
Photography	X	X			
Pulp and Paper				X	X
Woodcarving	X			X	X

You may only attend one merit badge class per day and must attend every day indicated by an "X" to receive the merit badge. However Leatherworking and Woodcarving can be taken together.

Circle the merit badges you will be taking:

- Basketry
- Farm Mechanics
- Fingerprinting
- Fire Safety
- Leatherworking
- Photography
- Pulp and Paper
- Woodcarving