

Sid Richardson Scout Ranch

2019 Leader's Guide

50th Anniversary



The Great American West Lives at **SR²**



1st SR2 Patch: 1969



2nd SR2 Patch: 1970



3rd SR2 Patch: 1971



4th SR2 Patch: 1972



5th SR2 Patch: 1973

Longhorn Council BSA
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850 Cannon Drive
Hurst, Texas 760-54

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Registrar: 817-231-8537
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www.longhorncouncil.org/

GPS & MAPS ADDRESS:
Sid Richardson Scout Ranch
Boy Scout Road
Runaway Bay, TX
33° 11' 44.24" N
97° 54' 27.40" W

SID RICHARDSON SCOUT RANCH 2019 LEADERS GUIDE

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**Sid Richardson Scout Ranch
Longhorn Council BSA**

Dear Scoutmasters and Adult Leaders:

Welcome to Sid Richardson Scout Ranch (SR²), home of the Texas High Adventure Base. We look forward to seeing each and every one of you at SR²! In this packet you will find valuable information to help you finish planning for your Troop's stay at SR². The information included will hopefully address any questions you may have.

Sid Richardson Scout Ranch and the Texas High Adventure Base are a unique blend of traditional Scouting and high adventure programs like our living history programs, F-16 Flight Simulation Center, and Kingsnake collection. The programs of our Texas High Adventure Base are second to none in High Adventure fun!

We have worked hard to assemble an excellent staff and will do our best to help you accomplish your summer camp goals and make your stay with us an unforgettable and FUN Scouting vacation.

There are over 70 merit badges offered in the 2019 schedule, as well as five BSA award opportunities. The new merit badges and awards added include Plant Science, Exploration and Paul Bunyan Award. We are using the "24/7 Scouting Events" merit badge system again this year to enable better reporting to you, our Scoutmasters. The Merit Badge selection will open in May.

- | | |
|--------------------------------------|---------------------------------|
| • Week 1 (June 9-15) MB selection | - opens Friday, May 10, 6:00 PM |
| • Week 2 (June 16-22) MB selection | - opens Friday, May 17, 6:00 PM |
| • Week 3 (June 23-29) MB selection | - opens Friday, May 24, 6:00 PM |
| • Week 4 (Jun 30-Jul 6) MB selection | - opens Friday, May 24, 6:00 PM |

The primary adult training is Wilderness First Aid. The class will be taught by Gary Wilson for 16 hours over two days: Wed. 8:30 a.m. to 10:00 p.m., and on Thursday from 8:30 a.m. to 12:00 p.m. CPR & First Aid training will be the first 4 hours of Wednesday's Training. New training to be offered this year is Hunter's Education. All youth taking the Rifle or Shotgun Class can also earn Hunters Education. Adults can also earn Hunter's Ed by attending the classes.

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

Yours in Scouting

Chris

Chris DeRose
Camp Director
cderose@scouting.org
C: 407-913-9137
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About Sid Richardson Scout Ranch . . .

Sid Richardson Scout Ranch (SR²) is a Texas-size camp with Texas-sized adventure programs and plenty of history - 2,500 acres of scenic cliffs, open prairie, heavy forest, and 16 miles of rugged shoreline on Lake Bridgeport just west of Decatur. The historic 1870's U.S. Cavalry outpost site is highlight of our Chisholm Trail Adventure program. The Devil's Den cliffs were a hideout for the famous outlaw Sam Bass. Our working Blacksmith's Shop, Country Store, museum, and Post Office are official Texas landmarks relocated with their original artifacts from Vineyard, Texas.

The main summer camp program at SR² offers an air-conditioned dining hall and traditional summer camp programs. Troops can take part in a variety of activities:

Bronco Patrol (1st Year Pgm)
Scoutcraft
Aquatics

Over 70 Merit Badges
including new offerings:
Exploration, Public Health &
Paul Bunyan award

Climbing Tower
Ecology / Nature
Handicraft

Special Programs:

- Mile Swim
- Snorkeling BSA
- BSA Lifeguard
- Standup Paddleboarding
- Scuba BSA
- Hunter Education
- Snake Show (*Kingsnake eats a rattlesnake.*)

Technology Center:

- F-16 Simulator Cockpits for Aviation & Space Ex. MBs
- 14 Workstations for Multimedia merit badges

Famous Snake Collection: Kingsnakes of the US (*the ones that eat venomous snakes*), and Snakes of Texas.

Dates and Location

For the many High Adventure and summer camp programs offered by the Longhorn Council see <http://www.longhorncouncil.org/wp-content/uploads/2014/07/afbdec0c-9221-4052-83d8-7dfe2b4e392e2.pdf>

Calendar

SR² will provide four weeks of adventure in the Great American West. Each weekly session begins Sunday afternoon and ends Saturday morning. Our High Adventure programs, Chisholm Trail Adventure and Wakeboarding, will operate for four weeks.

2019 Summer Camp and High Adventure Schedule			
Start	End	Summer Camp	Texas High Adventure Base
June 02	June 08	Staff Week	Staff Week #2
June 09	June 15	Week 1	Week 1
June 16	June 22	Week 2	Week 2
June 23	June 29	Week 3	Week 3
June 30	July 6	Week 4	Week 4

Location

SR² is 70 miles northwest of Fort Worth and 50 miles west of Denton. It is approximately 65 miles to the camp gate from the north entrance of DFW Airport.

Using a GPS or Google Maps: the address to enter for GPS and online maps is:

"Sid Richardson Scout Ranch, Boy Scout Road, Runaway Bay, Texas"

GPS coordinates for front gate:

33° 11' 44.24" N

97° 54' 27.40" W

From Fort Worth: take I-35W North and turn on US 287/81 to Decatur. At Decatur go West on US 380 about 17 miles to Lake Bridgeport. 2 miles after crossing the long bridge on Lake Bridgeport, turn right at the green Sid Richardson Scout Ranch highway sign, onto County Road CR 1700 – Boy Scout Road. Follow signs 2.3 miles to the camp entrance. Camp office is about 6 miles from front gate.

From Dallas: take I-35E North to Denton. Turn on Hwy 380 west and go 44 miles to Lake Bridgeport. Then follow the directions above.

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 use 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 program fees in the regular pre-camp payments.

2019 Program Fees - please pay at camp

Art MB	\$ 5	
Archery MB.....	\$10	(includes arrow kit)
Aviation & Space Expl. MB – Flight Center.....	\$15	(for model rocket kit and engines)
Climbing MB.....	\$20	
Chemistry MB	\$10	
Cooking MB	\$10	
Electronics MB.....	\$25	(for Cylon kit)
Electricity MB	\$ 5	
Graphic Arts MB	\$10	
Horsemanship MB.....	\$55	
Hunter's Education	\$15	
Metalwork MB	\$20	
Motorboating MB	\$10	
Rifle MB.....	\$20	
Rifle Free Shoot.....	\$ 2	(per 1 target/10 shots)
Robotics MB.....	\$40	Participants will share kits.
Sculpture MB.....	\$ 5	
Scuba BSA	\$40	(for scuba gear and tanks)
Shotgun Merit Badge.....	\$35	(includes 50 shots. Extra shots \$0.25 ea.)
Shotgun free shoot / 5 shots.....	\$ 3	
Watersports MB.....	\$25	
Wilderness First Aid (adults).....	\$75	(for ARC books & fees)
Standard First Aid/CPR (adults).....	\$25	(for ARC books & fees)
Cot Rental Fee	\$10	(90 available – 1 st come, 1 st served)

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.

Complete Merit Badge Kits (approximate):

Basketry MB Kit.....	\$15
Indian Lore	\$20
Leatherwork.....	\$15
Wood Carving	\$20
Fishing - Bait & Supplies	\$7 - \$15

Refund Policy

All refunds must be requested in writing. Refund requests must be made on the schedules listed below. Please note that we will hire our staffs and make equipment purchases based on the number of participants that you have reserved with us. As we purchase equipment, supplies, food, and other supplies and hire our staff, those funds are no longer available for refunds.

Refunds are not available for vacations, sports, band, events, summer school, school events, or changing one's mind. All refunds must be requested in writing by the dates specified below.

- A. Deposits are nonrefundable.
- B. Refunds are not available for vacations, sports, band, events, school events, summer school, or changing one's mind. All refunds must be requested in writing by the dates specified.
- C. Unit paid fees are only transferable within the same unit to a Scout or adult leader not currently registered for that specific activity. (High Adventure fees are not transferable to summer camp.)
- D. Written refund requests made thirty (30) or more calendar days prior to the event taking place will be assessed a service charge of twenty-five percent (25%) of the activity fee plus any non-refundable deposits (where applicable) to cover the costs incurred in preparation of the activity.
- E. Written refund requests made ten (10) or more calendar days prior to camp arrival at long-term camp are refundable at fifty percent (50%) of total fees, less deposit.
- F. Written refund requests received less than ten (10) calendar days prior to, during, or after long-term camp will be considered up to fifty percent (50%) less deposit for medical reasons with doctor's written verifications, or death of immediate family member.
- G. Any other written requests for refunds received less than ten (10) calendar days prior to, during, or after long-term camp will not be honored.
- H. If request is approved refund checks will be issued to the individual or entity paying the original fee within thirty (30) calendar days of approval.

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.

General Information

Pre-Camp Meeting

A pre-camp information meeting for SR2 for all unit leaders will be held on Wednesday evening of the week prior to your arrival in camp at 6:30 PM at the Longhorn Council's Hurst office. Units may also attend by conference call with the Camp Director. You may also send your final attendance updates and questions, and get the latest information by email: sr2@longhorn.org.

A Few Helpful Hints

- ☐ Appoint a Summer Camp Coordinator.
- ☐ Encourage leaders and Scouts to get their physicals scheduled in advance. Make sure all physicals are done by two weeks before camp. Get copy of insurance cards front and back.
- ☐ Hold a parent orientation meeting or send out a camp info document.
- ☐ Arrange for drivers to haul equipment to camp; recruit leaders to cover all days of summer camp.
- ☐ Inform parents of Friday evening Parents Night at camp and get their reservations in advance. Distribute GPS and online mapping info.
- ☐ Encourage scouts to choose the merit badges they plan to earn at summer camp and plan for prerequisites and requirements that cannot be earned at camp.
- ☐ **Schedule and do pre-camp swim tests – they will save you much time!**
- ☐ Come to camp and have a great time!
- ☐ Scouts are welcome to bring bikes. Helmets and Locks are required. (bikes must be labeled with the Scout's name)

Parent Info Checklist

- ☐ Overview of SR2 camping programs;
- ☐ Dates, fees, payment schedule and campsite;
- ☐ Camp program details;
- ☐ Opportunities for training and advancement;
- ☐ 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 Officer at camp.
- ☐ Adult Youth Protection Training Requirements
- ☐ 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.
- ☐ See the remainder of this “Planning for SR2 Summer Camp” section for other items of interest to parents.

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 # – DO NOT USE FOR GPS DIRECTIONS
 Dates at Camp
 Sid Richardson Scout Ranch
 183 Eagle's Trail
 Jacksboro TX 76458

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

Sid Richardson Scout Ranch camp: (940) 575-4243 emergency purposes only
Longhorn Council Camping Registrar: (817) 231-8537, camping@longhorn.org
Camp Director, cell: (407) 913-9137
Director of Camping, cell: (817) 706-1526
Longhorn Council: (817) 231-8500 Fax: (817) 231-8600

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 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.

Nine of our campsites have 8' x 10' canvas wall tents with wooden platforms. Four of our campsites (Cheyenne, Cherokee, Mescalero and Mohave) are reserved for Troops bringing their own tents. There is room in each campsite for floor tents. A limited number of cots are available for rent on a first rented-first served basis. Contact the camp office during check-in for info.

Preparing Scouts for Camping at SR²

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, insure that they have everything they need to have a successful stay at SR². *Look at the distances on page 25 when choosing merit badges and design your MB schedules to minimize the number of longer walks to classes.*

Training and Program Opportunities for Adult Leaders

Summer Camp is also a great experience for adult leaders. SR² offers opportunities for adults to learn and to be part of the program.

Trainings

The Longhorn Council Training Committee will offer the **Scoutmaster/ASM Specifics, Red Cross Wilderness First Aid and Hunter Education**

Assisting with Merit Badge Classes

We encourage adult leaders to help with merit badge classes, or offer special classes if you have special expertise to share and add to the quality of the Scouts' experience at summer camp. Contact the Camp Director. Adult Volunteers are Scouting's best talent pool and any assistance is deeply appreciated. Scouters can also earn the SR2 Scoutmaster Merit Badge.

Assisting with Bronco Patrol - 1st Year Camper Program

The first year program is taught using the EDGE method. In order to provide the proper training for the first year campers, we need **at least one adult leader from each unit to be present to help with the guiding** stage of the scouts learning process. Your experience in Scouting and life will help the new Scouts in the Bronco Patrol Program have a great first camp experience and begin their adventure in Scouting.

Know the Policies and Procedures

Please review camp Policies and Procedures with camp attendee prior to your unit's arrival at camp. Note that these Policies and Procedures 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.

The Scout Oath and Law

The Scout Oath and Law are primary rules of individual conduct at SR² Summer Camp. The camp staff will not assume responsibility for, nor interfere with units unless behavior directly involves health and safety, disruption of classes / programs, the destruction of property, or if the Scout leaders are not present at the time of a problem. The Camp Director, Program Director, and/or Commissioner 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 authorities as required.

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 (including e-cigarettes) in front of scouts
- Personal firearms or weapons, including: BB & Pellet guns, rifles, shotguns, handguns, ammunition, bows & arrows, Airsoft & paintball guns.
- Sheath knives and axes (except for staff in reenactment programs)
- Fireworks
- Pets
- Handling Nature/Ecology Department animals or snakes without permission is forbidden.
- *Use of cell phones and cameras is prohibited in and around all restrooms, latrines, showers, and changing rooms.*

Automobile Policy

- No person under age 18 may operate a motor vehicle within the boundaries of camp without the permission of the Camp Director.

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- The maximum speed of all vehicles on camp roads is 25 M.P.H. **Inside the main camp, the maximum speed is 10 M.P.H. (or less). This includes all roads between main camp and the Marina, Tower, Canoeing area, Bronco Patrol area, and the Sailing Base. No exceptions!**
- 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 pickup trucks.
- Vehicles are NOT permitted in campsites. You may unload on the road at the nearest point to your campsite. 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). *Except for handicap needs*
- Troop trailers may be dropped off and parked in campsites.
- **Driving through main camp during the week is permitted ONLY with a SR² vehicle pass.**
- Each unit can get vehicle passes as needed from the Camp Director to coordinate scout shuttles to and from the marina, sailing base, and climbing tower and for medical or physical reasons.
- The marina is OFF LIMITS to vehicles.

Special Accommodations

If an individual needs any special accommodations for physical or health related reasons, please coordinate with the Camp Director two (2) weeks prior to arrival. Please complete the Special Needs Request form located on page 36 of this guide.

Youth Protection Training - YPT

- The State of Texas requires staff and adult volunteers (18+) attending licensed youth camps in Texas to complete a State-approved Youth Protection Training (YPT). **BSA's online YPT course does NOT meet all state requirements for Texas camps (it is currently being revised). A new 1 hour BSA classroom YPT course is the only course approved for Texas camps in 2019.** The Classroom YPT card is the same as a BSA online course card for all Scouting requirements, but is the only one allowed by Texas for 2019. **See appendix for details.**
- SR2 will offer the 2019 BSA 1 hour Classroom YPT course on the day you arrive, as well as at other times for adults who are rotating.
- We will give copies of the YPT class rosters to out-of council Troops and Crews (for classes done at camp) to take back to their home Council's registrar so that their new Youth Protection Training certification date may be recorded in BSA membership records.
- 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 twenty-one (21) years of age; there are no exceptions.**
- 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. Scouts are NOT allowed to leave camp with someone other than their legal parent or guardian without the expressed approval of the Scoutmaster/unit leader. Please do 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 and pick up their patches before leaving camp.

Off Limits to Scouts

- Maintenance areas, warehouses, all fenced off areas, oil facilities.
- COPE and ALL Chisholm Trail Adventure program areas – including US Cavalry Outpost.
- The Chisholm Trail Sporting Clays Range is absolutely off limits EXCEPT during the Shotgun Merit Badge classes held there every afternoon.
- 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

- Scouts should wear closed toed boots or shoes, except in aquatics areas or at the showers.
- The camp aquatics policy is Safety Afloat (No. 7368) and Safe Swim Defense (No.7369).

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- 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 strongly discouraged.
- Disturbing plants, animals, birds, reptiles, and amphibians is prohibited except as instructed by the Nature/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 people as well. The Director of Camping must give written permission before any plants, animals, birds, reptiles, amphibians, or other wildlife may be removed from the camp property.
- Collecting fossils and archaeological artifacts is prohibited except as specifically directed by staff as part of a merit badge. The Director of Camping must give written permission before archaeological artifacts and fossils may be removed from the camp property.

Uniform

The [official Scout Field](#) uniform (often referred to as “Class A”) is required at dinner each evening. Scouts and leaders are encouraged to wear a [Scout Activity uniform](#) (often referred to as “Class B”) at all other times. Shoes must be worn at all times. No open toed shoes or sandals except at the pool and showers. No hats on inside the dining hall.

Adults and Visitors

- Visitors are welcome at camp on Sunday, Friday, and Saturday to drop off and pick up Scouts.
- Youth Visitors staying with the unit on Friday night must be registered members of BSA.
- **Background Checks:** Troops must provide copies of the Texas Adult Roster info spreadsheet to the camping registrar at least 1 week before arrival at camp in order to allow for state-required background checks on all adults.
- **ALL adults who will be staying in camp** must provide following [paperwork on arrival](#):
 1. BSA membership card or character reference note,
 2. Adult Leader Info Form
 3. Current Youth Protection card from the new Texas-approved BSA Classroom YPT Course. (You also have the option to take the class on arrival at camp)
- Any adult who does not have these requirement documents and certifications must be “escorted” by (stay with) another adult who does meet all of the requirements.
- If someone plans to visit camp at any other time, the Camp Director should be informed by email 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 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. *Please 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.

Medical Policy

1. **Each person attending camp must submit a current BSA Annual Health and Medical Record No. 680-001, 2014 printing. Parts A, B, and C must be completed within the past 12 calendar months, including the examination by a physician. This Medical Form is also required for all staff and adult leaders in attendance.** A parent or guardian has attested to the validity of the health history & physical examination for all those under 18.

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 must be on file in the health lodge for all Scouts, Leaders, and staff members. 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. **SCUBA BSA Participants must have medical form checked by the doctor indicating they can participate in SCUBA. (The Examiner's Certification found on part C must be checked True for the scuba question as not having diabetes, asthma or seizures)**
3. All prescription medication must come to camp in the original bottle from the pharmacy. The label must contain:

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- a. The camper's name
 - b. Date of prescription
 - c. Doctor's name and phone number
 - d. Correct Dosage
4. No handwriting will be allowed on prescription medication bottles.
5. All over the counter medication must come to camp in the original container and kept with the unit's first aid kit.
6. All prescription medications are to be brought to the Health Lodge on Sunday when taking the camp tour for proper storage (refrigeration) and supervision. The Camp Health Officer is to be instructed as to medication schedules. It is suggested that the troop designate an adult to ensure each Scout takes his medications properly. Daily medical supplies (such as inhalers, allergy kits, etc.) may be carried by the person needing them, with permission from the camp health officer.
7. 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.
8. Sid Richardson 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.
9. In the event that a scout or leader is referred to a doctor or the hospital by our resident Health Officer:
 - a. A troop adult leader, accompanied if possible 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 form must be taken to the doctor (get from the Health Officer).
 - 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.
10. Out here in the West it can get hot in the summer, 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 symptoms to the unit leader or a staff member immediately. If an individual needs any special accommodations for physical or health related reasons, the Unit Leader must communicate and coordinate those needs with the camping registrar and Camp Director at least two (2) weeks prior to arrival. Please complete the Special Needs Request form located on page 36 of this guide.
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 Passes

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 and is required by law. 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 wear staff uniform shirts. If you see someone in camp without a wristband, please notify a staff member.

Tobacco Products

Chewing tobacco, smoking including vapor products is not permitted in any building at SR2. In addition, leaders should refrain from smoking or chewing in the vicinity of other campers.

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

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the Longhorn Council. Report any suspected hazing issues to the Camp Director. Hazing in the State of Texas is a felony.

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 will often make the problem worse. If your families are participating in Family Night, use this as a tool to keep a Scout 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. SR² and the Longhorn Council are not responsible for the loss, theft, or damage of any cell phone or any other electronic device brought to camp. *Cell phones and electronic devices are prohibited in program areas and will be confiscated if used by Scouts and returned at checkout. Use of cell phones and cameras is prohibited in and around all restrooms, latrines, showers, and changing rooms.*

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, be considerate of your neighbors.

Special Considerations

Any special needs or considerations that a unit may have should be communicated to the camp director at least two (2) weeks before camp. This ensures we are ready for your Scout. The best way to do this is by email at sr2@longhorn.org. The terrain at Sid Richardson Scout Ranch can be rugged. This may present problems for some with physical handicaps or health problems. As a general rule, vehicles are not allowed in campsites, and only a few can have special waivers for handicapped access. If a unit needs access to a vehicle for handicap transport or emergency only use, please be sure to notify the camp director. Please complete the Special Needs Request form located on page 36 of this guide.

Special Dietary Needs and Menu.

Please submit the special dietary needs form to the attention of the camp director the Wednesday before camp begins. We can accommodate Vegetarian, no pork, no beef, gluten and most other allergy related needs; however, we must know ahead of time. These options are not standard and take planning to prepare. We cannot accommodate all requests. If you will be bringing special dietary foods to camp please notify the Camp Director. Please complete the Special Needs Request form located on page 36 of this guide. The Menu is located on Page 37 of this document.

Packing for SR² Summer Camp

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.) 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 an American and Troop Flag for display at the entrance to their campsite.

Personal Gear List (be sure to label personal gear, clothes, & uniforms)

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 and/or Pad
Sleeping Bag or Blankets & Pillow

Toiletry Kit

Washcloth
Towel
Soap & Shampoo
Deodorant
Toothbrush and Paste
Comb
Shower Shoes

Gear

Flashlight
Poncho or Rain Coat

Merit Badge Extras:

Metal Work requires natural fiber clothing. Long pants are required for Horsemanship merit badge. Many Merit Badges 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.

Steele Island Wakeboarding

Be sure to bring 2 swimsuits that won't come off easily.

Scout Knife
Batteries
Poncho or Raincoat
Merit Badge Pamphlets
Locking Blade Knife
Pencil, Pen and Notebook
Canteen or Water Bottle

Optional Extras

Ground Sheet (plastic)
Sunscreen (highly recommended)
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
Food Locker with lock

Troop Equipment

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

What Not To Bring

SR² 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. Please leave radios, video games and other electronics at home.

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

Checking In

Now that you're here, what happens next? In order to minimize the time waiting to process in to camp, collect your required paperwork prior to reporting to the camp office to formally check-in to camp.

Sunday Check-in

Sunday Schedule

	Start arriving (do not arrive at gate prior to 12 noon unless arrival is arranged in advance)
1:00 pm – 4:00 pm	Start Check-in at Scoutmaster Lounge. Scoutmasters will be called into the Camp Office in order of arrival. Troop Guide will be assigned to Unit.
	<ul style="list-style-type: none"> Escort to Campsite by Troop Guide (Unload equipment and trailer at campsite and move all vehicles to camp parking lots, but don't set up) Visit the Health Director for medical checks and to take up all medications Visit Aquatics for water safety procedures and swim checks: submit pre-camp swim check forms or take swim test. Visit the Dining Hall Steward for the meal time orientation Visit other areas of orientation interest (campfire arena, the chapel, the trading post) Return to your site and set up camp
5:10 pm	Troop Assembly outside Dining Hall - by flagpole
5:15 pm	Supper 1
6:00 PM	Retreat
6:10 pm	Supper 2
7:00 pm	Camp Tours
7:00 pm	Scoutmaster's Meeting
7:00 pm	Texas YPT Training
8:45 pm	Assemble at Main Flagpole
9:00 pm	Opening campfire - hosted by the camp staff <i>The trading post will be open following the campfire.</i>
10:30 pm	Taps (all campers quite)

What to bring to Check-in

Check-in will begin at 1:00 pm on Sunday at the Scoutmaster Lounge/Camp Office and will continue until 4:00 pm. If it is not possible for your unit to check-in during this time period, please let the Camp Director know when you will be arriving.

One adult leader must check in at the Scoutmaster's Lounge to meet with the Camp Director on arrival. At check-in unit leader should bring the following items:

1. Certificate of insurance and claim information for units outside Longhorn Council
2. Copy of current face to face YPT cards (YC-06-0014)
3. Completed 2019 physical examination forms for all Scouts and adults *to turn in at Health Lodge.*
4. Two copies of the camp rosters (Plus 2 separate copies for groups doing Chisholm Trail) with adult leader cell phone & email info.
5. Copy of Texas Adult Roster and copies of the current BSA Membership Card and current Youth Protection Card for anyone 18 years old and older. These are Texas Youth Camp Law Requirements. (Texas Adult Roster **MUST BE** emailed at least 1 week in advance)
6. An estimate of family night attendance and guest meals for Friday night.

After check-in your Troop will be escorted to your assigned campsite by a staff Troop Guide. There, you can unload the equipment and drop off your trailer, but please do not set up camp yet. If you have completed swim checks prior to arrival, please take your Pre-Camp Swim Check 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. Your Troop's adults should bring BSA medical forms for each Scout and adult to the Pool for the medical check.

Along the tour you will meet with the Dining Hall Steward for the meal time orientation, the Health Director for medical checks and to take up all medications, and finally with the Aquatics Director for water safety procedures and swim checks. You will also be shown the campfire arena, the chapel, the trading post and any other area that

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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 adult leader meeting following dinner. An overview of the week's programs and an introduction of the Key Staff will be part of this meeting. Special announcements concerning the camp, its policies, procedures, and alarms will be explained. At least one adult leader from each unit must attend.

Those needing Face to Face YPT will have the opportunity to take the course at 7:00 pm in the Scoutmaster's Lounge.

After completing the tour, you can return to your site and finish setting up camp. Opening campfire hosted by the camp staff will begin at 9:00 pm. The trading post will be open following dinner.

Texas High Adventure Base.

If you have a group attending Chisholm Trail Adventure as well, please refer to the Chisholm Trail Adventure Leaders Guide for check-in procedures.

NOTE: All participants must use the current BSA Annual Health & Medical Record, No. 680-001, with Parts A, B, and C completed within the past 12 calendar months. This includes an annual examination by a physician.
https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

Your Week at SR²

Services Provided at SR²

Our job at SR² 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 out! NOTE: our postal office is in another county – DO NOT use the mailing address for GPS.

Camp Mailing Address:

Scout's Name, Troop #
[*dates attending camp*]
Sid Richardson Scout Ranch
183 Eagle's Trail
Jacksboro TX 76458

Camp GPS / driving map address:

Sid Richardson Scout Ranch
Boy Scout Road
Runaway Bay, Texas

GPS coordinates for front gate:

33° 11' 44.24" N 97° 54' 27.40" W

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. SR² has cell phone coverage in many areas, however, please use your phone with consideration to others. We recommend that you 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 not available. The camp office phone number is 940-575-4243.

Camp Office

The Camp Office hosts many items to assist you in keeping up with your Scouts. The Scoutmaster / adult leader work and rest area is located next to the historic post office and has wireless internet for leaders.

Wireless access

Wireless access is available in the vicinity of the camp office and dining hall. Dining hall access is open. The Scoutmaster Lounge and Camp Office access is limited to leaders, please see the office for the login instructions.

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Dining Hall and Additional Meals

Our air-conditioned Dining Hall serves three meals each day. Diners **MUST WEAR THEIR CAMP WRISTBANDS** – it is your ticket to meals. 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 trading post during normal hours. If your unit will have guests joining us for supper in the Dining Hall on Friday night, please provide us with a count of extra meals at check-in.

Extra Meal Costs: Breakfast \$7.00 Lunch \$8.00 Dinner \$9.00 (\$5.00 children under 10)

Trading Post

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

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 18, and females. Hours for different groups of campers using the same showers will be discussed and decided upon at the Sunday evening Leader's meeting. **PLEASE** tell your campers **NOT** to take money or valuables to the pool or the 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 or with the camp director at any time for any assistance you may need.

Schedule Details

Adult Leaders Meetings

A Scoutmaster Meeting will be held each day Starting Tuesdays at 8:30 am in the dining hall to address any questions or concerns and needs that you may have throughout the week. Please be sure to have an adult representative from your troop present. It is **YOUR** input that helps us keep everything running smoothly! The daily mail is available at the meeting.

Merit Badge Reports

Merit badge completion reports will be in the Scoutmaster's lounge starting each morning.

Senior Patrol Leaders Meetings

Senior Patrol Leaders will meet every afternoon during the first Lunch. This will be a working Lunch. The SPLs will coordinate flag ceremonies, grace at meals, latrine and shower duty rosters, and evening program and times. Senior Patrol Leaders are also encouraged to bring any camp questions or concerns.

Evening Program Guide

All activities will start at 7:00 pm unless otherwise stated. Troop Swim and Blob times will be assigned by the program director and given to the SPL and SM Sunday during check in.

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.

Religious Services

Troops are invited to attend a nondenominational chapel service on Wednesday evenings. Unit Chaplains and others are encouraged to participate and volunteer through the Program Director and the SPLs.

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Order of the Arrow

An Order of the Arrow Call Out ceremony will occur on Friday 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 Sid Richardson. OA Day will be on Thursday, so be sure to wear your sash.

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. Cell phones, electronics, knives, and wallets, etc, should be turned in at the camp office.

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

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Merit Badge Schedule

Merit Badge	6:00 am period 1	8:30 - 9:30 Period 2	9:45 - 10:45 Period 3	11:00 - 12:00 Period 4	1:30 - 2:30 Period 5	2:45 - 3:45 Period 6	4:00 - 5:00 Period 7	Evening Period 8	Notes
Pool	Min Rank/Age	--	--	--	--	--	--	--	--
Swimming		8:30 - 10:00		10:30 - 12:00	1:30 - 3:00	3:30 - 5:00			4,7
Lifesaving		8:30 - 10:00			1:30 - 3:00				7
Snorkeling BSA/Scuba BSA			9:45 - 10:45	11:00 - 12:00	1:30 - 2:30				2,6,7
Instructional Swim		8:30 - 10:00			1:30 - 3:00				
BSA Lifeguard		BSA Lifeguard is an ALL DAY class - Open to Youth 15+ and Adults							3,7,8,
Mile Swim (Tue-Fri)	6:00 - 6:45								7
Boat Docks	Min Rank/Age	--	--	--	--	--	--	--	--
Canoeing		8:30 - 10:00		10:30 - 12:00	1:30 - 3:00	3:30 - 5:00		*OPEN	4,7
Kayaking				10:30 - 12:00		3:30 - 5:00		*OPEN	4,7
Sailing Base & Marina	Min Rank/Age	--	--	--	--	--	--	--	--
Small Boat Sailing		8:30 - 9:30	9:45 - 10:45	11:00 - 12:00				*OPEN	4,7
Standup Paddleboard		8:30 - 9:30	9:45 - 10:45	11:00 - 12:00					4,7
Watersports		8:30 - 10:00		10:30 - 12:00					2, 4, 7
Motorboating		8:30 - 9:30	9:45 - 10:45	11:00 - 12:00					2, 4, 7
Shooting Sports	Min Rank/Age	--	--	--	--	--	--	--	--
Shotgun					1:30 - 3:00	3:30 - 5:00			2
Rifle & Hunter's Ed		8:30 - 10:00		10:30 - 12:00	1:30 - 3:00	3:30 - 5:00		*OPEN	2
Archery		8:30 - 9:30	9:45 - 10:45	11:00 - 12:00	1:30 - 2:30	2:45 - 3:45		*OPEN	2
Nature - Ecology	Min Rank/Age	--	--	--	--	--	--	--	--
Nature & Fish and Wildlife					2:45 - 3:45	4:00 - 5:00			3
Soil and Water Cons & Geology			9:45 - 10:45						
Environmental Science		8:30 - 10:00		10:30 - 12:00	1:30 - 3:00	3:30 - 5:00			3
Reptile Study					1:30 - 2:30	2:45 - 3:45	4:00 - 5:00		3
Plant Science		8:30 - 9:30		11:00 - 12:00			4:00 - 5:00		3
Animal Sci. & Mammal Study		8:30 - 9:30	9:45 - 10:45	11:00 - 12:00					3
Oceanography & Weather					1:30 - 2:30				
Forestry & Fish and Wildlife				11:00 - 12:00	1:30 - 2:30				
Insect Study & Bird Study		8:30 - 9:30	9:45 - 10:45						3
Flight & Technology Center	Min Rank/Age	--	--	--	--	--	--	--	--
Digital Technology/Graphic Arts						2:45 - 4:45			4
Moviemaking/Photography	1st Class+	8:30 - 10:30							
Programming				11:00 - 12:00 & 1:30 - 2:30		2:45 - 4:45			4
Animation/Game Design		8:30 - 10:30							
Aviation/Space Exploration	2nd Class+	8:30 - 10:45		11:00 - 12:00 & 1:30 - 2:30		2:45 - 4:45			2
Astronomy		8:30 - 9:30		11:00 - 12:00					
Electronics	1st Class+		9:45 - 10:45	11:00 - 12:00					2
Electricity						2:45 - 3:45	4:00 - 5:00		2
Chemistry	1st Class+	8:30 - 9:30	9:45 - 10:45						2
Energy & Nuclear Science					1:30 - 2:30				3
Robotics				11:00 - 12:00 & 1:30 - 2:30		2:45 - 4:45			2
Adventure	Min	--	--	--	--	--	--	--	--
Climbing	age 13	8:30 - 10:45				2:45 - 4:45		*OPEN	2
Horsemanship	age 13				1:30 - 3:00	3:30 - 5:00			2
Trade Skills	Min Rank/Age	--	--	--	--	--	--	--	--
Salesmanship (at trading post)	age 13+		9:45 - 10:45			2:45 - 3:45			3
Community	Min	--	--	--	--	--	--	--	--
Citizenship in the Nation	1st Class+			11:00 - 12:00	1:30 - 2:30			7:15-8:15 Computer Lab Time	3
Citizenship in the World	1st Class+	8:30 - 9:30	9:45 - 10:45						3
Communication & Public Speaking	1st Class+					2:45 - 3:45	4:00 - 5:00	Speech Time	3
Archaeology		8:30 - 9:30							

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Signs, Signals and Codes							4:00 - 5:00		
Chess					1:30 - 2:30				
Fingerprinting (1 evening)								7:00PM 1 night TBA	
Scout Craft	Min Rank/Age	--	--	--	--	--	--	--	--
Backpacking/Camping					1:30 - 2:30	2:45 - 3:45	4:00 - 5:00		6
Cooking		8:30 - 10:00	10:30 - 12:00		1:30 - 3:00	3:30 - 5:00			2
Orienteering		8:30 - 10:45							
First Aid		8:30 - 9:30	9:45 - 10:45	Bronco Patrol	1:30 - 2:30	2:45 - 3:45	Bronco Patrol		6
Pioneering						2:45 - 5:00			
Wilderness Survival		8:30 - 9:30	9:45 - 10:45	11:00 - 12:00				Overnight	1,5,6
Emergency Preparedness					1:30 - 2:30	2:45 - 3:45	4:00 - 5:00	1 evening	3,6
Fishing		8:30 - 10:30				2:45 - 4:45			6
Search and Rescue		8:30 - 10:00						1 evening	1,3,5
Safety & Fire Safety				11:00 - 12:00					
Exploration		8:30 - 9:30							6
Paul Bunyan Award			9:45 - 10:45	11:00 - 12:00					6
Geocaching					1:30 - 2:30	2:45 - 3:45	4:00 - 5:00		6
First Year Camper	Min Rank/Age	--	--	--	--	--	--	--	--
Bronco Patrol: Morning Group			bronco patrol am						
Bronco Patrol: Afternoon Group					bronco patrol pm				
Handicraft	Min Rank/Age	--	--	--	--	--	--	--	--
Wood Carving		8:30 - 9:30	9:45 - 10:45	11:00 - 12:00				*OPEN	2,3,6
Sculpture & Art				11:00 - 12:00	1:30 - 2:30				2
Leatherwork & Basketry		8:30 - 9:30	9:45 - 10:45			2:45 - 3:45	4:00 - 5:00	*OPEN	2,3
Indian Lore					1:30 - 2:30				2
Pulp and Paper						2:45 - 3:45	4:00 - 5:00		2
Metalwork		8:30 - 9:30	9:45 - 10:45	11:00 - 12:00		2:45 - 3:45		7:00 - 8:00	2,3
ADULT LEADER TRAINING		--	--	--	--	--	--	--	--
Scoutmaster/ASM Specific					1:30 - 5:00	one day class			2
WED Only: First Aid/CPR class		8:00 - 10:00							2
W-TH: Wilderness 1st Aid Class.				WED: Wilderness 1st Aid 8 am - 10 pm. THU: Wilderness 1st Aid 8 am - 2 pm					2

Notes:

1 - requires overnighter

5 - weather dependent

7 - must be a "swimmer"

2 - add'l cost or MB kit purchase req

4 - Pre-Requisites to be done before camp

8 - First Aid/CPR/AED for health professionals & 15 y.o.

3 - extra time required outside class

6 - bring personal items

Merit Badge Program

Does the Scout meet the age and prerequisite requirements? Encourage them to check prerequisites on pages 22-23 before registering for Merit Badges, and plan for requirements that cannot be earned at summer camp. This will help ensure that they have a better opportunity to complete merit badges during your week in camp or soon after.

Merit Badge Workbooks are available on US Scouting Service Project web site for each Merit Badge. The workbooks are made available with permission from Craig Lincoln. The workbooks are not required but can be a great help in completing many badges. **Scouts should print these and bring them to camp (they are not sold in the trading post).** www.usscouts.org/meritbadges.asp

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. Certain Merit Badges are difficult to complete at camp without the Merit Badge book (Signs, Signal and code for one). 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 Sid Richardson 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 bring signed documents from a merit badge counselor in his home district 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

Refer to the website for the date(s) that the Online Merit Badge registration selection will open.

Instructions for using the system are posted on the website at:

<http://www.longhorncouncil.org/camps-properties/boy-scout-camps/leaders-guides/>

Usernames and passwords are emailed to each unit. The email will go to the adult leader who made the camp reservation. *BE SURE that we have the correct email address for your unit's leader!*

NOTE: Classes may fill up quickly. When a class is full, look for other times. If there is only one time that a Scout can take a class and the class is full, BE SURE to enroll the Scout in the "Waiting List" for the class! The Waiting List tells the camp director that a class may need additional sections.

Program Areas

SR2 offers 12 program areas providing staff and necessary resources to provide an excellent experience for Scouts and Scout leaders. The Program areas are Adventure, Boat Docks, Bronco Patrol, Community, Flight & Technology Center, Handicraft, Nature – Ecology, Pool, Sailing Base, Marina, Scout Craft; Shooting Sports and Trade Skills.

Refer to Pages 22-23 for an overview of Merit Badges including fees and pre-requisites.

Refer to Page 24-25 for distances between program Areas

Important Note: *For ALL Water Based Merit Badges – Please go over the Safety Afloat (boating activities) and Safe Swim Defense (pool classes) with your scouts taking these classes. All merit badges require the staff to review the policies; therefore, they need read this information prior to attending camp*

Bronco Patrol - The First Year Camper Program

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 your troop for a long time to come!

Bronco Patrol is our First Year Camper program. It is a half day program and is designed for young Scouts new to the Scouting outdoor program. The Patrol Method is at the heart of our Bronco 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. Scouts will also have the opportunity to complete the First Aid Merit Badge. Be sure to sign Scouts up for Swimming MB outside their Bronco time.

Program

Bronco 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.

Fireman Chit and Toten' Chip can be earned during evening programs.

Registration

Register for either the morning or afternoon session of the Bronco Patrol Program. It is recommended that you sign up new Scouts for Swimming Merit Badge and at least one other badge.

Conferences

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

Advancement Records

The Tentaroo system has been updated to include the requirements that will be taught. The Key is as follows: Scout = SR; Tenderfoot = T, Second Class = S, and First Class = F. The Bronco Patrol staff will record the Scout's advancement requirement for the activities that have been covered into the Tentaroo system. 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.

Bronco Patrol Equipment Check List - *These are the things that Bronco Patrol participants will need to bring* **Every Day**

Items.

Water Bottle. (Required for program)
Pencil and Notepad
Scout Handbook
No pocket knives or hot sparks
Proper socks and shoes

Non-Merit Badge Classes

The following classes are offered and the student will receive documentation of completion; however, they are not a merit badge class. The requirements and prerequisites can be found on the Merit Badge Prerequisite table on page 22-23.

BSA Lifeguard
Snorkeling BSA
Scuba BSA
Stand up Paddle Board
Mile Swim
Hunters Education

Mile Swim

Make sure you pre-register for mile swim. There are only 20 spots available due to the size of our pool and time constraints.

SID RICHARDSON SCOUT RANCH 2019 LEADERS GUIDE

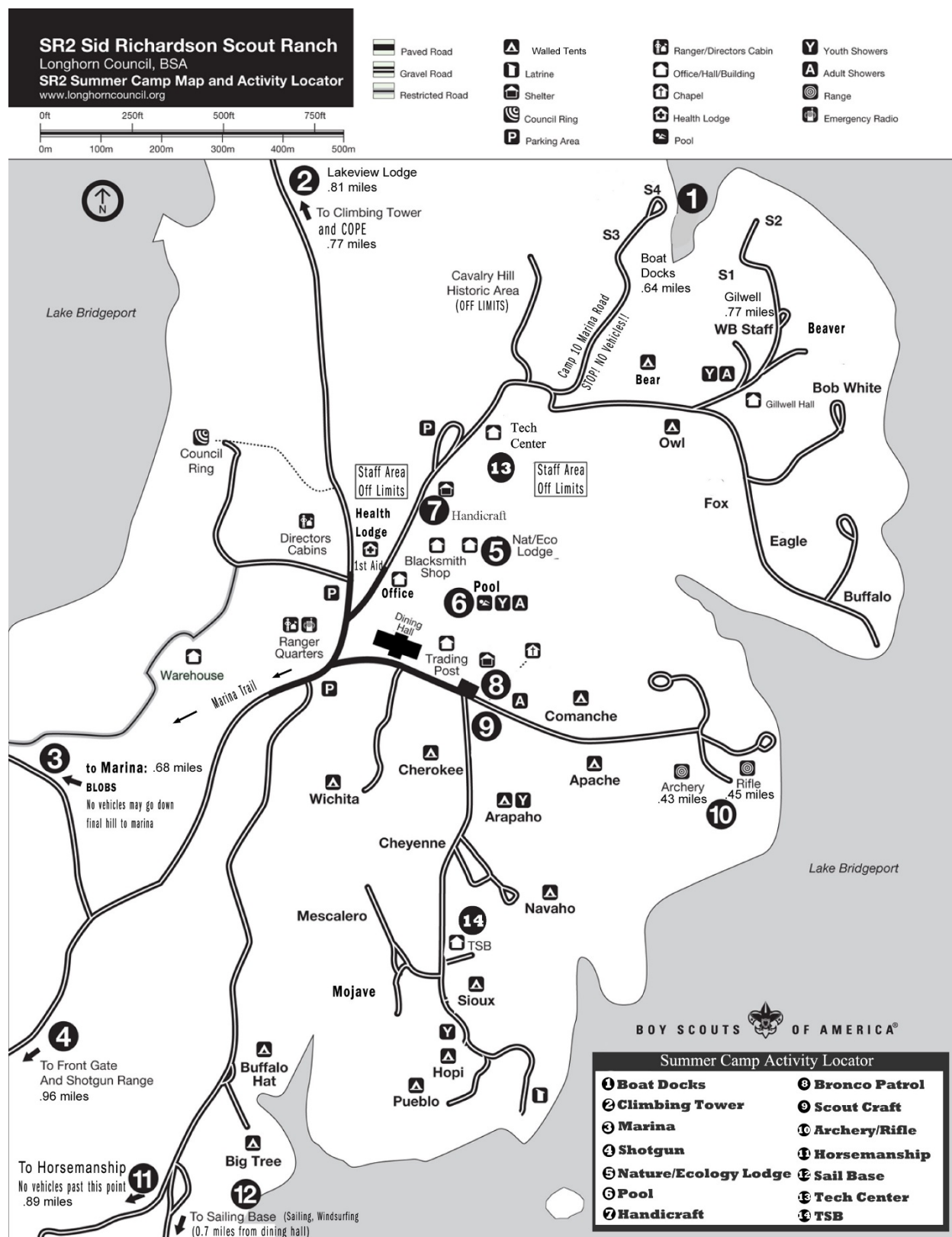
Merit Badge	Fees	Complete at home	Pre-Requisite	Bring to camp
Animal Sci (2017)				
Animation (2015)				
Archaeology (2014)				
Archery (2016)	\$10			
Art (2013)	\$5			
Astronomy (2017)				
Aviation (2014)				
Backpacking (2015)		9a-3, 10,11a-c		
Basketry (2015)	\$25 - \$30			
Bird Study (2013)				Composition Notebook
BSA Lifeguard			Swimmer, CPR for Health Professional, First Aid	
Camping (2017)		4a, 4b, 8d, 5e, 9a 9b, 9c, 10		Backpack
Canoeing (2015)			Swimmer, Safety Afloat, Safe Swim Defense	
Chemistry (2016)	\$10			
Chess (2013)				
Citizenship in the Nation (2005)				
Citizenship in the World (2016)				
Climbing (2017)	\$20			
Communications (2014)		5		
Cooking (2017)		4		
Digital Technology (2014)		1	Cyber Chip	Digital Camera
Electricity (2014)	\$5	2,8,9		
Electronics (2004)	\$25			
Emergency Preparedness (2016)		2c,6c,8c	First Aid Merit Badge	
Energy (2015)		4		
Environmental Sci. (2016)				
Fingerprinting (2004)				
Fire Safety (2017)		6		
First Aid (2016)			First-Aid for Tenderfoot, 2nd class and 1st class	
Fish and Wildlife (2017)		5		
Fishing (2017)	\$7 - \$15			Fishing pole, bait
Forestry (2017)				Composition Notebook
Game Design (2017)				Composition Notebook
Geocaching (2010)		7,8,9		geocache or can share
Geology (2010)				
Graphic Arts (2012)	\$10		Cyber Chip	
Horsemanship (2014)	\$60			
Indian Lore (2017)	\$25			
Insect Study (2015)				Composition Notebook
Instructional Swim				
Kayaking (2012)			Swimmer, Safety Afloat, Safe Swim Defense	
Leatherwork (2017)	\$15 - \$25			
Lifesaving (2017)			Swimmer	
Mammal Study (2015)				
Metalwork (2008)	\$20			Cotton shirt/pants
Mile Swim			Swimmer	
Motorboating (2012)	\$10		Swimmer, Safety Afloat, Safe Swim Defense	
Moviemaking (2014)				
Nature (2014)				
Nuclear Science (2017)				
Oceanography (2013)				
Orienteering (2013)		7,10		compass
Photography (2016)				Digital Camera
Pioneering (2017)				
Programming (2017)		1a	Cyber Chip	
Public Health (2015)		7		
Public Speaking (2003)				
Pulp and Paper (2017)				

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Merit Badge	Fees	Complete at home	Pre-Requisite	Bring to camp
Pioneering (2017)				
Plant Science (2018)				Composition Notebook
Programming (2017)		1a	Cyber Chip	
Public Health (2015)		7		
Public Speaking (2003)				
Pulp and Paper (2017)				
Reptile Study (2006)		8		
Rifle (2017)	\$20			
Robotics (2011)	\$40			
Safety (2017)		2,3b,4,6		
Salesmanship (2017)		5		
Scuba BSA	\$40		Swimmer, Safety Afloat, Safe Swim Defense	
Sculpture (2008)	\$5			
Search and Rescue (2014)		6a		
Shotgun (2014)	\$35			
Small Boat Sailing (2015)			Swimmer, Safety Afloat, Safe Swim Defense	
Snorkeling BSA			Swimmer, Safety Afloat, Safe Swim Defense	
Soil and Water Cons (2017)				
Space Exploration (2014)	\$15			
Swimming (2015)			Swimmer	
Watersports (2016)	\$25		Swimmer, Safety Afloat, Safe Swim Defense	
Weather (2013)		9		
Wilderness Survival (2014)				Survival Pack
Windsurfing BSA			Swimmer, Safety Afloat, Safe Swim Defense	
Wood Carving (2017)	\$15 - \$20		Totin Chip	Pocket knife

*review of the safety afloat and safe swim defense principals

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Class Distances

From	To	Distance	From	To	Distance	From	To	Distance
Archery	Boat Docks	1.11	Gillwell	Handicraft	0.57	Rifle	Sail Base	1.15
Archery	Climbing	1.2	Gillwell	Horsemanship	1.66	Rifle	Shotgun	1.41
Archery	Dining Hall	0.43	Gillwell	Marina	1.45	Rifle	Tech Center	0.75
Archery	Gillwell	1.2	Gillwell	Rifle	1.4	Rifle	TSB	0.15
Archery	Handicraft	0.63	Gillwell	Sail Base	1.47	Sail Base	Archery	1.13
Archery	Horsemanship	1.32	Gillwell	Shotgun	1.73	Sail Base	Boat Docks	1.38
Archery	Marina	1.11	Gillwell	Tech Center	0.47	Sail Base	Climbing	1.47
Archery	Rifle	0.2	Gillwell	TSB	1.07	Sail Base	Dining Hall	0.7
Archery	Sail Base	1.13	Handicraft	Archery	0.63	Sail Base	Gillwell	1.47
Archery	Shotgun	1.39	Handicraft	boat dock	0.44	Sail Base	Handicraft	0.9
Archery	Tech Center	0.73	Handicraft	Climbing	0.97	Sail Base	horsemanship	0.19
Archery	TSB	0.13	Handicraft	Dining Hall	0.2	Sail Base	Marina	1.38
boat dock	Climbing	1.41	Handicraft	Gillwell	0.57	Sail Base	Rifle	1.15
boat dock	Dining Hall	0.64	Handicraft	Horsemanship	1.09	Sail Base	Shotgun	1.66
boat dock	Handicraft	0.44	Handicraft	Marina	0.88	Sail Base	Tech Center	1
boat dock	Tech Center	0.34	Handicraft	Rifle	0.65	Sail Base	TSB	1
boat dock	TSB	0.94	Handicraft	Sail Base	0.9	Shotgun	Archery	1.39
Boat Docks	Archery	1.11	Handicraft	Shotgun	1.16	Shotgun	Boat Docks	1.64
Boat Docks	Gillwell	0.13	Handicraft	Tech Center	0.1	Shotgun	Climbing	1.45
Boat Docks	Horsemanship	1.57	Handicraft	TSB	0.5	Shotgun	Dining Hall	0.96
Boat Docks	Marina	1.36	Horsemanship	Archery	1.32	Shotgun	Gillwell	1.73
Boat Docks	Rifle	1.13	Horsemanship	Boat Docks	1.57	Shotgun	Handicraft	1.16
Boat Docks	Sail Base	1.38	Horsemanship	Climbing	1.66	Shotgun	Horsemanship	1.85
Boat Docks	Shotgun	1.64	Horsemanship	Dining Hall	0.89	Shotgun	Marina	0.28
Climbing	Archery	1.2	Horsemanship	Gillwell	1.66	Shotgun	Rifle	1.41
Climbing	boat dock	1.41	Horsemanship	Handicraft	1.09	Shotgun	Sail Base	1.66
Climbing	Dining Hall	0.77	Horsemanship	Marina	1.57	Shotgun	Tech Center	1.26
Climbing	Gillwell	1.54	Horsemanship	Rifle	1.34	Shotgun	TSB	1.26
Climbing	Handicraft	0.97	horsemanship	Sail Base	0.19	Tech Center	Archery	0.73
Climbing	Horsemanship	1.66	Horsemanship	Shotgun	1.85	Tech Center	boat dock	0.34
climbing	Marina	1.45	Horsemanship	Tech Center	1.09	Tech Center	Climbing	1.07
Climbing	Rifle	1.4	Horsemanship	TSB	1.19	Tech Center	Dining Hall	0.3
Climbing	Sail Base	1.47	Marina	Archery	1.11	Tech Center	Gillwell	0.47
Climbing	Shotgun	1.45	Marina	Boat Docks	1.36	Tech Center	Handicraft	0.1
Climbing	Tech Center	1.07	Marina	climbing	1.45	Tech Center	Horsemanship	1.09
Climbing	TSB	1.07	Marina	Dining Hall	0.68	Tech Center	Marina	0.98
Dining Hall	Archery	0.43	Marina	Gillwell	1.45	Tech Center	Rifle	0.75
Dining Hall	boat dock	0.64	Marina	Handicraft	0.88	Tech Center	Sail Base	1
Dining Hall	Climbing	0.77	Marina	Horsemanship	1.57	Tech Center	Shotgun	1.26
Dining Hall	Gillwell	0.77	Marina	Rifle	1.13	Tech Center	TSB	0.6
Dining Hall	Handicraft	0.2	Marina	Sail Base	1.38	TSB	Archery	0.13
Dining Hall	Horsemanship	0.89	Marina	Shotgun	0.28	TSB	boat dock	0.94
Dining Hall	Marina	0.68	Marina	Tech Center	0.98	TSB	Climbing	1.07
Dining Hall	Rifle	0.45	Marina	TSB	0.98	TSB	Dining Hall	0.3
Dining Hall	Sail Base	0.7	Rifle	Archery	0.2	TSB	Gillwell	1.07
Dining Hall	Shotgun	0.96	Rifle	Boat Docks	1.13	TSB	Handicraft	0.5
Dining Hall	Tech Center	0.3	Rifle	Climbing	1.4	TSB	Horsemanship	1.19
Dining Hall	TSB	0.3	Rifle	Dining Hall	0.45	TSB	Marina	0.98
Gillwell	Archery	1.2	Rifle	Gillwell	1.4	TSB	Rifle	0.15
Gillwell	Boat Docks	0.13	Rifle	Handicraft	0.65	TSB	Sail Base	1
Gillwell	Climbing	1.54	Rifle	Horsemanship	1.34	TSB	Shotgun	1.26
Gillwell	Dining Hall	0.77	Rifle	Marina	1.13	TSB	Tech Center	0.6

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2018	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00 AM			Mile Swim	Mile Swim	Mile Swim	Mile Swim	
6:30 AM		Reveille	Reveille	Reveille	Reveille	Reveille	Reveille
7:00 - 7:30		Breakfast 1	Breakfast 1	Breakfast 1	Breakfast 1	Breakfast 1	
7:35 AM		Flag	Flag	Flag	Flag	Flag	continental breakfast
7:45 - 8:15		Breakfast 2	Breakfast 2	Breakfast 2	Breakfast 2	Breakfast 2	
8:30 AM			Leader's Meeting	Leader's Meeting	Leader's Meeting	Leader's Meeting	
8:30 - 9:30		Program Period 1	Program Period 1	Program Period 1	Program Period 1	Program Period 1	Summer Camp
9:45 - 10:45		Program Period 2	Program Period 2	Program Period 2	Program Period 2	Program Period 2	Troops depart
11:00 - 12:00		Program Period 3	Program Period 3	Program Period 3	Program Period 3	Program Period 3	
12:05 - 12:35		lunch 1	lunch 1	lunch 1	lunch 1	lunch 1	
12:45 - 1:15		lunch 2	lunch 2	lunch 2	lunch 2	lunch 2	
1:00 PM	Unit Check-In 1:00 -						
1:30 - 2:30	4:00 PM Camp	Program Period 4	Program Period 4	Program Period 4	Program Period 4	Program Period 4	
2:45 - 3:45	Tours and Swim	Program Period 5	Program Period 5	Program Period 5	Program Period 5	Program Period 5	
4:00 - 5:00	Tests 1:00 - 5:00	Program Period 6	Program Period 6	Program Period 6	Program Period 6	Program Period 6	
5:00 PM		Open times	Open times	Open times	Open times	Open times	
5:15 - 5:55	Supper 1	Supper 1	Supper 1	Supper 1	Supper 1	Supper 1	
6:00 PM	Retreat	Retreat	Retreat	Retreat	Retreat	Retreat	
6:10 - 7:00	Supper 2	Supper 2	Supper 2	Supper 2	Supper 2	Supper 2	
7:00-9:00 PM	Adult Meeting Camp Tour for Scouts	**Open Program Areas	**Open Program Areas	**Open Program Areas	**Open Program Areas		
7:00-8:00 PM		Troop Swim 1 & Blob 1	Troop Swim 3 & Blob 3	Troop Swim 5 & Blob 5	Troop Swim 7 & Blob 7		
8:00 - 9:00 PM		Troop Swim 2 & Blob 2	Troop Swim 4 & Blob 4	Troop Swim 6 & Blob 6	Troop Swim 8 & Blob 8	Friday Night Campfire & OA	
9:00 PM	Sunday Night Campfire						
10:00 PM		Taps	Taps	Taps	Taps		

Open Programs

Monday	Tuesday	Wednesday	Thursday
Basketry Leatherwork Metalwork (8pm-9pm) Woodcarving Canoeing Rowing Kayaking Sailing Climbing Archery Rifle	Metalwork (8pm-9pm) Canoeing Rowing Kayaking Sailing Climbing Archery Rifle Safety Afloat/Safe Swim Totin Chip	Basketry Leatherwork Metalwork (8pm-9pm) Woodcarving Sailing Climbing Archery Rifle Safety Afloat/Safe Swim Fireman's Chit	Basketry Leatherwork Metalwork (8pm-9pm) Woodcarving Canoeing Rowing Kayaking Sailing Archery Rifle

Camp wide Games

Volleyball
 Dodge Ball
 Sid Ball (Water polo staff vs Scoutmasters)

Gaga Ball
 Duct tape merit badge

Merit Badge Reports

Merit badge progress reports will be printed out each morning and can be picked up in the Scoutmaster's Lounge at 7:00 am. No blue cards will be printed at camp. Leaders can pull up the blue cards and print when they return home.

Any questions with the merit badge reports can be directed to the office manager or the program director. You can also speak with the merit badge counselor about progress during their off periods or before/after class.

BSA SCUBA Prerequisites:

BSA SCUBA is NOT a merit Badge program and is NOT a certification program. This is a Discover SCUBA program which introduces youth to SCUBA. The following information must be completed and brought to camp with each scout or adult who wants to participate in the BSA SCUBA class. The forms can be downloaded from the website at

<http://www.longhorncouncil.org/camps-properties/boy-scout-camps/sid-richardson-scout-ranch/>

- \$40.00 program Fee
- SCUBA BSA Participants must have medical form checked by the doctor indicating they can participate in SCUBA. (The Examiner's Certification found on part C must be checked True for the scuba question as not having diabetes, asthma or seizures)
- Youth Participation Form
- Youth Diving Release Form

Part C: Pre-Participation Physical

This part must be completed by certified and licensed physicians (MD, DO), nurse practitioners, or physician assistants.

C

Full name: _____ **High-adventure base participants:**
Expedition/crew No.: _____
or staff position: _____

DOB: _____

! You are being asked to certify that this individual has no contraindication for participation inside a Scouting experience. For individuals who will be attending a high-adventure program, including one of the national high-adventure bases, please refer to the supplemental information on the following pages or the form provided by your patient. **!**

Examiner: Please fill in the following information:

Medical reactions to participants		Yes	No	Explain
Yes	No	<input type="checkbox"/>	<input type="checkbox"/>	
Allergies or Reactions				
<input type="checkbox"/>	<input type="checkbox"/>	Medication	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Food	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Plants	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Insect bites/stings	<input type="checkbox"/>	<input type="checkbox"/>

Height (inches): _____ Weight (lbs.): _____ BMI: _____ Blood Pressure: _____ / _____ Pulse: _____

	Normal	Abnormal	Explain Abnormalities
Eyes	<input type="checkbox"/>	<input type="checkbox"/>	
Ears/nose/throat	<input type="checkbox"/>	<input type="checkbox"/>	
Lungs	<input type="checkbox"/>	<input type="checkbox"/>	
Heart	<input type="checkbox"/>	<input type="checkbox"/>	
Abdomen	<input type="checkbox"/>	<input type="checkbox"/>	
Genitalia/Anemia	<input type="checkbox"/>	<input type="checkbox"/>	
Musculoskeletal	<input type="checkbox"/>	<input type="checkbox"/>	
Neurological	<input type="checkbox"/>	<input type="checkbox"/>	
Other	<input type="checkbox"/>	<input type="checkbox"/>	

Examiner's Certification

I certify that I have reviewed the train history and examined this person and find no contraindications for participation in a Scouting experience. This participant (with no restrictions):

True	False	Explain
<input type="checkbox"/>	<input type="checkbox"/>	Meets height/weight requirements.
<input type="checkbox"/>	<input type="checkbox"/>	Does not have uncontrolled heart disease, asthma, or hypertension.
<input type="checkbox"/>	<input type="checkbox"/>	Has not had an orthopedic injury, musculoskeletal problems, or orthopedic surgery in the last six months or possesses a letter of clearance from his or her orthopedic surgeon or treating physician.
<input type="checkbox"/>	<input type="checkbox"/>	Has no uncontrolled psychiatric disorders.
<input type="checkbox"/>	<input type="checkbox"/>	Has had no seizures in the last year.
<input type="checkbox"/>	<input type="checkbox"/>	Does not have poorly controlled diabetes.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Has less than 18 years of age and planning to scuba dive, does not have diabetes, asthma, or seizures.

For high-adventure participants, I have reviewed with them the important supplemental risk advisory provided.

Examiner's Signature: _____ **Date:** _____

Provider printed name: _____

Address: _____


City: _____ **State:** _____ **ZIP code:** _____

Office phone: _____

Height/Weight Restrictions
If you exceed the maximum weight for height as explained in the following chart and your planned high-adventure activity will take you more than 30 minutes away from an emergency medical facility, you may not be allowed to participate.

Maximum weight for height:

Height (inches)	Max. Weight	Height (inches)	Max. Weight	Height (inches)	Max. Weight	Height (inches)	Max. Weight
61	145	65	175	71	237	76	267
62	172	66	192	72	252	77	274
63	192	67	214	73	267	78	281
64	214	68	237	74	281	79 and over	290

 **Prepared. For Life.®** (B1) (M) (C) (4) (rev. 1/14)

Checking Out

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.

- Be sure your campsite and latrine is clean before you leave. A staff member will meet with you for a campsite inspection. You can only check out after your troop has passed the inspection.
- Turn in your camp evaluations to the Camp Director and pick up your patches.
- Make your reservation for the next camping season if you have not already done so.
- Call roll and check to see that all Scouts are accounted for before you leave. Do not leave until all of your Scouts' transportation has arrived. CHECK OUT MUST BE COMPLETED BEFORE 10:30 a.m. in order for the staff to close the week of camp.

Check-out

During the Friday afternoon leaders meeting, you will schedule the expected time of departure on Saturday morning. A staff member will be sent to your campsite at the time you requested. Please return any camp equipment you have checked out prior to meeting the staff member. The staff member will inspect your tents and tarps for damage, insure that all campsite equipment is ready for use by the unit that will occupy the site next week and thank you for attending camp. Return cleaning supplies. Please bag all your garbage and move it to the road so it can be picked up during the day on Saturday.

Book Next Summer's Reservation

Your last stop on the way home is the Administration Building, pick-up your medical forms, advancement, and other paperwork. If you have not dropped off your [2019 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.

Scoutmaster Gift Cards

Each Scoutmaster who books a reservation while at camp for any 2019 Longhorn Council Camp will receive a \$50 Trading Post Gift Card.

Deciding on Next Year's Camp & High Adventure

Learn about the Texas High Adventure Base programs

Chisholm Trail Adventure

20th Anniversary. You get a pontoon boat for a week to travel to the high adventure and water sports programs on our 15 miles of Lake Bridgeport shoreline! Spend every afternoon on the water: tubing, wakeboarding, Blobbing, sailboarding, kayaking, sailing, and paddling SUP's. Spend a day at 6 of our high adventure outposts: U.S. Cavalry and Texas Ranger frontier battle reenactments, Viking Ship and medieval combat, ATV certification and trail rides, Covert Ops, Comanche Village, Drone Racing, Sporting Clays, Climbing, and Highland Games. 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 video for more information.

https://youtu.be/Xe_ZTS0M9kQ

<https://www.longhorncouncil.org/camps-properties/texas-high-adventure-base/chisholm-trail-adventure/>.

Steele Island Wakeboarding

Spend a week learning and doing wakeboarding! The Steele Island Wakeboarding Program is a week-long boarding and skiing program for older Scouts and adults. We focus on developing your wakeboarding skills, and teaching Watersports 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.

You must be at our marina every morning at first light (5:50am) for wakeboarding. Breakfast is served at the marina. You'll board and ski until lunch, and again in the evening from supper until dark. Expect to crash and burn a lot, and to get really good by the end of the week! You can earn Watersports 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.

Brazos River Canoe Trip

Troops camping at SR2 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. You must arrange your own transportation to BRCT which is approximately 1 hour away.

High Adventure Interns

Battle Reenactment Training Program

Scouts 14 & older from Troops camping at SR2 and Worth Ranch can spend a week doing living history and fighting battles. Choose medieval combat at our 10th century Viking Ship Outpost, frontier combat as US Cavalry trooper in the Red River War of the 1870's, or a frontier Texas Ranger fighting outlaws in the Texas wilderness. This program is limited to 12 Scouts per week.

Longhorn Council Specialty Camps

Aquatics School

An intensive week of training in aquatics skills, leadership skills, and instructional skills! Worth Ranch, July 7-13

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.

Classification of Swimming Ability

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. Using the Unit Swimming Classification form on page 31, list youth and adults who took the test showing the skill level they earned in the test. 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 and the First Aid for Health professionals certificate (If separate from the lifeguard card) 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

Swimmer

- Jump feet first into water over the head, level off, and begin swimming.
- Swim 75 yards in a strong manner using one or more of the following strokes: side, breast, trudgen, or crawl. Swim 25 yards using an easy, resting backstroke.
- The 100 yards must be completed without stops and must include at least one sharp turn.
- Rest by floating...Long enough to demonstrate ability to rest when exhausted.

Beginner

- Jump feet first into water over the head, level off, and begin swimming.
- Swim 25 feet on the surface.
- Stop, turn, and resume swimming back to the starting place.

Non-Swimmer

- Did not complete either of the swimming tests.

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

Unit Swim Classification Record

This is the individual's swim classification as of this date. Any change in status after this date (i.e., non-swimmer to beginner or beginner to swimmer) would require a reclassification test performed by an approved test administrator. Changes and corrections to the following chart should be initialed and dated by the test administrator.

SPECIAL NOTE: When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.

Unit Number _____

Date of Swim Test _____

	Full Name (Print) (Draw lines through blank spaces.)	Medical Recheck	Swim Classification		
			Nonswimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

NAME OF PERSON CONDUCTING THE TEST:

Print Name

Signature

Qualification

Council/Agency (Red Cross, YMCA, etc.)

Frequently Asked Questions

Q: Why is safe swim defense and safety afloat a pre-requisite?

A: All water based merit badges require this information. Taking the classes online ahead of time eliminates scouts having to hear the information multiple times and allows them on the water quicker.

Q: What if a scout does not take safe swim defense and safety afloat ahead of time?

A: We will offer the class Sunday night after campfire for those that did not complete this pre-requisite.

Q: Can we do our Swim Tests before camp?

A: Yes. See Pre-Camp Swim Tests found on page 30-31 for detailed information.

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 2012-2019 BSA Classroom Youth Protection Training Card - the online course is not approved for Texas in 2019. YPT cards must be less than 2 years old.

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

A: The BSA Classroom YPT course is required for every adult attending a 2019 camp in Texas.

1. All adults are required to complete the BSA classroom 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 2012-2019 classroom YPT Course is certified by the State of Texas for 2019. Camp Directors cannot accept YPT cards from the online YPT class.

Q: Does the camp provide cots?

A: No. However, you can rent them for \$10.00 per week. Supplies are limited to about 90 cots and are given out as a first come basis.

Q: Do we need to bring tents?

A:

Yes if you are camping at the following Campsites: Cherokee, Cheyenne, Mescalero and Mohave

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

No: If you are camping at any other campsites at the Main Camp 9 location there are wall tents on platforms in these sites.

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

A: at least \$50 - \$100 for travel, merit badge kits & fees, and trading post.

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 Hurst office for Sid Richardson Scout Ranch and Worth Ranch.
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.
6. There will be a call in number provided for those outside of Longhorn Council.

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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.
 - c. **If your unit has a last minute emergency and will be short a leader, please contact the camp director immediately**
2. ALL adults in camp must give the Camp Director a photocopy of their BSA 2012-2019 Classroom 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 a few days prior to your arrival.

1. You can request a specific campsite on your registration form. We assign campsites based upon a first come first serve basis. However priority goes to the following:
 - a. Units who registered during last year's week of camp.
 - b. 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.
4. Bring spare tire tubes. Filling tires with protective green slime is also helpful.
5. Repair Kits will be available at the Trading post

Q: Can my scout receive his Diving Certificate in the Scuba BSA class?

A: No this is a discover BSA class only.

Q: Can my scout receive his scuba diving merit badge in the Scuba BSA class?

A: No this is a discover BSA class only.

Longhorn Council – Wrangler Award

Do all of the Following: (check appropriate box)

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

The Troop is to do 8 of the following: (check appropriate box)

- ☐ Troop designs and erects a gateway or entrance into their campsite.
- ☐ Have a majority of troop members who need swimming advancement advance their swimming classification
- ☐ Average no less than 85% on formal campsite inspections conducted by the Camp Comm.
- ☐ One adult must be coached in a Troop Safe Swim. Must complete SSD and Safety Afloat.
- ☐ 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.
- ☐ 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.
- ☐ Participate in ALL formal evening and camp wide activities. A few examples are Campfires and camp wide games.
- ☐ 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. Troop night activities may only count for one of these.
- ☐ Conduct a Boy-run Flag raising ceremony for the camp.
- ☐ At Least one adult participates in Adult Leader Training sessions. This may not include Safe Swim defense and Safety Afloat.
- ☐ Hike or perform at least an hour worth of trail work on the SR² trail.

Each Patrol should do at least 5 of the following: (check appropriate box)

- ☐ Develop and perform a skit and song for Troop, Inter-troop, or camp wide campfire.
- ☐ Serve as a camp aide through cleaning the dining hall latrine.
- ☐ Carry out a conservation project originated by the patrol members and approved by the program director or nature director. Attach approved copy of project description.
- ☐ Have and use a patrol flag during the week.
- ☐ Use the SR² trail to hike to the Gazebo.
- ☐ Construct a scoutmaster or Scoutcraft director approved pioneering project.
- ☐ All Patrol members wear the uniform daily for at least retreat ceremony, supper, and evening events, when appropriate.

Troop: _____

Total # of youth and adults _____

Scoutmaster: _____

Date: _____

Program Director: _____

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Sid Richardson Scout Ranch –Scoutmaster Merit Badge

Do 5 of the Following: (check appropriate boxes)

- ☐ Demonstrate continuous Scout spirit during the week. _____ / _____
- ☐ Assist with the instruction of at least one Merit Badge during at least one class all week.
(With permission of Program Director) _____ / _____
- ☐ Assist with Instruction at Bronco Patrol First Year Camper during at least 1 session all week.
(With permission of Program Director) _____ / _____
- ☐ Participate in one of the following training opportunities: _____ / _____
 - ☐ Hunter's Education _____ / _____
 - ☐ SM Training _____ / _____
 - ☐ Leave No Trace Training _____ / _____
 - ☐ First Aid Training _____ / _____
 - ☐ CPR Training _____ / _____
 - ☐ Wilderness First Aid Training. _____ / _____
- ☐ Participate with your Troop in a camp improvement project approved by the
Camp Director or Ranger _____ / _____
- ☐ Complete and turn in Camp Survey Form and pick up patches _____ / _____
- ☐ Assist with supervision at a range during at least 1 class all week.
(With permission of Range Officer.) _____ / _____

Do 5 of the Following: (check appropriate boxes)

- ☐ Attend Scoutmaster's Steak Dinner _____ / _____
- ☐ Assist Dining Hall Staff by Serving meals for one day _____ / _____
- ☐ Attend Order of the Arrow Fellowship _____ / _____
- ☐ Assist in supervising a free swim or free boating _____ / _____
- ☐ Hike with the Camp Director on the SR2 Trail _____ / _____
- ☐ Conduct a troop swim, canoe, or hike at camp _____ / _____
- ☐ Participate in Scoutmaster's Shoot _____ / _____
- ☐ Prepare a troop meal in campsite _____ / _____
- ☐ Assist with at least one non-denominational Chapel Service.
(With permission of the Program Director) _____ / _____
- ☐ Serve as a lifeguard during either a troop swim or free swim _____ / _____
- ☐ Lead one song before or after a meal in Dining Hall. _____ / _____
- ☐ Teach knots required for First Class to at least 5 young Scouts, or teach knots to one session
of the Bronco Patrol First Year Camper program _____ / _____
- ☐ Officiate at least one night of the evening Dodge Ball or Gaga Ball tournament.
(With permission of the Program Director) _____ / _____

Troop: _____

Total # of youth and adults _____

Scoutmaster: _____

Date: _____

Program Director: _____

LONGHORN COUNCIL BOY SCOUTS OF AMERICA
SR² SUMMER CAMP
REQUEST FOR PHYSICAL ARRANGEMENTS ASSISTANCE
****INCLUDES SPECIAL DIETARY REQUESTS****

SPECIAL NEEDS REQUEST

Please Print or Type

Unit Number: _____ PACK TROOP CREW District: _____
(Circle one of the above)

Sr2 Summer camp Date: _____

Unit Leader Making Request: _____ Phone #: _____

Request Made For (Name of Person): _____

Physical Arrangements: _____ Dietary Needs: _____

Please detail the specific needs below: We will make every attempt to meet your dietary needs. Camp menu can be provided upon request.

For Camp Staff:

File Date: _____ Copy of Reservation by: _____

Copy to Dining Hall Coordinator on _____

Fax: (817) 231-8600 or Mail: Charity Drabik, Camp Director

SID RICHARDSON SCOUT RANCH 2019 LEADERS GUIDE

850 Cannon Drive, Hurst TX 76054 or email charity.drabik@scouting.org

CAMP MENU

Sunday:

Breakfast

N/A

Lunch

N/A

Dinner

Chicken Fried Steak
Mashed Potatoes
Green beans
Roll
Salad Bar
Cake

Monday:

Breakfast

Pancakes
Sausage
Fruit
Oatmeal
Cereal

Lunch

Chicken Tenders
Mac & Cheese
Glazed Carrots
Salad Bar
Brownie

Dinner

Pulled Pork Sandwich
Cole Slaw
Salad Bar
Pudding

Tuesday:

Breakfast

Scrambled Eggs
Bacon
Biscuits
Cereal

Lunch

Corn Dogs
chips
Grapes
Jello Cups

Dinner

Soft Shell Tacos
refried beans
Spanish Rice
Churros

Wednesday:

Breakfast

French Toast
Sausage
Oatmeal
Cereal

Lunch

Hamburgers
Potato Salad
cookies

Dinner

Tangerine Chicken
Asian Rice
Egg Roll
Cake

Thursday:

Breakfast

Breakfast Burrito
Cereal
Fruit

Lunch

Chicken Nuggets
Fries
Applesauce

Dinner

Lasagna
breadsticks
Cake
Cake

Friday:

Breakfast

English Muffin
Egg Pattie
Sausage
Hash Browns

Lunch

Meatball Subs
Chips
Fruit

Dinner

Brisket
Corn
Baked Beans
Dinner roll
Cobbler

Saturday:

Breakfast

Muffins
Cereal

We have alternative menu options for vegetarians, Gluten Free, Pork Free and other options when requested through the Special Needs Request form found on page 36.