

Parents Summer Camp Informational Meeting



Buffalo Trails Scout Ranch

Saturday June 25th – Saturday July 2nd

Agenda

Opening words & misc items	Tim Hambelton
The travel plan	Tim Hambelton
Introductions	Tim Hambelton
Medical	Tim Hambelton
Camp MB/events/class schedule	Stephen Wynne
Trail to Eagle	George Pawlowski
Gear discussion	Tim Hambelton
High Adventure	Mike Browne
General discussion - Q&A	All

On-Line Resources

- Troop Web Page
 - This set of slides
- BTSR Web Page
 - A great deal of addition information can be found at:
www.buffalotrailbsa.org/camping/btsr_summer.html

Mail at Camp

- Please don't send any mail! It won't be delivered.
- Out going – suggest Scouts prepare pre-addressed, stamped envelopes or cards.

Phone use

- Camp phone is (432) 426-3709.
ONLY FOR EMERGENCIES
- Scouts are not allowed to make phone calls.
- Cell phones do not work at camp.

Pick Up on Saturday, July 2nd

- Estimated arrival time is 9:00pm.
- Actual time depends on how quickly we can get out of camp.
- If the arrival time varies by more than 1/2 hour we will advise the Troop contact person, Kristal Hambelton.
 - be there at the designated time unless called.

Travel Food & Food in Camp

- Travel food is the responsibility of each Scout. See spend money slide.
- Vans – Small amount of snacks but NO soda will be allowed in the vehicles – water only. We will have limited space.
- ALL CANDY AND SNACKS NOT EATEN IN THE VEHICLES MUST BE DISPOSED OF UPON ARRIVAL.
- Sodas are discouraged at all times – water is better for hydration!
- NO FOOD whatsoever (except troop provided food) will be allowed in the campsite at any time.
- All food/drinks bought at camp MUST be consumed at the trading post.

Trading Post

Numerous items to support the MB program (book, kits, etc.).

- Snacks.
- Note: T-shirts available for pre-order. Order form available soon. Submit order by June 6th.

Troop Policies – Knives

- Only with Tote-n-Chip card.
- A tool not a toy or pastime.
- Whittling not allowed.
- Foldable, locking blade, less than 3".
- Fixed blades prohibited.
- Small folding pocket knife best.
- Expensive knives are discouraged.
- Scissors more effective for most Scout uses.

Behavior

- Problems rare in T1000.
- Scoutmaster considers any problems on an individual basis.
- No Scout has the right to lessen or interfere with the Scouting experience of others.
- Serious or repeated problems may require parents to pickup Scout at camp.

Miscellaneous

- Swim test will be given to all T1000 campers BEFORE departing – **June 11, 1-3pm at Oak Point.**
- Electronic equipment policy
 - Entertainment (Gameboy, IPod, etc) – may be used in the vans IF silent.
 - Must be locked in the Scouts foot locker at ALL TIMES at camp.
 - Violators will have such equipment confiscated.
 - Cell Phones will be turned off and locked up. There is no service at camp anyway.
- Medical Electronics – discuss with your PA.

Spending Money

- Travel food money - approx \$7 per meal. Three meals - 1 going and 2 coming back.
- Camp spending money
 - Approximately \$50 (includes cost of some MB materials).
 - Check on price of specific Merit Badge materials for better planning purposes.
 - New Scouts may complete four crafts badges with a cost for materials for each.
- Scouts who loose their hat (\$15) or kerchief (\$9) will be required to purchase a new one.
- Scouts will keep their camp spending money in their own footlocker.

Travel Uniforms

- Field Uniform (Class A)
 - Scout shirt & pants/neckerchief/troop hat/belt.
 - Worn during travel & at evening formation and evening meals.
- All patches should be properly sewn on the shirt, not glued.
- Wear a T1000 Scout T-shirt underneath during travel.

Travel Plan

■ Departure

- 5:00 am on June 25th, ETA 5:00 pm at Davis Mountains State Park.
- Bring small mid-morning snack since we are departing so early.
- Lunch on the road (fast food) and dinner at camp.
- Star Party at McDonald Observatory. NOTE: Scouts should pack their zip-off bottoms and fleece jacket in daypack. It gets cold at the observatory at night.
- Overnight at Davis Mountains State Park.
- Breakfast in town (pre-order), visit Fort Davis National Historic Site, then depart for BTRSR and arrive by 1:00 pm.

■ Return

- Depart BTRSR at or before 10:00 am; ETA Plano 9:00 pm.
- Lunch and dinner on the road. Scouts need to budget money for 2 meals on the road.

Travel Plan

■ Sunday Morning Breakfast

- We will be having breakfast at a restaurant in For Davis.
- The restaurant needs us to pre-order our meals.
- To simplify and speed thing up, we will be collecting for the meal before our trip – (\$7.00 - \$13).
- Order form available.
- Price includes meal selection, large drink, tax, and tip.

■ Special Dietary Requirements

- If a Scout has special dietary requirements, please inform Tim Hambelton tonight.

Early Departure From Camp

- If you plan on picking up your Scout at camp for an extended vacation, please make arrangements with the Scoutmaster well prior to departure.
- No campers will be released to anyone without written parental/guardian approval.
- Scout Release Request form required (see BTSR Leader Guide p74 at URL above).

Introduction of Adults

Tim Hambelton

BTSR T1000 Adult Support

<u>First</u>	<u>Last</u>	<u>Camp Duties</u>	<u>Assignments</u>
Tim	Hambelton	SM	SM
Mike	Browne	With MM Scouts	High Adventure
Pete	Dumas	Trail-to-Eagle	Panther PA
Stefan	Hildebrand	Trail-to-Eagle	Raven APA
Steve	Lavine	Trail-to-Eagle Lead	Chief PA
Carolyn	Linscott	Medical Lead/Finance	Chief APA
George	Pawlowski	Trail-to-Eagle	BE/Silver Fox PA
Bryan	Shoe	Assistant Medical	Raven PA
Ted	Sosnowski	QM	Cobra/Hawk PA
Stephen	Wynne	Merit Badge Coordinator	Hornet PA
Chris	Zimmardi	Trail-to-Eagle	Cobra/Hawk APA

BTSR Youth Leadership

- SPL – Jordan Hambelton
- ASPLs – Austin Hambelton, Ryan Wuerthele, Matthew Zimmardi
- QM – Matthew Robbins
- Scribe – Paul Rutherford
- Historian - Alex Wynne
- Chaplain's Aid – Nate Browne
- Patrol Leaders
 - BE/SF – Jordan Smith
 - Chiefs – Uriah McLain
 - Cobra/Hawks – Ryan Pawlowski
 - Hornets – Thomas Yu
 - Panthers – Ben Browne
 - Ravens – Alex Wulfekammer

Medical

Tim Hambelton

Medical

- **Physical forms – due June 6.** Contact Tim Hambelton if you cannot meet this deadline.
- BTSR requires a completed BSA Health and Medical Record. (available on Troop web site).
- Please provide 2 copies. Keep the original.
- The camp must also have a copy of your personal/family insurance card (both sides) attached to the physical form (2 copies, please).

Medical

continued

- All medications must be in a clearly labeled zip-lock bag.
- Send only enough for the time they will be away plus a couple of days.
- Must have a doctor's written permission or RX on bottle for ALL prescription drugs - must be specific and items in the original container.
- Over-the-counter items (Aspirin, Advil, etc.) and supplements (vitamins, etc.) must have specific directions. Don't send if not needed.

Medical

continued

- The taking of prescription medication is the responsibility of the individual taking the medication and/or that individual's parent or guardian.
- Scouts must keep all medication locked in their foot locker.
- Certain medications can be carried by a Scout for life-threatening conditions, including bee-sting, rescue inhalers, etc.
- If a Scout has ANY medical problems they must be discussed with the SM & PA prior to departure. This includes problems traveling and medication in route.

Medical

continued

■ **Sunscreen & Hydration**

- Sunscreen, lip balm, a hat are required and must be used.
- Dehydration is a major problem in this climate. Scouts must be encouraged to drink plenty of water.
- Troop hats will be available for sale (\$15) to Scouts who loose theirs.

■ **Home sickness**

- Please, no letters or notes in foot lockers and no phone calls.
- If you think your child may be prone to home sickness let PA know, but don't let him see YOU cry at the bus.

Camp MB/Events/Class Schedule

Stephen Wynne

Daily Schedule (Mon-Fri)

- 7:00 Flag assembly/Breakfast
- 8:30 1st Merit Badge session (Trail to Eagle starts)
- 9:30 2nd Merit Badge session (Trail to Eagle cont.)
- 10:30 3rd Merit Badge session (Trail to Eagle cont.)
- 11:30 4th Merit Badge session (Trail to Eagle cont.)
- 12:45 Lunch
- 2:30 5th Merit Badge session
- 3:30 6th Merit Badge session
- 6:00 Flag Assembly/Dinner
- 8:00 Evening Camp Program Features
- 10:00 Lights Out

Evening Camp Program Features

- Sunday - SPL/SM meeting
- Monday - Team Spirit Hat Day, Opening Camp Show
- Tuesday - Adventure Race, Free Shoot
- Wednesday - Chapel service, skit night
- Thursday - Troop night, dinner in campsite
- Friday - Closing campfire and OA ceremony

Merit Badge Blue Cards

- BTSR gives each Troop a spreadsheet of all scout records of completions and partials.
- Completed BTSR MB records will go directly to Troop Advancement Chair > Awarded at COH.
- Scouts earning partial MBs will receive Blue Card after camp.
- All T1000 sponsored MBs will be as normal:
PA issues blue card > Scout works on MB > T1000 counselor signs Blue Card > Scout submits Blue card to Advancement Chair > Awarded at COH.

Special Program Notes

- Individual Scout MB schedules will be electronically submitted to BTR.
- Scouts will start getting their schedules as soon as available.
- BTR says to read MB book before attending camp.
- Traditionally, Fridays are used as make-up days.
- Scouts attending Trail to Eagle sessions will also earn Swimming MB and First Aid MB.
- Need to bring/earn Totin' Chip for Woodcarving and Cooking MB.
- Astronomy MB meets in evening and early mornings.
- Scuba has an additional cost (\$75), time, and forms to complete.

- The BTR Merit Badge sign-up form and schedule can be found on the Troop website, <http://www.t1000.org/summercamp.php>

Handicraft Sessions

Monday/Tuesday

8:30 Basketry/Pottery
9:30 Leatherwork/Art
10:30 Leatherwork
11:30 Woodcarving/Basketry

2:30 Pottery
3:30 Woodcarving

Wednesday/Thursday

8:30 Woodcarving/Sculpture
9:30 Basketry
10:30 Woodcarving/Basketry
11:30 Leatherwork/Fingerprinting

2:30 Art/Sculpture
3:30 Leatherwork

We are not able to pre-order Handicraft merit badge kits this year. Scouts will have time to buy them up at the trading post on Sunday or Monday. Your choice of available kits at the trading post can become limited.

Summer Camp Schedule - 2011



Buffalo Trail Scout Ranch – Summer Camp Schedule 2011



Time	Aquatics		Handicrafts		Corrals	Shooting Sports	Nateco	Scout Skills	Trail To Eagle	Misc.	Climbing	
			Mon & Tue	Wed & Thur								
8:30 – 9:25	Life Saving MB	Swimming	Indian Lore		Veterinary Medicine	Archery Free Shoot Rifle	Environmental Science	Geology	Cooking	Tenderfoot through First Class	Polar Bear Swim (7am Wed) Sunrise Hike (5am Tue)	Climbing MB
			Basketry -or- Pottery	Woodcarving -or- Sculpture	Animal Science			Insect Study	First Aid			
9:30 – 10:25		Swimming Snorkeling BSA Lifeguard (9:30-5:00)	Leatherwork -or- Art	Basketry	Horsemanship	Rifle Archery	Geology Bird Study Mammal Study	Pioneering Emergency Preparedness		Coin Collecting		
10:30 – 11:25	Life Saving MB	Snorkeling Swimming	Indian Lore		Horsemanship	Rifle Archery	Nuclear Science Nature Geology	Camping	(Scouts also complete First Aid & Emergency Prep)	Fingerprinting	Climbing MB	
			Leatherwork	Woodcarving -or- Basketry		Orienteering						
11:30 – 12:25		Snorkeling Swimming	Archaeology		Horsemanship	Rifle free shoot Archery	Geology Nature Fish & Wildlife	Pioneering Wilderness Survival Geocaching		Music		
12:45	Lunch											
2:00	Mon, Tue, Wed: Paul Bunyan Tue: Fireman Chit Mon or Wed: Totin' Chit											
2:30 – 3:25	Instructional Swim	Photography		Horsemanship	Shotgun Archery	Weather Mammal Study Forestry	First Aid Wilderness Survival	Scouting Heritage	Radio	Advanced Climbing	Intro to Climbing	
		Pottery	Art -or- Sculpture									
3:30 – 5:00	SCUBA (3:30-5:00 MTWT) Free Swim Mile Swim 6AM MTWT 3:30-5:00 PM Friday	Inventing -or- Painting		Free Ride	Shotgun Archery Free Shoot	Environmental Science Reptile and Amphibian Space Exploration	Emergency Preparedness	1st Class TTE	Citizenship in the World	Advanced Climbing	Intro to Climbing	
		Woodcarving	Leatherwork									
6:00	Flag Ceremony & Supper											
8:00	Evening Programs											
9:00	Astronomy MB - Monday Night After camp-show, Tue. & Wed. night (No class Thur. or Fri. nights) Locations will be announced at class on Monday											

Trail to Eagle

Steve Lavine

Trail to Eagle

- Troop 1000 adults will teach most of the program to our scouts.
- Individual Scout Requirements Reviewed in advance of departure.
- Scouts put into groups based on needs:
 - Basic Scout Craft
 - First Aid
 - Lashings
 - Fire Safety / Totin chip
 - 5-mile Hike / Animal & Plant Identification
 - Etc

Trail to Eagle

- Swimming requirements taught by camp.
- Scouts should complete most requirements for Tenderfoot through 1st class while at Camp – Some requirements cannot be done at camp (30 day physical fitness, etc).
- Scoutmaster Conferences and Boards of Review will be held at camp.
- Most will move on to completing basic Merit Badges before the week is over.

Summer Camp Equipment

Tim Hambelton

Summer Camp Gear

What to wear

- Field Uniform (Class A; Scout shirt & pants/ neckerchief / troop hat) will be worn during travel and camp assemblies as required.
- Activity Uniform (Class B Troop or BSA t-shirts only).
- See packing list for other clothes required.

Footlocker (w/lock)

- Not to exceed 13"x27"x17".
- Durable plastic available at Academy and other stores for about \$35.
- Everything other than cot and daypack must fit in footlocker.

Folding Cot

- Not to exceed 1 cubic foot.
- Must knock down completely – no fold-in-half styles.
- High or low legs okay (high allows for storage under cot).

Sleeping gear

- Light or Medium weight bag – see note below
- Pad for top of cot – optional.
- Pillow optional – **small** ones can be used in the vans.

Carry at all times (in van, around camp) Day Pack (durable school pack or similar)

- Personal 1st Aid Kit (see troop sheet for contents).
- 2 quart water bottles.
- Fleece jacket.
- Rain gear.
- BSA Handbook/Blue Cards/Merit Badge Book.
- Notebook & pen & pencil.
- Compass.
- Sunscreen / lip balm.

Summer Camp Gear

continued

Sleeping bag must be pack in a small water repellent bag to be loaded into the trailer – NOT IN FOOTLOCKER – for departure.

For return trip it goes in the foot locker. This avoids unloading the bus Sat night at the State Park.

Footlockers will be transported on a flatbed trailer. Suggest plastic bag in footlocker.

Mark ALL of your gear with name and T1000 Plano (including the footlocker, contents, and cot)

INDIVIDUAL EQUIPMENT CHECKLIST

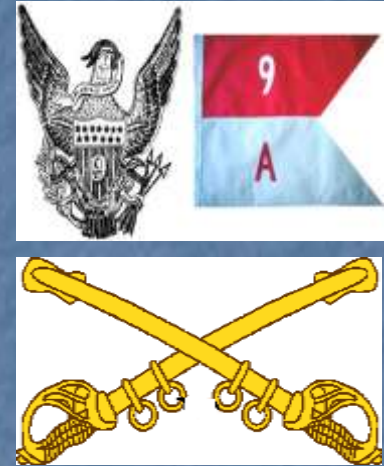
- Troop hat - wear - no hat no go
- Sunscreen - day pack
- Water Bottle - day pack
- Watch (optional) – required for PLC
- Toothpaste and toothbrush
- Soap & Shampoo
- Toilet articles
- Towel
- Field Uniform - wear
- Scout T-shirts - wear troop shirt
- Socks - 2 extra pair
- Shorts or pants w/ belt
- Shoes and good hiking boots
- Underwear - 2 extra pair
- Pajamas
- Sleeping bag/bedroll – see note
- Fleece jacket - day pack
- Swim suit
- Small Flashlight with batteries
- Knife (if have Tote-n-Chip)
- Work gloves for project
- Spending money
- Day pack to carry around camp
- Footlocker
- Rain suit - day pack
- Merit Badge supplies and work completed
- Aquatic Merit Badge essentials
- Boy Scout Handbook - day pack
- Long-sleeved shirt and long pants w/belt
- Small Pillow
- Cot

High Adventure Programs

Mike Browne

High Adventure

Mountain Man & Cavalry



- The High Adventure Mountain Man and Cavalry scouts will hike to special camps located 1 ½ - 2 miles from the main BTSR camp.
- Scouts will spend Sunday night and Friday night in the High Adventure base camp, not our troop's camp site.
- High Adventure scouts will need a small duffle bag to store their travel clothes.

High Adventure

Required Individual Equipment

Scouts in Mountain Man and Cavalry will not need a footlocker or cot!

- Small duffel bag for travel clothes (left in trailer while out of camp)
- Hiking backpack (not daypack) – keep it light, both camps 1½ - 2 miles away
- Troop hat
- Long pants
- Long-sleeved shirt
- Flashlight with Batteries
- Blanket Bed Roll
- 4-1qt. Water Bottles
- Mess kit
- Toothbrush & toothpaste
- Soap, shampoo & toiletries
- Swimsuit & towel
- Sunscreen
- Leather gloves
- Pocket Knife
- Rain gear
- Camera (optional)
- Clothing of the era (Optional)

High Adventure

Mountain Man Activities

- Blacksmithing
- Dinner with Edible Plants
- Making Fish Hooks and Fishing Spears
- Trip to Indian Painting (Tall Rock Shelter)
- Mountain Man Cooking
- Knife Throw
- Hawk Throw
- Tracking and Track Identification
- Fire Building, Flint and Steel
- Black Powder
- Tanning Hides
- Flint Napping
- Rope Making
- Edible Plants
- Medical Plants
- Trapping, Snares
- Campfire Stories
- Mountain Man Swimming
- Conservation Projects
- Trail Building
- Exploring Game Trails, Canyons, Caves
- Shelter Building
- Knife Sharpening
- Branding

High Adventure

Mountain Man Activities



High Adventure

Cavalry Activities

- Live in military type wall tents
- Chuck wagon style cooking
- Try out real Cavalry uniforms & sabers
- Learn skills and drills of the cavalry
- Black powder shooting
- Fun campfires and storytelling
- Branding & roping
- Learn the history of Fort Davis
- See some breathtaking BTRR scenery
- And much, much more!!!

High Adventure

Cavalry Activities



High Adventure

Mountain Man & Cavalry



- We will schedule a backpack shake down during the week prior to the trip.
- Awaiting additional requested information on the tents, bed rolls and any special personal first aid kit items needed.

June 20th
Mandatory Troop Meeting
for
Summer Campers
plus
Summer Camp PLC Meeting
start at 7:30 and let out about 8:30,
PLC by 9:00

Summer-Camp T-Shirt

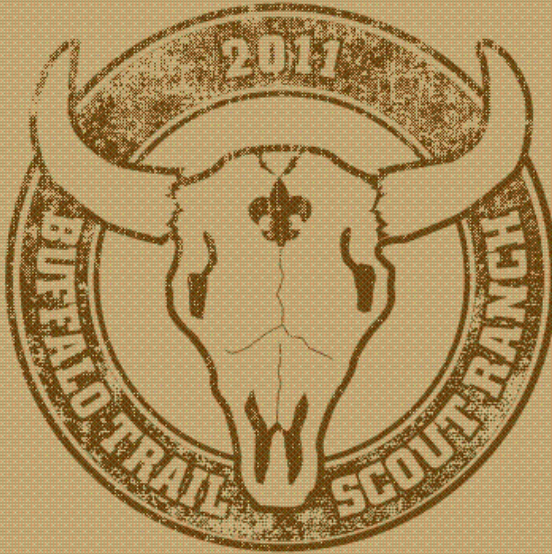
Summer-Camp T-Shirt

2011 Camp Patch Shirt

T-Shirt Color: Tan (Sand)

Ink Color: Brown

Print Location: Full Front Design



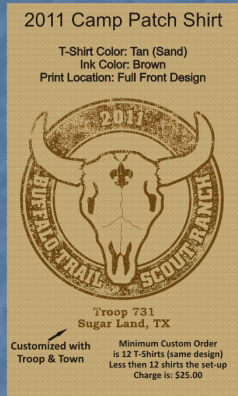
Troop 731
Sugar Land, TX

Customized with
Troop & Town

Minimum Custom Order
is 12 T-Shirts (same design)
Less than 12 shirts the set-up
Charge is: \$25.00



Summer-Camp T-Shirt



- S-XL - \$13.50
- 2XL - \$15
- 3XL - \$17

- Shirts will be customized with:
Troop 1000, Plano, TX
- Orders due by June 6th.
- Make Checks Payable to Troop 1000.

QUESTIONS?