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</tr>
</tbody>
</table>

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2016 Summer Camp Leaders Guide

Camp Charles F. Perry
MAP TO CAMP PERRY

DIRECTIONS

To reach Camp Perry from 77 North bound:
Exit FM 508, East on 508 towards Rio Hondo, and approximately 7.2 miles.
Turn North bound on FM 1420
Camp will be approximately 2 miles on the right

To reach Camp Perry from 77 South bound:
Exit FM 508, East under the over pass, on 508 towards Rio Hondo, approximately 7.2 miles.
Turn North Bound on FM 1420
Camp will be approximately 2 miles on right.
CAMP PERRY LAYOUT
GREETINGS FROM THE CAMP DIRECTORS

Nestled in the heart of the Rio Grande Valley on the Arroyo Colorado is the historic Camp Charles F. Perry, Texas’ longest continuously operated Boy Scout Camp! The 2016 summer camp season will mark the 89th Anniversary of summer camp for the Rio Grande Council at Camp Perry.

Our summer camp staff and I have worked diligently to develop the most enjoyable and successful program for Scouts. From Tenderfoot through Eagle Scout, there will be a program designed to benefit all Scout ranks.

All of Camp Perry’s administrative directors are tenured graduates of the Boy Scouts of America’s National Camping School. All other youth staff members are fully trained and eager to assist your Scouts. The entire camp staff’s main objective is to offer all Scouts and Scouters a flexible and well-rounded program.

The fun and adventure of camping for a summer’s week with friends is a priceless experience for a Scout. Camp Perry fees are kept within reason so that all Scouts and Scouters may have a great summer experience at the lowest possible price.

This guide is designed to help you and your Troop to BE PREARED for a great summer camp experience. Please read through it carefully as you imagine yourself having the summer camp experience of a lifetime with the Rio Grande Council,

Michael Hecht
2016 Summer Camp Director
SUMMER CAMP DATES/Check-In Times

<table>
<thead>
<tr>
<th>Summer Camp Weeks</th>
<th>Dates</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leader Orientation</td>
<td>May 14, 2016 9AM – 11:30AM</td>
</tr>
<tr>
<td>Staff Week</td>
<td>June 12-16, 2016</td>
</tr>
<tr>
<td>Week 1 (Sabbath Friendly Week)</td>
<td>June 20-25, 2016</td>
</tr>
<tr>
<td>Week 2</td>
<td>June 26-July 2, 2016</td>
</tr>
</tbody>
</table>

Check-In Times for Summer Camp:

- Week 1 (June 20-25) - 8:00AM-10:00AM
- Week 2 (June 26-July 2) - 1:00pm-4:00pm

<table>
<thead>
<tr>
<th>Camp Fees:</th>
<th>Youth</th>
<th>Adult</th>
</tr>
</thead>
<tbody>
<tr>
<td>Camp Perry Program</td>
<td>$210</td>
<td>$95</td>
</tr>
<tr>
<td>Camp Perry/Laguna Station Island Adventure</td>
<td>$310</td>
<td>$125</td>
</tr>
</tbody>
</table>

Incoming mail will be delivered to the camp office. It usually arrives before the dinner meal. We encourage family members to write to Scouts while at camp. Mail typically takes 2-3 days to reach Camp Perry from anywhere in The Valley. To ensure that letters and cards arrive on time, parents may want to send them at the very beginning of the week and no later than Wednesday.

Outgoing mail should be deposited in the outgoing mail tray in the camp office by 10:00 AM.

Mailing Address:

CAMP PERRY, BSA. ATTN: Scout Name, Troop 1234
P.O. BOX 2424
HARLINGEN, TX 78551
TEXAS YOUTH CAMPS SAFETY AND HEALTH ACT

On April 16, 2006, the State of Texas passed into law new regulations that affect the Texas Youth Camps Safety and Health Act (Title 25, Part 1, Chapter 265, Subchapter B, Rule 265.12(f)(1a) (f2) (g). This new rule affects all licensed youth camps in the State of Texas and became effective on June 1, 2006. In order for the Boy Scouts of America and the Rio Grande Council to comply with the new state law on protecting our youth, we must require each unit to assist us by providing the items listed below. Your understanding and assistance in this important matter is greatly appreciated.

For every adult (age 18 and older) attending camp, even for one day, the Scouting Unit must provide EACH of the following items.

**Adult Application for Participation**

1. Units must provide the adult application for participation and disclosure form at the back of this guide for every adult attending camp, both registered and non-registered adults. These forms must be completed and turned in to the Rio Grande Council office by **Friday May 20, 2016**. The Rio Grande Council will conduct the required state sexual offender and background checks for each adult on your camp roster. Please turn in the form to the Council Service Center in Harlingen, TX.

2. BSA Youth Protection Training TEXAS Certification Card

3. State law requires that every adult attending camp must provide certification that they have successfully completed youth protection training and have passed the related test. The Texas training will be provided before camp begins (Course days will be placed on the Council Website). Adult leaders, who may have taken the group video discussion version of this course previously or the online training, still must take the in-person Texas Youth Protection Training conducted by Rio Grande Council, BSA authorized instructor. After completing the course, each adult will be provided with a copy of the certification card, which must be turned in at camp during Check-in with the Unit Check in Packet. This card is valid for two years.
MAVERICK SCOUTS – Troop 1927

Camp Perry recognizes that there are Scouts who would like to come to summer camp, even though their own troop may not attend. This can be accomplished by placing Maverick Scouts with other Scout troops that are registered for the week. Depending on the number of registered Maverick Scouts, a BSA volunteer adult over the age of 21 may be appointed to act as Scoutmaster for Maverick Troop 1927.

We will do our best to place individual youth (Maverick Scouts), with a Troop under its own adult leadership. When Scouts have been placed, the Scoutmaster or appointed Staff Scoutmaster will contact each Scout and his family directly. The Scout will be treated as a member of the Maverick Troop if assigned to one during Camp.
Camp Program Guide

WELCOME FROM THE PROGRAM DIRECTORS

Fellow Campers,

Greetings! As we prepare for the upcoming summer camp season, we look forward to seeing you and your Scouts interact with our energetic, camper-focused staff, while becoming fully immersed in the many traditions that have made Camp Perry “home” for so many Scouts & Scouters year after year.

Recently, a program enhancement task force was established to reevaluate our current camp programs and look for new and exciting opportunities to add to Camp Perry’s summer camp program. As a result, there we will continue our additions from last year's Summer Camp this year:

NEW! Laguna Station-Island Adventure (Scouts 15 yrs. +)
NEW! Wewanoma Lodge Internet Café (Adult Leaders only)
NEW! Merit Badge Programs
NEW! Administration and staff
NEW! Sabbath friendly week
Improved! First Year Camper program and curriculum

We look forward to seeing all of you for the best summer experience Camp Perry has ever seen. See you soon!

Rob Forbes
2016 Camp Program Director
Camp Perry has seven separate program areas that are run by a knowledgeable and energetic staff. Five of these areas focus on essential scout skills and merit badges. The other two areas are home to the “Camp Perry Pioneers” (CP²) and “Goat Island Adventure” programs.

Camp Perry Pioneers is a program that targets younger Scouts and provides them the opportunity to earn requirements from Scout through First Class, along with first aid and swimming merit badges.

Goat Island Adventure is Camp Perry’s “high adventure” program that targets boys 14 and older and encourages their personal development.

More information on these program areas can be found on pages 20 and 21 of this Leaders Guide.

Merit badges are designed to fit into five class sessions per day. The class schedule is broken down to three sessions in the morning, and two additional sessions in the afternoon.

This year we are adding our Laguna Station Island Adventure where Scouts 13+ can go to Camp Perry and earn Merit Badges designed for older Scouts from Sunday to Wednesday. On Thursday Scouts will be transported to our Island Adventure to go surfing, paddle boarding, fishing, and kayaking on Friday, the last day a Field Trip to Schlitterbahn.

How to read the M.B.S. (Merit Badge Schedule)

Beginning from left to right the MBS reads as follows:

- **Merit Badge**: The Merit Badge or skill offered;
- **Fee**: Any fee that is in addition to the basic registration fee;
- **Reason**: detailed explanation of the fee is on the page following the MBS;
- **Schedule**: times under the title bar represent the periods which the Merit Badge will take place.
## MERIT BADGE SCHEDULE FOR CAMP PERRY ONLY

<table>
<thead>
<tr>
<th>Time</th>
<th>1st Period</th>
<th>2nd Period</th>
<th>3rd Period</th>
<th>LUNCH</th>
<th>4th Period</th>
<th>5th Period</th>
</tr>
</thead>
<tbody>
<tr>
<td>9:00 AM -</td>
<td>10:00 AM</td>
<td>10:10 AM -</td>
<td>11:20 AM -</td>
<td>12:30 PM</td>
<td>1:50 PM -</td>
<td>3:00 PM -</td>
</tr>
<tr>
<td>10:00 AM</td>
<td></td>
<td>11:10 AM</td>
<td>12:20 PM</td>
<td>1:40 PM</td>
<td>2:50 PM</td>
<td>4:00 PM</td>
</tr>
</tbody>
</table>

### AQUATICS (POOL)
- Swimming
- Snorkeling BSA
- Instructional Swim
- Lifesaving

### AQUATICS (DOCKS)
- Canoeing
- Kayaking & Kayaking BSA
- Rowing
- Motor Boating
- Stand Up Paddle boarding

### SCOUTCRAFT
- Camping
- Cooking
- Emergency Preparedness
- First Aid
- Personal Fitness
- Pioneering
- Wilderness Survival
- Search and Rescue

### NATURE
- Bird Study
- Fish and Wildlife Management
- Environmental Science
- Nature
- Reptile and Amphibian Study
- Soil and Water Conservation
- Astronomy
- Weather
- Space Exploration

### HANDICRAFT
- Art
- "Ba-ther-ving"
- Chess
- Painting
- Welding

### SHOOTING SPORTS
- Archery
- Rifle Shooting
- Shotgun Shooting
DAILY SCHEDULE FOR CAMP PERRY ONLY

For 2016, Camp Perry will have a four-day Merit Badge schedule. Merit Badge classes will be offered Monday, Tuesday, Wednesday afternoon, and Thursday in camp. Wednesday morning and Friday afternoon will follow the same times for meals with make-up time for final Merit Badge work on Friday morning as needed along with Camp Perry Summer Games.

**Do a Good Turn Daily**

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
<th>Day of the Week</th>
</tr>
</thead>
<tbody>
<tr>
<td>6:00 AM – 7:00 AM</td>
<td>Mile Swim and Bird Study/Fish and Wildlife Management/ Environmental Science/ Nature/Astronomy Observation Period</td>
<td>Monday - Friday</td>
</tr>
<tr>
<td>7:15 AM</td>
<td>Flag Ceremony – ALL TROOPS</td>
<td>Monday – Saturday</td>
</tr>
<tr>
<td>7:30 AM</td>
<td><strong>BREAKFAST</strong>*</td>
<td></td>
</tr>
<tr>
<td></td>
<td>*Meet on Parade Grounds for Grace before each meal</td>
<td></td>
</tr>
<tr>
<td>8:15 AM</td>
<td>Adult Leader Meeting</td>
<td></td>
</tr>
<tr>
<td>9:00 AM - 10:00 AM</td>
<td>1st Period</td>
<td>Monday - Friday</td>
</tr>
<tr>
<td>10:10 AM - 11:10 AM</td>
<td>2nd Period</td>
<td></td>
</tr>
<tr>
<td>11:20 AM - 12:20 PM</td>
<td>3rd Period</td>
<td></td>
</tr>
<tr>
<td>12:30 PM</td>
<td><strong>LUNCH</strong>*</td>
<td>Monday - Friday</td>
</tr>
<tr>
<td>1:30 PM – 1:45 PM</td>
<td>Senior Patrol Leader Meeting</td>
<td>Monday - Friday</td>
</tr>
<tr>
<td>1:50 PM - 2:50 PM</td>
<td>4th Period</td>
<td>Monday - Friday</td>
</tr>
<tr>
<td>3:00 PM - 4:00 PM</td>
<td>5th Period</td>
<td>Monday - Friday</td>
</tr>
<tr>
<td>4:15 PM - 5:15 PM</td>
<td>Open Pool, Docks, Ranges, Mile Swim BSA Practice</td>
<td></td>
</tr>
<tr>
<td>6:15 PM</td>
<td>Flag Retreat – ALL TROOPS</td>
<td>Sunday – Friday</td>
</tr>
<tr>
<td>6:30 PM</td>
<td><strong>DINNER</strong>*</td>
<td></td>
</tr>
<tr>
<td>7:30 PM - 9:00 PM</td>
<td>Evening Program</td>
<td></td>
</tr>
<tr>
<td>9:30 PM – 12:30 AM</td>
<td>Astronomy Observational 3 Hours (1 Day Only)</td>
<td></td>
</tr>
<tr>
<td>11:00 PM</td>
<td><strong>LIGHTS OUT</strong></td>
<td></td>
</tr>
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</table>
## MERIT BADGE SCHEDULE FOR LAGUNA STATION ISLAND ADVENTURE

<table>
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<tr>
<th></th>
<th>1st Period</th>
<th>2nd Period</th>
<th>3rd Period</th>
<th>LUNCH</th>
<th>4th Period</th>
<th>5th Period</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>9:00 AM - 10:00 AM</td>
<td>10:10 AM - 11:10 AM</td>
<td>11:20 AM - 12:20 PM</td>
<td></td>
<td>12:30 PM - 1:40 PM</td>
<td>1:50 PM - 2:50 PM</td>
</tr>
</tbody>
</table>

### AQUATICS (POOL)

- Swimming
- Snorkeling BSA
- CP2 Only
- Lunch

### AQUATICS (DOCKS)

- Canoeing
- Kayaking & Kayaking BSA
- Rowing
- Motor Boating
- Stand Up Paddle boarding
- Lunch

### NATURE

- Fishing
- Fish and Wildlife Management
- Lunch
Participant Requirements for Scouts going to Laguna Station:

✓ Participants must be registered members of BSA.
✓ Participants must be 13 years old by January 1 of the year of attendance.
✓ Participants must be able to pass the standard BSA swim test.
✓ All participants must have a Class III BSA Medical Form, including a current health history supported by a medical evaluation within the last 12 months. Inquire early about the medical requirements for participation.
✓ At least one member of each crew must have a current certification in first aid and CPR.

Laguna Station strives to minimize risks to participants and adult leaders through emphasizing proper safety precautions. Most participants do not experience injury during their adventure precisely because they are aware of the risks involved and because they exercise proper safety precautions. If you are planning to attend Laguna Station, you should be physically fit, have proper clothing and equipment, and be willing to follow the instructions of your staff member, work as a team and take responsibility for your own health and safety. By studying this Leader’s Guidebook, a crew can be properly prepared for the contingencies that may arise during your adventure.

Parents, guardians, adult leaders, and participants in Station programs are advised that Station programs, and journeying to and from the Station, can involve exposure to accident, illness, and/or injury associated with a physically demanding high adventure program conducted in a sometimes hostile aquatic environment.

Participants may be exposed to severe weather conditions such as high heat and humidity, tropical storms and intense tropical sun. Other possibilities include sunburn, heat exhaustion, heat stroke, dehydration, asthma and heart attacks.

Sea creatures such as stingrays, anemones, sea urchins, jellyfish and sharks pose little or no threat if safe distances and respect are given to them.

Laguna Station is dedicated to the mission of serving young people in a safe, educational and enjoyable aquatic environment. We are prepared for contingencies, trained for emergencies, and able to act in an expedient manner in case of emergencies. The Station staff is trained in first aid, CPR, preventing accidents, and in reacting and responding to accidents, injuries and illness. Furthermore, professional medical services such as hospitals and physician's offices are a short distance from Station programs and the Station maintains a working agreement with these facilities.

We hope that this information will motivate leaders, parents, guardians and participants to be prepared and informed. By working together as well prepared and informed Scouters can all enjoy a safe Laguna Station/South Padre Island High Adventure experience.
**2016 MERIT BADGE PRE/POST-REQUISITES**

*A signed letter from the Scout’s Scoutmaster attesting that the Scout has completed each pre/post-requisite will be needed for validation. This validation should either be provided before camp to the Program Director or on the first day of classes. Items & Supplies will be available at the Trading Post at Summer Camp.*

<table>
<thead>
<tr>
<th>PROGRAM</th>
<th>PRE/POST-REQUISITES*</th>
<th>ADD'L COST/AGE LIMIT/MISC.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AQUATICS</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pool</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Swimming, Snorkeling BSA</td>
<td>Be prepared to complete BSA swimmer test as outlined in Req. #2 of Swimming merit badge and Req. #1 in Snorkeling BSA at Camp</td>
<td>Bring swim trunks, water shoes, Snorkeling equipment e.g. (Snorkel, goggles with nose cover, flippers.</td>
</tr>
<tr>
<td>Instructional Swim</td>
<td>None</td>
<td>Bring swim trunks, water shoes</td>
</tr>
<tr>
<td>Lifesaving</td>
<td>Req. #1a (#9b will be done at Camp), #13b</td>
<td>Bring swim trunks, water shoes</td>
</tr>
<tr>
<td>BSA Lifeguard</td>
<td>Pre-Req.: #1 &amp; #2 Req.: #6</td>
<td>Be at least 15 years old, bring swim trunks, water shoes, and a copy of a valid First Aid/CPR card provided 120 days within course completion.</td>
</tr>
<tr>
<td><strong>DOCKS</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Canoeing</td>
<td>Be prepared to complete BSA swimmer test as outlined in Req. #2 of Canoeing merit badge at Camp</td>
<td>Bring swim trunks, water shoes</td>
</tr>
<tr>
<td>Kayaking &amp; Rowing</td>
<td>Be prepared to complete BSA swimmer test as outlined in Req. #2 of Kayaking and Rowing merit badges at Camp</td>
<td>Bring swim trunks, water shoes</td>
</tr>
<tr>
<td>Motorboating</td>
<td>Be prepared to complete BSA swimmer test as outlined in Req. #2a of Motorboating merit badge at Camp</td>
<td>$10.00 additional cost for gasoline Be at least 14 years old, bring swim trunks, water shoes</td>
</tr>
<tr>
<td>BSA Stand Up Paddleboarding</td>
<td>Be prepared to complete BSA swimmer test as outlined in Req. #2 of BSA Stand Up Paddleboarding activity badge at Camp</td>
<td>Bring swim trunks, water shoes</td>
</tr>
<tr>
<td><strong>SCOUTCRAFT</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Camping</td>
<td>Req.: #4, #5e, #7, #8c, #8d, #9</td>
<td>Paperwork may be done prior to camp</td>
</tr>
<tr>
<td>Cooking</td>
<td>Req. #5</td>
<td>$10.00 for cooking supplies and groceries. Bring a kitchen apron, if possible</td>
</tr>
<tr>
<td>Emergency Preparedness</td>
<td>Req.: #1, #2b, #6c, #7, #8c (bring to Camp)</td>
<td>None</td>
</tr>
<tr>
<td>Activity</td>
<td>Req.:</td>
<td>Cost</td>
</tr>
<tr>
<td>----------------------------------------------</td>
<td>-------</td>
<td>-----------------------------</td>
</tr>
<tr>
<td>First Aid</td>
<td>#1</td>
<td>$10.00 for first aid supplies</td>
</tr>
<tr>
<td>Personal Fitness</td>
<td>#1, #8</td>
<td>None</td>
</tr>
<tr>
<td>Pioneering</td>
<td>#2a</td>
<td>None</td>
</tr>
<tr>
<td>Search and Rescue</td>
<td>#5, #6</td>
<td>None</td>
</tr>
<tr>
<td>N A T U R E</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bird Study</td>
<td>#2</td>
<td>Bring binoculars, if possible</td>
</tr>
<tr>
<td>Fish and Wildlife Management</td>
<td>#5, #8</td>
<td>Bring binoculars, if possible</td>
</tr>
<tr>
<td>Environmental Science</td>
<td>#1, #3e, #3f</td>
<td></td>
</tr>
<tr>
<td>Reptile and Amphibian Study</td>
<td>#8</td>
<td></td>
</tr>
<tr>
<td>Astronomy</td>
<td>#5b</td>
<td>Telescopes are available at camp</td>
</tr>
<tr>
<td>Weather</td>
<td>#9</td>
<td></td>
</tr>
<tr>
<td>Space Exploration</td>
<td>#2</td>
<td>$10.00 for rocket supplies</td>
</tr>
<tr>
<td>H A N D I C R A F T</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Art</td>
<td>#6</td>
<td>$10.00 for art kit</td>
</tr>
<tr>
<td>Basketry</td>
<td>None</td>
<td>$14.00 for seat top kit, round reed basket, and square flat reed basket</td>
</tr>
<tr>
<td>Leatherwork</td>
<td>None</td>
<td>$8.00 for leatherwork kits</td>
</tr>
<tr>
<td>Wood Carving</td>
<td>#2a</td>
<td>$12.00 for Wood Carving kit</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Bring eyewear protection, if possible</td>
</tr>
<tr>
<td>Painting</td>
<td>None</td>
<td>Bring eyewear protection $5.00 Cost for paint supplies</td>
</tr>
<tr>
<td>Welding</td>
<td>None</td>
<td>$10.00 for welding supplies</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Bring eyewear protection</td>
</tr>
<tr>
<td>S H O O T I N G S P O R T S</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Archery</td>
<td>None</td>
<td>$8.00 for archery kits, glue, bow lines</td>
</tr>
<tr>
<td>Rifle Shooting</td>
<td>#1f   (bring to Camp)</td>
<td>$7.00 for ammunition, cleaning supplies, and target copies</td>
</tr>
<tr>
<td>Shotgun Shooting</td>
<td>#1f   (bring to Camp)</td>
<td>$10.00 for clays, shotgun shells, and cleaning supplies</td>
</tr>
<tr>
<td>C A M P P E R R Y P I O N E E R S (C P²)</td>
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</tbody>
</table>
| Any merit badges that are not listed on the 2016 Merit Badge Pre/Post-Requisites may be completed during Summer Camp at Camp Perry.
The Camp Perry pool area is home to swimming based merit badges and activities. The programs held here are designed to improve a Scout’s skills in the water. The pool is also the location of a few mid-week camp activities and swimming competitions.

**AQUATICS PROGRAMS (ACTIVITY BADGES)**

**INSTRUCTIONAL SWIM** - Non-swimmers and those who cannot finish the BSA Swimmer Test, will finally have a chance to work on their swimming skills with supportive lifeguards. Scouts can work toward passing the Swimmer Test by the end of the week.

**BSA LIFEGUARD** – This training program can be completed in one week but it requires commitment. Candidates must attend early morning sessions as well as practice during Troop Swims and Open Swim. The minimum age to receive this certification is 15. Please show evidence of current training in American Red Cross First Aid and American Red Cross CPR/AED for the Professional Rescuer or equivalent (includes any training for a camp health officer recognized by BSA national camp standards). Must be completed within 120 Days.

**MILE SWIM BSA** - This program will require four hours of practice throughout the week with practice occurring every day. Mile Swim will start out with short distances and will build up to a full mile swim. Scouts who complete this activity badge will earn the BSA Mile Swim Award.

**SNORKELING BSA** - The Snorkeling BSA requirements introduce Scouts and adult leaders to the special skills, equipment, and safety precautions associated with snorkeling. A Scout or Scouter must be classified as a swimmer to take this course. Snorkeling gear (mask, fins, and snorkel) will be provided for this course although it is highly encouraged for anyone to bring their own snorkeling equipment if possible.

**AQUATICS MERIT BADGES**

**SWIMMING**
This Eagle-required merit badge is one of the most popular and useful merit badges a Scout can earn. All requirements, including the BSA swimmer test will be performed during Summer Camp at Camp Perry.

**LIFESAVING**
This is an advanced merit badge which challenges Scouts to reach new limits.
The Docks are home to Camp Perry’s boating merit badges and are located along the Arroyo Colorado River. Here, our staff places emphasis on a scout’s awareness of safety afloat and teaches him methods to master his skills on the water.

**AQUATICS PROGRAMS (ACTIVITY BADGES)**

**BSA STAND UP PADDLEBOARDING** - The BSA Stand Up Paddleboarding (SUP) award introduces Scouts to the basics of SUP on calm water, including skills, equipment, self-rescue, and safety precautions.

**AQUATICS MERIT BADGES**

**CANOEING**

While canoeing on the Arroyo, Scouts will learn the basics of water safety. This course can be difficult for younger, smaller Scouts. There will be extra practice time during open boating. A Scout must be classified as a swimmer to take this Merit Badge.

**KAYAKING (MERIT BADGE) & KAYAKING BSA (ACTIVITY BADGE)**

This merit badge and activity badge will introduce Scouts to recreational kayaking and help prepare them for advanced paddle sports such as touring/sea and whitewater kayaking.

**ROWING**

Rowing is a fun but challenging badge. Scouts will need physical endurance to be able to keep up with the demand of this course. A Scout must be classified as a swimmer to take this Merit Badge.

**MOTORBOATING**

Along with the thrill of operating a motorboat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical “rules of the road” and gaining the general knowledge and skills to operate a boat safely. A Scout must be classified as a swimmer to take this Merit Badge.
<table>
<thead>
<tr>
<th>Merit Badge</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SCOUTCRAFT</strong></td>
<td></td>
</tr>
<tr>
<td><strong>CAMPING</strong></td>
<td>Learn about what is truly behind the principles of “Leave No Trace” and The Outdoor Code. This merit badge is challenging and fun to complete at camp! Scouts will find it helpful to complete as much paperwork as possible at home before camp.</td>
</tr>
<tr>
<td><strong>COOKING</strong></td>
<td>Scouts will be challenged to cook for themselves a minimum of one breakfast, lunch, and dinner. This course will develop Scouts to make camp cooking simple.</td>
</tr>
<tr>
<td><strong>EMERGENCY PREPAREDNESS</strong></td>
<td>This Eagle required merit badge will help Scouts prepare themselves for a variety of emergency situations.</td>
</tr>
<tr>
<td><strong>FIRST AID</strong></td>
<td>Scouts should have the basic first aid skills from the Tenderfoot through First class requirements before attempting this course.</td>
</tr>
<tr>
<td><strong>PERSONAL FITNESS</strong></td>
<td>Personal Fitness is an Eagle Required Merit Badge that is well worth beginning at Camp. This badge requires 12 weeks of documentation for Req. 7 and 8 which must be completed outside of camp.</td>
</tr>
<tr>
<td><strong>PIONEERING</strong></td>
<td>Learn the skills need to build simple, and complex structures using spars and lashings. Scouts should have the basic knowledge of pioneering (2nd and 1st Class requirements). Participants will need time outside of class to complete projects and splicing. Bring your gloves and a pocketknife.</td>
</tr>
<tr>
<td><strong>SEARCH AND RESCUE</strong></td>
<td>This badge will cover skills like working around specialized teams such as aircraft, canine, and aquatic rescue teams, and identifying differences between search and rescue environments, such as coastal, wilderness, rural, and urban landscapes.</td>
</tr>
<tr>
<td><strong>WILDERNESS SURVIVAL</strong></td>
<td>In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. Gaining the skills of wilderness survival can help make everything right again.</td>
</tr>
</tbody>
</table>
HANDICRAFT

**ART**
Want to learn about art and painting and design? Take this challenging Merit Badge and discover the artist in you!

**BASKETRY - LEATHERWORK – WOOD CARVING**
("BA-THER-VING")
*All combined!

**BASKETRY**
Make some homemade baskets, take them home and remember them forever! You’ll have a chance to weave a round and square basket. Scouts may need to spend time outside of class to complete.

**LEATHERWORK**
Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used and be challenged to master skills like hand stitching, lacing, and braiding.

**WOODCARVING**
Have you ever tried carving wood with a pocketknife? This class is recommended for older Scouts. Bring your sharp knife and Totin’ Chip (a prerequisite). Please bring gloves and eye protection.

**CHESS**
The game of chess will teach the Scout to use strategy and can improve his critical thinking skills. It’s a game played on every continent around the globe. Take part in playing and learning the tradition of chess.

**PAINTING**
This merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and practical aspects.

**WELDING**
Opportunities in the welding field are endless, and Scouts earning their welding merit badge can not only explore the fundamentals of welding, but also learn about the different career paths within the industry.
NATURE

The Nature Area is home to merit badges that focus on our environment and everything that makes it up, from the creatures of the air and the shifting of the earth to the mysteries of the ocean and the realms of space.

ASTRONOMY

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.

BIRD STUDY

Birds are among the most fascinating creatures on Earth. Amateur birders have made many of the most important discoveries about birds and how they live. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.

ENVIRONMENTAL SCIENCE

This Eagle required merit badge includes a great deal of paper work, some can be done at home. This is a very challenging merit badge and requires significant writing.

FISH AND WILDLIFE MANAGEMENT

Wildlife management is the science and art of managing the wildlife—both animals and fish—with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention.
MAMMAL STUDY
A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.

NATURE
There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

REPTILE AND AMPHIBIAN STUDY
Boys always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife and knowing about venomous species can help Scouts be prepared to help in case of an emergency.

SOIL AND WATER CONSERVATION
Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

SPACE EXPLORATION
Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.

WEATHER
Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.
This program area offers Scouts the opportunity to participate in exciting shooting sports! Come and learn a new skill or master one you already have.

Visitors are not allowed in the Shooting Sports Area, due to safety reasons. Only Staff members and Scouts participating in the merit badge may be on the range. Scouts not currently taking the merit badge but needing to work on completing badges previously started must attain permission from staff before entering the range.

ARCHERY
Archery is great fun- some previous knowledge of this skill may be beneficial. It is mandatory that Scouts attend open Archery to qualify for their Merit Badge.

RIFLE SHOOTING
To earn this merit badge, Scouts must not only learn gun safety, cleaning, and proper use and positioning but they must also score a reasonably high score on 5 targets with 5 shots each. It is mandatory that the Scout also sign up for open rifle. This is a challenging merit badge and Scouts may find it difficult to qualify. Be prepared to spend time coming to every open shoot in order to qualify. Scouts must be 14 and older to take the class.

SHOTGUN SHOOTING
Please be aware that the shotguns are heavy. Physically smaller Scouts may not be able to hold the shotgun, and if so, will not be able to complete the course! Scouts must hit 24 out of 50 targets Scouts hoping to earn this merit badge must be at least 14 years old.

CAMP WIDE PROGRAMS

EVENING PROGRAMS
Every evening after dinner Scouts and leaders are welcome to attend the special evening program. On Sunday Evening we will hold the Opening Campfire at the Bowl at 8:30 p.m., Tuesday Evening will be Movie Night and cracker barrel. Wednesday Evening is the “Scouts Own- Non Denominational Service” at the Chapel. Thursday Evening will be the Scoutmaster Dinner in the OA Lodge followed by the Order of the Arrow ice cream social. Friday Evening will be Closing Campfire at the bowl followed immediately by the Order of the Arrow Callout Ceremony. For Sabbath friendly week on June 20-25th, 2016, we will hold the Opening Campfire at the Bowl on Monday at 8:30PM. Everything else remains the same.

CAMP WIDE TRIATHLON
This year the camp wide games will take place on Thursday evening. Troops will take part in competitions throughout the week to earn points. Most of these points will be earned in “Camp Perry Triathlon on Thursday evening. Troops may also earn points by participating in events such as the watermelon shoot and mile swim and/or by completing a conservation project at camp. Points will also be given for campsite inspection scores. A detailed list of these events and projects will be provided upon arrival at camp.
ADULT LEADER PROGRAMS

SCOUTMASTER COOKOFF

On Thursday of each week Camp Perry will hold its Annual Camp Perry Scoutmaster Cook-off. Scoutmasters and Assistant Scoutmasters from each Troop will face-off in a Dutch oven competition. Troop leaders will need to choose a dessert, purchase the ingredients and supplies, set-up their cooking area, and will have exactly two (2) hours to prepare, cook, and present their dishes at the Annual Scoutmasters Dinner. Prizes will be awarded to the first, second, and third place winners. Judges will be volunteers from non-Camping Troops and community leaders.

Adult Leader Training Opportunity at Summer Camp! (New Program for 2016!)

Prerequisites:
1. Age and Physical Fitness:
   A. Be 15 years old or older prior to training
   B. Submit written evidence of physical fitness
   C. Complete Safe Swim Defense training
2. Swimming Ability:
   A. Complete the BSA Swimmer Test: Jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.
   B. Recover a 10-pound weight from 8 feet of water.

Training for BSA Swimming & Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training. Persons completing the training should be better able to assess their preparation to supervise unit swimming events. The BSA recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. This training is open to any registered adult leader, Scout, Venturer, or Explorer who is age 15 or older. A council approved instructor must directly supervise all training. The course takes approximately eight hours and is valid for three years.
CAMP PERRY PIONEERS “CP²”

Camp Perry offers the CP² program to provide structured, basic Scout skills as a part of the summer camp program for the first year camper. The program involves new Scouts in a patrol setting, led by CP² staff members. Scouts will participate in skills instruction and other advancement situations throughout day. Scouts will be organized into patrols and will work together during the same class all week, using the patrol method. Scouts enrolled in the CP² program are not restricted to only Tenderfoot Requirements, but will progress toward Second and First Class requirements. There will also be requirements completed towards First Aid, Swimming and Leatherwork Merit Badges. Totin’ Chip, Fire’mn Chit, and the Paul Bunyan Woodsman Awards will be also be offered. Merit Badge completion is not guaranteed, but is possible.

The Camp Perry Pioneers program is meant to help Scouts:

- Instill the patrol method.
- Develop Scout skills through fun and effective teaching.
- Participate in long-term camping experience.
- Observe the Scout Oath and Law through the week of summer camp.
- Build excitement about Scouting through meaningful ceremonies to recognize their achievements throughout the week.
- At the end of the week, participate in a controlled overnight wilderness campout with CP² staff.

Requirements Addressed:

Tenderfoot: 1, 2, 3, 4, 5, 6, 7, 8, 9, 11, 12
Second Class: 1a, 2, 3c-3g, 4, 5, 6, 7, 8
First Class: 1, 5, 6, 7, 8, 9, 11

How you can take advantage of this program:

While planning your CP² attendance, talk to new Scouts and their parents about this program and what it offers. Encourage their attendance and encourage completion of some (or all) of the requirements which are not taught at Camp.

Just like Merit Badge pre-requisites, if Scouts complete Tenderfoot requirements #10 thirty days before Camp, by the end of Summer Camp they may have only requirement #13; a Scoutmaster Conference; and Board of Review remaining for advancing to Tenderfoot. Likewise, if Scouts complete Second Class requirements: #1b, #3a, #3b, #9, #10, and #11 before Summer Camp, by the end of Camp they may have only requirement #11; a Scoutmaster Conference; and Board of Review remaining to advance to Second Class.
Finally, if the boys complete First Class requirements: #2, #3, #4, #8b, #8c, and #10 before Summer Camp, then by the end of Camp they may have only requirement #12; a Scoutmaster Conference; and Board of Review remaining to possibly advance to First Class, in addition to Tenderfoot and Second Class.

Foreword

Welcome to Boy Scouts of America and to the Camp Perry Pioneers Program that targets younger Scouts and provides them the opportunity to earn requirements from Scout through First Class, along with first aid and swimming merit badges.

Camp Perry offers the CP2 program to provide structured, basic Scout skills as a part of the summer camp program for the first year camper. The program involves new Scouts in a patrol setting, led by CP2 staff members. Scouts will participate in skills instruction and other advancement situations throughout day. Scouts will be organized into patrols and will work together during the same class all week, using the patrol method. Scouts enrolled in the CP2 program are not restricted to only Tenderfoot Requirements, but will progress toward Second and First Class requirements. There will also be requirements completed towards First Aid, Swimming and Leatherwork Merit Badges. Totin’ Chip, Fire’n Chit, and the Paul Bunyan Woodsman Awards will be also be offered. Merit Badge completion is not guaranteed, but is possible.

The Camp Perry Pioneers program is meant to help Scouts:

- Instill the patrol method.
- Develop Scout skills through fun and effective teaching.
- Participate in long-term camping experience.
- Observe the Scout Oath and Law through the week of summer camp.
- Build excitement about Scouting through meaningful ceremonies to recognize their achievements throughout the week.
- At the end of the week, participate in a controlled overnight wilderness campout with CP2 staff.

How you can take advantage of this program:

While planning your CP2 attendance, talk to new Scouts and their parents about this program and what it offers. Encourage their attendance and encourage completion of some (or all) of the requirements which are not taught or can be completed at Camp.

All training participants will become familiar with Scout unit’s meetings and activities. Day three of the training parallels the experiences of a Scout unit setting out on a challenging outdoor experience.

What should you take with you?

Carry your Outdoor Essentials on every Scout outing. When you want to camp out under the stars, add personal and group overnight gear. Use the following checklists to gather what you’ll need:
Patrol Meeting: Uniform Inspection

- Class A Official Boy Scout Shirt
- Boy Scout Pants
- Boy Scout Belt
- Boy Scout Socks

Bring a backpack with the correct equipment for overnight wilderness campout

- Pocket knife to earn Totin’ Chip
- Extra clothing
- Rain gear
- Water bottle
- Flashlight
- Sun protection
- Sleeping bag, or two or three blankets
- Sleeping pad
- Ground Cloth
- Eating Kit
- Personal Cleanup kit

Each Scout will need to bring $31.00 to cover the cost of the compass, materials to make their first aid kit, leatherwork kit, rope to tie knots, hitches and lashings, and foil pack supplies, Camp Perry Pioneers program certificates and neckerchief and slide.

These are the Rank Requirements that cannot be completed at Camp Perry:

Scout Rank Requirements: 6 and 7

Tenderfoot: 6a, 6b, 10, and 11

Second Class: 3c, 7a, 7b, 7c, 8a, 8b, 8c, 8d, 8e, 10, 11, and 12

First Class: 1a, 1b, 2a, 2b, 2c, 2d, 2e, 7d, 7e, 8a, 8b, 9a, 9b, 9c, 9d, 10, 11, 12, and 13
AWARDS

Camp Perry Spirit Award
Troops that show their Scout spirit may be granted the coveted Camp Perry Spirit Award. To be awarded this honor, Scout spirit must be present in a natural, everyday fashion. True evidence of Scout spirit comes from the way a Troop behaves at the swimming pool to the way a Scout patrol gives a special effort to make camp better for everyone. Keep in mind for this award the eighth point of the Scout law, and the Scout slogan.

Model Campsite Award
The Troop’s campsite arrangement and orderliness reflects upon the Troops standards. Living in a clean and well-organized campsite helps a Scout feel pride in himself and in Scouting. Listed below are aspects of a well-organized Troop campsite. A Camp Commissioner will visit your campsite during the day. The commissioner may share ideas with you about ways to improve your site. For your Troop to be awarded a Model Campsite Award, it should possess the following attributes:

- U.S. and Troop/Patrol flags displayed with Troop identification.
- Daily schedule, merit badge schedule, and Troop/Patrol duty rosters clearly posted
- Wet clothing, towels, etc. hung on proper clothesline
- Pitched tents should be in a proper line/formation with respect to size of campsite
- Food and cooking gear, if any, cleaned and properly stored
- Campsite clear of preventable hazards and safety issues, with first-aid kit and visible
- Campsite laid out with clear and safe walking lanes away from Fire Rings.
- Tents and flies pitched correctly and taut using proper knots.
- All tripping hazards or ropes connected to tents should be flagged in all needed areas
- Tents marked with “NO FLAME IN TENT” stencil or sign.
- Campsite clean and litter-free; personal items stored; surfaces clean.
- Trash bags emptied regularly.
- Bulletin board with fireguard chart, emergency procedures, and intrusion procedures posted.
- Patrol flags or other markings so patrol areas are clearly identifiable.
- Sanitation supplies (hand-washing station) visible.
- Tarp, canopy or dining fly for shade.

Extra Points:
- Troop/Patrol equipment properly stored (Saw/Axe Yard separate from central site and labeled/marked)
- Pioneering style campsite improvement projects

Honor Camper
The youth and adult leaders of each Troop select the honor campers for their patrols near the end of the camp week. These campers should exemplify Scout spirit and positive attitude and should stand out from the other Scouts in the Troop. The maximum number on honor campers for each Troop is one per patrol. Other Scoutmasters may also nominate Scouts from another Troop to truly exemplifying the Scout Oath and Law. All nominations should be turned into the camp director and will be due on Thursday after dinner.
FOR LEADERS – BEFORE AND DURING CAMP

BEFORE CAMP

Below are the items due at Check-in for ALL attending during the week!

1. BSA Tour Plan
2. Scout Medication Log/Routine Drug Administration Record
3. Adult BSA and Texas Youth Protection Certification Copy
4. Adult Leader Registration Card Copy
5. Annual Health & Medical Records Copy for ALL ATTENDING FOR THE WEEK
6. Out of Council Units ONLY - Proof of Accident Insurance

In order to comply with the Texas Youth Camp safety and Health Act all leaders need to ensure that all adults who will be in camp are listed on the adult leader roster. It must be submitted to the Rio Grande Council Office no later than May 20, 2016. Also, be prepared to participate in the Texas Youth Protection Training at camp.

Out of town units must bring proof of accident insurance documentation.

Scouts will need a Swim check and need to bring appropriate swim gear. It is suggested that you remind them to pack their gear where it is easily accessible or wear it under their Scout shorts at check in Sunday.

**Procedures:** All Scouts will be taken to the pool where any Scouts needing swim checks will be tested. Anyone not taking the swim check during summer camp, will be classified as a “Non-Swimmer”. The Troop Guide will complete the tour of camp, and drop you back at your campsite, to complete setup.

**Reminder:** ALL medications, except those specifically required to be carried by the individual, MUST be turned in to the camp Health Officer upon arrival at camp, where they will be kept locked up for the duration of the week. Scoutmasters need to complete the medication log located in the appendix. Please ensure that any Scouts on medication report to the Health Lodge to receive it at the required times.

**Vehicles:** No vehicles are allowed beyond the camp office, and definitely not permitted onto trails.

**Campsites:** Troops have found it helpful to bring a garden wagon to help transport items from the parking lot to their campsite. We have wheel barrows available that may be checked out with the quartermaster.

**Flag Retreat & Dinner:** All Scouts should report to the parade field in field uniforms at 6:20 p.m. for flag retreat. All Scouts will be then released from flag to the dining hall. All Scouts should walk (rather than run) to the Arroyo side entrance of the Dining Hall, and please line up at the screen door.
Leaders Orientation Meeting: At least one adult from each Troop MUST attend the leader’s introduction meeting immediately after dinner on Sunday. The S.P.L. is also encouraged to attend the meeting. This meeting will be held after dinner in the O.A. Lodge. If there are any scheduling or location changes, they will be announced during dinner or after Flag ceremony. At this meeting, Leaders will need to turn in a headcount for the Thursday night Scoutmaster Dinner.

DURING CAMP

At no point during the duration should a Troop remain at camp without the Guide to Safe Scouting’s Two Deep Leadership. Leaders are asked to periodically check on Scouts during merit badge classes to observe Scouts.

In the warm summers at Camp Perry, we would like to ask that all Scout leaders help us control dehydration. If a Scout claims they have a headache, stomachache, are homesick, or aren’t hungry, then ask them to drink water as they are probably on the verge of dehydration. We recommend a minimum of 8 fluid ounces of water per hour for Scouts in this environment.

Scoutmasters are welcomed to utilize the Wewanoma Lodge Internet Café for accessing Camp Perry’s WiFi internet. To receive the pass code, please visit the Office.

Camp Perry will also have a list of service projects readily available for Scoutmasters to participate in. If you have a trade or skill, help Camp Perry in a service project to improve camp life.

During Summer Camp, there will be several adult leader training courses taught. Please consult with the office for a schedule of Adult Leader Training.

Scout leaders also need to attend the daily Scoutmaster meeting. This meeting provides Troop leadership with the opportunity to discuss problems with the camp staff, learn new things, and sign up for various activities. It is mandatory that a minimum of one leader per Troop attends this meeting.

The Scoutmaster needs to oversee that the S.P.L. (or his designee) attends the daily S.P.L. meeting in the O.A. Lodge. This meeting will take place after lunch and will provide S.P.L.’s the opportunity to express concern, collaborate, and volunteer for events. They will also receive information regarding the daily campsite inspection, upcoming events, announcements, changes in program, and other information. It is mandatory that each Troop is represented at these daily meetings. Camp Conclusion - Saturday Morning
Saturday morning, once all Troop gear has been removed from the campsite, and the grounds have been swept, the S.P.L. or Scoutmaster may request that a Staff member check their campsite to complete the checkout process. The staff members will then complete the process of inspecting the campsite, and checking out the Troop and releasing the Troop for departure.

Before departure, be sure to check the office for any last details and information. All Scouts should check the Lost & Found to see if any of the Scouts have left their “stuff” behind.
ORDER OF THE ARROW

The Order of the Arrow is the National Brotherhood of Scout Honor Campers, chartered by the National Council of the Boy Scouts of America. A representative from the Order of the Arrow will be present at camp and will coordinate Friday night’s Ordeal Callout Ceremony with troop leadership.

The Order of the Arrow will conduct the Ordeal Callout Ceremony following the Closing Campfire on Friday night. The ceremony should begin at 8:30 pm.

INDIVIDUAL SCOUT EQUIPMENT

- Make sure to mark all personal items with your name and troop number.
- Personal Valuables (wallets, money, cell phone) should be left in a safe place not visible
- Health and Safety are of upmost importance to Camp Perry Staff!!
- Scoutmasters: Remind Scouts and parents that closed toed shoes are to be worn at all times unless you are in your tent, pool, or showering.

<table>
<thead>
<tr>
<th>Required</th>
<th>Optional</th>
</tr>
</thead>
<tbody>
<tr>
<td>Signed Medical Report Form</td>
<td>Writing material</td>
</tr>
<tr>
<td>Scout Handbook</td>
<td>Backpack</td>
</tr>
<tr>
<td>Scout Uniform and Belt</td>
<td>Fishing Rod &amp; Tackle</td>
</tr>
<tr>
<td>Socks &amp; Scout Socks (7 or 8 pairs)</td>
<td>Camera &amp; film</td>
</tr>
<tr>
<td>Shorts &amp; Scout Shorts</td>
<td>Bible &amp; Prayer Book</td>
</tr>
<tr>
<td>5 or 6 shirts (no tank tops)</td>
<td>Work Gloves</td>
</tr>
<tr>
<td>Shoes (Closed Toe) or Hiking Boots</td>
<td>Dirty Clothes Bag</td>
</tr>
<tr>
<td>Water Shoes (Aqua Socks) for swimming pool or waterfront</td>
<td>Combination lock</td>
</tr>
<tr>
<td>Cap or Hat (for sun protection)</td>
<td>Mosquito Netting</td>
</tr>
<tr>
<td>Underwear</td>
<td>Rash Guard for aquatic activities</td>
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<tr>
<td>Pajamas or sleeping clothing</td>
<td>Sunglasses</td>
</tr>
<tr>
<td>Sleeping gear (sheets are fine)</td>
<td>Battery operated fan</td>
</tr>
<tr>
<td>Pillow</td>
<td>Trail Food</td>
</tr>
<tr>
<td>Cot</td>
<td>Water Survival Clothing (for Scouts taking the Swimming or Lifesaving Merit Badges)</td>
</tr>
<tr>
<td>Personal First Aid Kit</td>
<td>Shoes</td>
</tr>
<tr>
<td>Poncho or Rain Coat</td>
<td>Socks</td>
</tr>
<tr>
<td>Towels &amp; Wash cloth</td>
<td>Swim suit</td>
</tr>
<tr>
<td>Soap &amp; Shampoo</td>
<td>Long Pants</td>
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<tr>
<td>Toothbrush &amp; Toothpaste</td>
<td>Belt</td>
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<tr>
<td>Comb, Brush &amp; Mirror</td>
<td>Long-Sleeved shirt</td>
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<tr>
<td>Flash light (and extra batteries)</td>
<td></td>
</tr>
<tr>
<td>Pocket Knife &amp; “Totin’ Chip”</td>
<td></td>
</tr>
<tr>
<td>Insect Repellent (no aerosol)</td>
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</tr>
</tbody>
</table>

32
<table>
<thead>
<tr>
<th>Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>Swim suit (No cutoffs)</td>
</tr>
<tr>
<td>Sun Screen</td>
</tr>
<tr>
<td>Boy Scout Handbook</td>
</tr>
<tr>
<td>Water Bottle or Canteen &amp; Cup</td>
</tr>
<tr>
<td>Spiral Notebook</td>
</tr>
<tr>
<td>Pen or Pencils</td>
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<tr>
<td>Completed Merit Badge Work</td>
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<tr>
<td>Spending Money</td>
</tr>
<tr>
<td>Matches / Lighter &amp; Firestarter “Fire’mn Chit”</td>
</tr>
<tr>
<td>Wrist watch</td>
</tr>
</tbody>
</table>

**Don’t Bring:**
- Personal electronic items such as radios, CD players, tape players, TV’s, Gameboys, cell phones.
- Fireworks
- Sheath or hunting knives
- Bicycles
- Pets
- Hammocks
- Personal Firearms
- Jewelry or other expensive items
- Personal Bows & Arrows

**TROOP EQUIPMENT**

- Tents must display the warning “NO FLAMES IN TENTS” on the outside doorway.
- Don’t forget the duct tape, thumb tacks, vice grips and other useful tools.
- Troops may purchase bags of ice in the trading post. Tickets are sold for $2.00 per bag. They may be picked up in the kitchen.
- Ask the office or camp directors if you have any questions.

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<th>Item</th>
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<tr>
<td>Patrol Flags</td>
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<tr>
<td>Lanterns (Propane is favored)</td>
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<tr>
<td>Matches or lighters</td>
</tr>
<tr>
<td>Dining flies, poles, stakes</td>
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<tr>
<td>Hammers &amp; other hand tools</td>
</tr>
<tr>
<td>5 Gallon water jugs</td>
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<tr>
<td>Ice Chests</td>
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<tr>
<td>Trash bags</td>
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<tr>
<td>Troop sign (should include Troop number)</td>
</tr>
<tr>
<td>Troop flag</td>
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<tr>
<td>U.S. Flag</td>
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<tr>
<td>Twine &amp; Poles for lashing</td>
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</tbody>
</table>

**Bulletin board:**
- Bulletin Board
<table>
<thead>
<tr>
<th>Lockable storage container</th>
<th>Camp Roster</th>
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<tbody>
<tr>
<td>Troop first aid kit</td>
<td>Troop Duty Roster</td>
</tr>
<tr>
<td>Compass</td>
<td>Emergency Procedures</td>
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<tr>
<td>Shovels, rakes, hoes, bow saws, loppers</td>
<td>push pins, etc. (for bulletin board)</td>
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<tr>
<td>Rolls of surveyors marking tape</td>
<td>Scout Schedule (only first initial and last name can be displayed)</td>
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<tr>
<td>“Fine” black sharpie ® markers</td>
<td>Clock</td>
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<tr>
<td>Lawn Chairs</td>
<td>Paperwork</td>
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<td></td>
<td>Troop advancement record</td>
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<td></td>
<td>Troop Merit Badge Library</td>
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<td></td>
<td>Troop leaders Guide Book (This document)</td>
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</tbody>
</table>
What to Bring to Laguna Station

Equipment List for Laguna Station

Duplicate this page for all your Troop/crew members.

- Uniform for travel and dinners
- Wet shoes or reef sandals, no open toe shoes allowed
- Dry shoes (canvas suggested)
- 6 T-shirts (light colored)
- 3-4 pairs of shorts
- At least one long; sleeve cotton shirt and light cotton pants
- 2 Bathing suits
- Light Rain Jacket (no ponchos)
- Wide brimmed hat
- Sun glasses (polarized if fishing)
- Personal Hygiene Kit (soap, toothbrush, toothpaste, etc.)
- 8oz of #30 Sun Screen or greater
- Lip Balm with at least 30 SPF
- 3 towels
- 1 sheet and light blanket or sleeping bag
- 1 pillow
- Sleeping pad (optional, we provide cots in base camp)
- Mosquito repellent and netting, recommended, but save the receipt.
- Flash light
- Pocket knife
- Camp chair
- Water Bottle (#1 Forgotten Item)
- Duffel bag for packing

Optional Items:

- Camera
- Fishing equipment provided:
- Hammock

Out of Council Units will need Proof of Insurance

Flip-flops are not appropriate footwear in the bay or on the jetties.
Tips on Clothing at Laguna Station

Pack your equipment in a duffel bag or backpack without a frame for the purpose of packing your gear onto our program vessels. Sailboats and power boats are not conducive to the storage and transportation of suitcases or non-crushable containers.

Shoes or sandals are required at all times on land or when walking in the water. Most participants find closed toe sandals or water shoes to be comfortable and well suited for your adventure. On the sailing vessels, you will essentially be participating in a barefoot cruise unless the weather and sea conditions dictate a need for shoes for protection. Do not bring black soled shoes if you are participating in the sailing program because they will mark the deck of the boats. Summer temperatures vary from 75° to 95°F night and day with high humidity, light breezes and occasional rain squalls. Concerns are to dress cool, have rain protection and sun protection. You will find yourself primarily dressed in T-shirts and swim trunks.

All participants will be required to wear a modest bathing suit for all aquatic activities. No bikinis will be permitted during camp activities. Two piece “tankinis” are approved if they provide the approximate coverage of a one piece suit.

The official Scout uniform for your program is highly recommended for traveling to and from the Station, and is required for striking the colors. The “pachanga attire”, which can be worn Friday at dinner and at closing ceremonies, can be any type of festive clothing such as Hawaiian print or tie dye T-shirts.

A good quality rain jacket is desirable. A poncho is not recommended because the loose corners could get caught in boat parts. Sleeping bag or bedroll: A bed roll of two sheets and a light blanket or a very light sleeping bag is all that is necessary in the summer. A foam pad or air mattress is recommended for participants in all programs. Both beach and sailboat decks are hard, unlevelled and uncomfortable for sleeping. Cots and tents are provided while in Base Camp.
Unit Medical Equipment for Laguna Station

Each crew should bring its own first aid kit. This is for the treatment of minor injuries. All Station vessels carry an additional first aid kit as well. The treatment of minor injuries is up to the crew leader or the crew’s trained first aider. The treatment of injuries that the crew does not feel capable of treating is at the discretion of the Station Medical Officer.

Suggested Supplies For Your Crew First Aid Kit:

- Adhesive Tape 1” x 5 yards
- Antacid
- Antibiotic Ointment
- Aspirin (limit access to adults)
- Assorted Sizes of Band-Aids
- Motion Sickness Medicine
- Chapstick— SPF 30 minimum
- Disposable Alcohol Wipes
- Insect Repellant
- Meat Tenderizer
- Rubbing Alcohol
- Safety Pin
- Sun Screen (#30 Minimum)
- Tweezers
- “Tylenol”
- “Swimmer Ear” Ear Drops
- Hydrocortisone Cream
- Ammonia
- Disposable latex gloves
- Ace Type Bandage
- Antihistamine
- Chemical Ice Pack
- Needle
- Oval Eye Patch
- Small Bar of Soap
- Thermometer
- Triangular Bandage
- Gauze Pads 3x3

Note: This is a basic first aid kit. For more specific medical needs, the Station maintains a health lodge and first aid kits on all vessels and program areas.

Sea Sickness: The Station suggests that your troop’s/crew’s first aid kit contain motion sickness medication. We further suggest that your crew members check with their individual physicians regarding a motion sickness medication. We find that the vast majority of participants will not experience sea sickness and encourage leaders to adopt an attitude that does not plant an expectation in participant's minds.

Sunburn: Sunburn can be quite dangerous as well as uncomfortable and can ruin your entire trip. Get a good tan at home before you come to South Texas. Start slowly at first then increase the dosage as you see what you can take. Use a good sunscreen and cover those parts of your body that burn easily. Do not bring sun tan oils; it makes boat decks very slick and can discolor decks. In the event of sunburn, loose fitting cotton clothing will protect you from further burning.
POLICIES AND PROCEDURES

Alcohol & Drugs
It is the policy of the Boy Scouts of America that the use of alcoholic beverages and controlled substances is not permitted at encampments or activities on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members.

Tobacco
Adult leaders should support the attitude that they, as well as youth, are better off without tobacco in any form and may not allow the use of tobacco products at any BSA activity involving youth participants. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.
All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants located at the overflow parking lot/dumpster area. References: Scoutmaster Handbook, No. 33009, and Boy Scout Handbook, No. 34554

Medical Marijuana
It is unacceptable for anyone to use or be under the influence of medical marijuana at or during any Scouting activity.

Campsites & Equipment
Each Campsite has a definite size regarding Scout capacity. This is done to accommodate small and large Troops alike. The Camp Director reserves the right when necessary, to transfer a Troop to a site that would be best for the Troop.

Campsites
Your campsite is your home. Scouts and Scouters should not enter another Troop’s campsite without permission. Your campsite is your Troop’s private property for the duration of your stay, and unauthorized visits and/or “raiding” will be cause for dismissal from camp.

Campsite Equipment
Each campsite is equipped with a metal fire ring and picnic table. Fire rings will not be allowed to be used if a fire ban is in effect. Fire rings should not be physically moved according to Leave No Trace principles.

Health and Safety
A staff of commissioners will be available to help Scout leaders solve problems during their stay. They will also conduct a daily campsite health and safety inspection beginning Monday morning.

Inspections
Housekeeping is an important part of camping, each patrol and Troop is expected to keep its own site and assigned camp area clean and orderly at all times. Campsites will be inspected daily.

Trash
Each Troop must bring a trash container and trash bags to be used to keep camp clean. Trash will need to be collected and placed in the side parking lot dumpster on a daily basis in order to keep critters away.
Firewood
Fires in campsites may be permitted only with the approval of the camp director, provided there is not a fire ban.

Volatile Liquid & Fuel
Camp stove fuel, propane bottles, and similar products must be declared at check-in. Liquid fuel must be stored in approved containers and kept at a camp fuel storage container.

Fireworks
The Rio Grande Council, BSA prohibits the possession or use any type of fireworks on camp property. Violators will be dismissed from camp immediately.

Campers
Only registered members of the Boy Scouts of America may attend camp. Cub Scouts, Venture Scouts, Explorers, or other Non-Scouting youth are NOT permitted at camp during the week except for valid reasons to visit and must check in at the Camp Office on arrival and departure.

Buddy System
Scouters are reminded that the Buddy System should be used at all times while at camp, not just during swimming time.

Hazing
Hazing or initiation of any form is considered child abuse, and will absolutely not be tolerated under the auspices of the Boy Scouts of America. Any unit or Scout who violates this policy will be dismissed from camp immediately.

Telephones
In this day of cell phones and electronic devices, a wise Scout leader should monitor Scout use. Cell Phones are not to be used in the Dining Hall, Merit Badge Classes, or at Flag raising/lowering ceremonies.

Uniform
Each Scout should have at least one complete Official BSA Uniform to be worn each evening at dinner and flag retreat. In addition, some evening program activities, such as campfires, and religious services require use of the Official BSA Uniform. BSA policy recognizes official camp and BSA T-Shirts used with Scout shorts or pants and socks as an Official Activity Uniform.

Trading Post
Items such as water & Sports drinks, along with ice cream, snacks, soft drinks, handicraft kits, BSA literature, T-Shirts, caps, etc. will be available. Trading post hours vary from day to day, depending on evening program.

Lost & Found
All lost & found items should be turned in and claimed at the camp trading post. All campers are encouraged to mark their Troop number and name on everything they bring to camp. DO NOT TAKE VALUABLES OR MONEY INTO THE POOL SHOWER AREA.
Firearms & Knives
No personal Archery equipment, slingshots, paintball gun type items, or firearms of any type are permitted on camp property at any time. Knives must be of the folding variety, preferably with locking blades.

SCOUTERS/ADULT LEADERS

Adult Leadership
- BSA Policy requires at least two (2) TRAINED adult leaders, which includes Scoutmasters, Assistant Scoutmasters and Troop Committee Members, be in camp at all times; one (SMs and MCs) must be 21 years or older, the second (ASMs) must be 18 or older. ALL ADULTS, MUST BE REGISTERED MEMBERS OF THE BOY SCOUTS OF AMERICA and be listed on the Summer Camp Adult Roster.
  - All adults must have completed and approved the annual criminal background check (located on the last pages of this guide) for during the 2016 calendar year.
  - All adults must have completed the Texas Youth Protection Training. If training is not complete, YOU WILL NOT BE ALLOWED ON CAMP PROPERTY AND YOUR UNIT WILL HAVE TO WAIT UNTIL AT LEAST TWO ADULTS ARE PROCESSED.

Rotation/Replacement of Registered Adult Leaders
- Adult leaders may rotate with other Adult leaders from their Troop, if necessary. The Camp Director must be notified of any rotations/replacements, via a written or printed schedule turned in upon checking in.
- Incoming replacement Adult leaders must sign in at the office and the outgoing Adult leaders must sign out. Replacement Adult leaders should be briefed on Troop status and Camp activities before outgoing leaders depart.
- The payment of one Camp registration fee covers meals for one person, so if both outgoing and replacement Adult leaders want to eat at the same meal-time, then one of them must purchase a Meal ticket from the Camp Office beforehand.
- ALL replacement Adult leaders MUST meet the same requirements listed in the Adult Leadership section above.

Parents/Guardians and Visitations
- Parents/Guardians who wish to visit Camp Perry, other than Family Night and not due to an emergency, must be allowed to do so. However, they need to notify one of their Troop’s Adult leaders before arriving, so one of the Adult leaders may meet them and help them sign in at the office. The Adult leaders can also figure out the best time for their arrival so it has the least impact on the work that the Scout is putting into rank advancement, merit badges, and other Scouting activities. If Parents/Guardians want to eat in the Dining Hall, then they must purchase a Meal Ticket, too.
- Visiting Parents/Guardians may not spend the night at Camp Perry, and must be signed out and depart no later than 9:15 PM.

Automobiles
Cars, trucks, or any other motor vehicles are not permitted past the parking lot except on paved roads. Vehicles must park in the parking area, or the overflow parking area adjacent to the
regular parking lot, not on the grass or side of the road. Violators will be towed at the owner’s expense. All trailers must remain in the parking area as well in their designated area.

**Tour Plan**
All Troops MUST arrive with a BSA Local Tour Permit. Please make your life easier by using the Rio Grande Council Tour Plan.

**Leaders Lounge**
The *Wewanoma Lodge Café* is available to adults as a lounge area. Admittance to the Café is restricted to S.P.L.’s (only during meetings) and to Scouters. Access to wireless internet is available in the Office and Lodge areas. The *Wewanoma Lodge Internet Café* is not part of the dining hall. **All staff, Scouters, and Scouts must eat in the dining hall with their Troop.** All Scouts are expected to remain outside this area unless accompanied by an adult Scout leader for business purposes only.

**Water & Program Areas**
There will be an adequate supply of cool water available in all program areas. Scouts must bring a canteen, water bottle, or cup. Disposable cups, paper or plastic, will not be provided.

**Wildlife & Pets**
Pets of any kind are not permitted at camp. Most camp animals are harmless, when left alone.

**Meals**
Meals can be served to guests or additional leaders after checking in at the main office, for the cost of $10.00 per meal. Meal tickets must be obtained in advance at the camp office. Guest meals will not be served without a ticket.

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**FAMILY NIGHT**
Parents, family members, and friends are welcome to attend Family Night held on Wednesdays from 5:30 p.m. - 9:15 p.m. Family Night includes a meal for each participant attending. To attend Family Night, please register at [www.rio-grandecouncil.org](http://www.rio-grandecouncil.org) and visit “Calendar” and go to the page for June or July 2016 on Wednesday June 22, June 29, July 6, 2016 to register for your son’s specific week. There you will find the registration page for Family Night. The cost is $10.
EMERGENCY PROCEDURES

General Emergency Procedures
- Report all emergency situations (fires, accidents, etc.) to the nearest staff member.
- A staff member will report directly to the Camp Director or Program Director.
- If the situation is evaluated as a camp wide emergency, the bell near the dining hall will be rung, and the air horns/megaphone will be sounded to alert all persons in camp.
- On hearing the bell and signal:
  All staff members will gather at the flag pole at the Parade Ground.
  All Scoutmasters, Troop Leaders and Scouts will report to the flag poles in the Parade Ground.
- Emergency instructions will be given at the flag poles.

Fire
- Campsites:
  - Drop all canvas immediately after checking whether tents are occupied.
  - Notify Camp Director, Program Director or Quarter Master immediately.
  - **DO NOT ATTEMPT TO EXTINGUISH THE FIRE. NO TENT IS WORTH THE POSSIBILITY OF INJURING A SCOUT OR SCOUTER.**
- Buildings:
  - Evacuate building immediately.
  - Notify Camp Director, Program Director or Quarter Master immediately.
  - Stay away from building until given further direction by the Camp Director, Program Director or Quartermaster.

On camp properties (brush or grass)
- Contact any campsite in path of fire to evacuate the campsite (USE ALTERNATE CAMP TRAILS IF NEEDED).
- Notify Camp Director, Program Director or Quarter Master immediately.
- A camp wide emergency will be signaled.

Lost Camper
- In the event a camper is reported lost, immediately contact the Camp Director or Program Director. At the same time, send a staff member or a reliable camper to the missing camper’s campsite, his scheduled activity area for that period as well as any other likely place to determine the accuracy of this report. After these searches reported have returned negative, other likely spots have been searched, and the Camp Director or his representative has determined that the missing camper will not be found easily, then the alarm will be sounded for a camp wide emergency.

If the assembly shows the camper to still be missing, consult with anyone who might have additional knowledge of his whereabouts and send additional searchers to those locations. Additional steps to be taken in sequence are: Arroyo Bank search and camp wide search until missing camper is found or the authorities are notified.
Hurricane

- When severe weather related to the approach of a hurricane is reported to reach Camp Perry within 24 hours, all Troop leaders will be notified to evacuate their Scouts after breaking down their campsites.
- Staff members will be assigned to assist the Camp staff in gathering and storing of loose equipment to prevent loss and damage to both equipment and buildings.
- When the staff and the Camp Director determine that the camp is ready to weather the storm, all staff members will be released to return to their homes.

Lightning

- During periods of severe thunderstorms and lightning, all campers and staff members will take cover in the nearest building. All persons will refrain from making contact with metal flag poles, wall supports, etc.

Tornadoes

- Warning: when a tornado warning is given on the television or radio, an air horn will be sounded three short blasts three long blasts (SOS) to alert all persons in camp.
- Anyone hearing the signal will immediately implement normal emergency procedures and instruct everyone to take cover in low-lying areas such as the Arroyo bank or ditches. IF CONDITIONS ARE SEVERE TAKE COVER IN LOW LYING AREA IMMEDIATELY
- Sounding a series of three long blasts on an air horn will sound all clear.

Flooding

- In case of probable flooding, the boat dock area will be cleared of all equipment providing adequate time.
- Everyone will stay clear of the Arroyo Colorado and the Little Arroyo.
- Everyone will assemble at the Dining hall for further instructions.

Accident or Illness

- All serious accidents or illness will be reported directly to the Health Officer at the Health Lodge.
- If the health officer is not present, go immediately to the bell near the dining hall and ring it six times. Repeat with six rings in 15 second intervals until told to stop by an adult staff member.
- Report the nature and location of the accident to the Health Officer or the key staff member in charge and standby to direct a first aid team to the victim.
### ROUTINE DRUG ADMINISTRATION RECORD

<table>
<thead>
<tr>
<th>Prescribing Physician</th>
<th>Medications:</th>
<th>Ex:</th>
<th>No:</th>
<th>Yes:</th>
<th>Number(s):</th>
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**Dosage:**
- Date filled:
- Route: P.O. IM S.C. S.L. Topical Inhalation Rectal
- Amount in bottle: Comments:

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<tr>
<th>Prescribing Physician</th>
<th>Medications:</th>
<th>Ex:</th>
<th>No:</th>
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- Date filled:
- Route: P.O. IM S.C. S.L. Topical Inhalation Rectal
- Amount in bottle: Comments:

**Instructions:** Sheet is for prescription as needed. It should be date-stamped and kept in a binder during camp work. Use one sheet for each camper with a prescription. Record all medications brought to camp (up to IVs). Each medication should have a dotted line for days and dosages provided on each.

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**Route:**
- P.O.: by mouth
- IM: intramuscular
- S.C.: subcutaneous
- S.L.: sublingual
- T.I.D.: three times a day
- B.I.D.: two times a day
- Q.I.D.: four times a day
- A.C.: after meals
- P.C.: before meals
- H.S.: before meals at bedtime

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44
**Rio Grande Council Camp**

**Adult Leader Application for Participation**

This form must be filled out completely and legibly. This form is REQUIRED from all adults over the age of 18 who will attend camp. Please print and use blue or black ink.

**First Name**: ___________________ **Middle**: ___________________ **Last**: ___________________

**Address**: ____________________________________________________________

**City**: ___________________ **State**: ____ **ZIP**: ____________

**Phone #**: ___________________ **Birthdate**: _______________ **Sex**: __________

**Driver License**

**State**: ___________________ **DLN#**: ___________________

**Social Security Number**: ________________________________________

1. Are you registered with the Boy Scouts of America? _____ Yes _____ No

   If no, you must complete the registration process **before** attending camp. All participants must attach a copy of their registration card or an **official BSA** copy of the unit roster showing their name as a registered member of that unit.

2. Have you ever been convicted of a felony or misdemeanor? (You may answer NO if your conviction was ordered sealed, expunged or eradicated) ______Yes ______No

   Conviction of a crime is not an automatic bar to participation. All circumstances will be considered, including what you were convicted of and how long ago. You must provide complete information about any conviction by attaching a separate statement.

3. Have you completed the BSA Online Youth Protection Training course within the last 24 months? _____Yes _____ No *(Must be completed bi-annually!)*

   If NO, you MUST complete this course and attach a copy of the certification card provided upon successful completion of the training. Training may be completed at the BSA Online Learning Center: [http://myscouting.org](http://myscouting.org) If you have already completed the course, please attach the copy of the card to this form.

4. Personal information provided at the top of the form will be used to conduct a search in the Sex Offender Registration database to meet this state requirement.

   The system used for the criminal background check will also conduct a check in the sex offender database. Both searches will be conducted at one time in our office, so there is no need to attach searches done by the unit.

5. As of May 16, 2010, ALL adults participating in a licensed youth camp in the state of TX MUST have a criminal background check (conducted annually) in order to determine if any person may be precluded from participation in a state licensed camp based on the results of this check.

   The National Office of the BSA has made arrangements for councils in the state of Texas to conduct these background checks for all participants of their summer camp programs. The Rio Grande Council will conduct these checks on all participants to ensure compliance with the Texas Youth Camp Act.

   By signing and submitting this application, you are authorizing a criminal background check and a search in the Sex Offender Registration database of yourself. This check will be made from public record sources. You also confirm that the information provided and attached to this form is true and not falsified in any way.

   **You must also sign the Disclosure & Authorization Form Attached.**

**Signed**: ___________________________________________ **Date**: ____________________
DISCLOSURE/AUTHORIZATION FORM
NOTICE TO APPLICANT REGARDING BACKGROUND CHECK
In order to safeguard the youth in our care, the Boy Scouts of America will procure consumer reports on you in connection with your application to serve as a volunteer, and the Boy Scouts of America may procure additional consumer reports at any time during your service as a volunteer in order to evaluate your continued suitability for volunteer service. The Boy Scouts of America has contracted with LexisNexis, a consumer reporting agency, to provide the consumer reports. LexisNexis may be contacted by mail at LexisNexis, 100 Alderman Drive, Alpharetta, GA 30005 or by telephone at 800-845-6004.

The consumer reports may contain information bearing on your character, general reputation, personal characteristics, and mode of living. The nature and scope of such reports by submitting a written request to LexisNexis at the address listed above. Additional notices for applicants in California, New York, Minnesota, and Oklahoma are provided.

APPLICANT'S ACKNOWLEDGMENT AND AUTHORIZATION
I have carefully read this notice and authorization form and I hereby authorize the Boy Scouts of America and LexisNexis to procure a consumer report, which as described above will include information relating to my criminal history as received from reporting agencies. I understand that this information will be used to determine my eligibility for a volunteer position with the Boy Scouts of America. I also understand that as long as I remain a volunteer, additional consumer reports may be procured at any time. I understand that if the Boy Scouts of America chooses not to accept my application or to revoke my membership based on information contained in these consumer reports, my membership may be procured at any time during your service as volunteer in order to evaluate your continued suitability for volunteer service. The reports may include information on your character, general reputation, personal characteristics, and mode of living.

ADDITIONAL NOTICES TO CALIFORNIA, MINNESOTA, OKLAHOMA, AND NEW YORK APPLICANTS California
Under California law, the consumer reports described above that the Boy Scouts of America will procure on you are defined as investigative consumer reports. These reports will be procured in connection with your application to serve as a volunteer, and additional reports may be procured at any time during your service as volunteer in order to evaluate your continued suitability for volunteer service. The reports may include information on your character, general reputation, personal characteristics, and mode of living.

Under section 1786.22 of the California Civil Code, you may inspect the file maintained on you by LexisNexis, during normal business hours and with proper identification. You may also obtain a copy of this file, upon submitting proper identification and paying the costs of duplication, by appearing at LexisNexis offices in person, during normal business hours and on reasonable notice, or by certified mail upon making a written request. Under section 1786.22 of the California Civil Code, you may request a free copy of any report procured on you.

For Applicants in California, Minnesota, and Oklahoma Only
You have the right to request a free copy of any report procured on you. If you wish to receive a free copy of any report procured on you, check the box below.

○ I request a free copy of any report procured on me.

New York
As explained above, a consumer report will be requested in connection with your application, and additional consumer reports may be requested during the course of your service with the Boy Scouts of America. You have the right, upon request, to be informed whether or not a consumer report was requested and, if a consumer report was requested, of the name and address of the consumer reporting agency that furnished the consumer report.

My signature below indicates that I have read, understand, and accept the accompanying disclosures and acknowledgments.

First name __________________________ (No initials or nicknames) Please print. Middle name ______________ Last name ______________ Suffix ______
Signature of applicant __________________________ Date ______________ Unit No __________