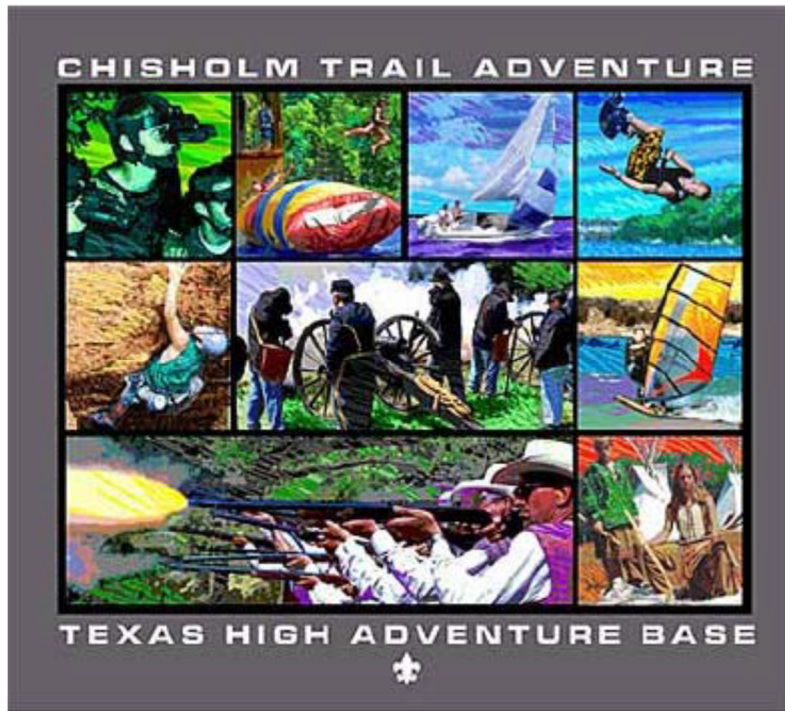


Chisholm Trail Adventure



2018 Leader's Guide

Longhorn Council, BSA Chisholm Trail Adventure

PO Box 54190 Sid Richardson Scout Ranch
850 Cannon Drive 183 Eagle's Trail
Hurst, Texas 76054 Jacksboro TX 76458
Office: 817-231-8500 940-575-4243
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Texas High Adventure Base

Chisholm Trail Adventure

Sid Richardson Scout Ranch

Longhorn Council

Boy Scouts of America

P.O. Box 54190

Hurst, TX 76054

(817) 231-8500

(817) 231-8600 Fax

sr2highadventure@gmail.com

Dear; Scoutmasters and Crew Leaders

The summer fast approaches and will be here before we know it and we are looking forward to seeing your crew at the Chisholm Trail Adventure. We are excited to debut our new program Drone Racing! This packet contains the important information about required pre-camp information, check in details, and program information. Please read through and email me directly for clarification.

We are working hard to prepare camp for an awesome experience this summer!

Before camp, the most important information needed is your *Chisholm Trail Crew Information Form*. This form is easily completed digitally at: <http://tinyurl.com/2018CTA>

Or you prefer you can email or snail mail the form from page 17 of the leaders guide.

Your crew will select their desired outpost itinerary with this form, so please return it as soon as possible, but no later than May 15, 2018.

In order to make check-in less stressful and long we encourage you to take advantage of the pre-camp swim tests, see the included guidelines.

If there is anything we can do to help you please let us know? If you have any questions or concerns please don't hesitate to contact me. The quickest and most efficient way we can be reached is by E-mail or you can call.

Yours in Scouting

Bryan Stevenson

Bryan Stevenson

High Adventure Camp Director

Sid Richardson Scout Ranch

Longhorn Council, BSA

sr2highadventure@gmail.com

817-938-8655

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Texas Camp Adult Roster Form (Texas Youth Protection Requirements)	See website or email attachment

General Information

Location

Sid Richardson is 2,600 acres of scenic cliffs, open prairie, heavy forest, and 19 miles of rugged shoreline on Lake Bridgeport, just west of Decatur. It is northwest of Fort Worth and West of Denton. See our website for directions from the DFW Airport.

Emergency Numbers

Sid Richardson Camp Office # 940-575-4243 Longhorn Council Office # 817-231-8500

Mailing Address

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

Camper's Name _____ Troop/Venture Crew # _____
Chisholm Trail Adventure
Sid Richardson Scout Ranch
183 Eagle's Trail
Jacksboro TX 76458

Showers

There are cold water showers easily accessible at all outposts except Climbing, Area 51, and Highland Games.

Trading Post

The Main Camp Trading Post is easily accessible at Cavalry. The trading post is also approx. 0.85 mile from Texas Rangers, the sailing base, and Marina. The trading post is open every afternoon during the water sports activities.

Rules and Policies

Although the Scout Oath and Law are only rules that a Scout Camp should need, the following rules and policies have been established for the safety of all Scouts, Venture Crew members, and Scouters. Leaders are asked to cooperate in the observance of these simple rules and in the common sense operation of their troop as outlined in the guide to safe scouting. For the safety and enjoyment of all Scouts and Venturers in camp, units unwilling to observe camp rules and policies will be asked to leave. Any questions or comments of these rules and policies can be addressed before camp by calling the Council Service Center 817-231-8500.

Prohibited Items

Alcoholic beverages or illegal drugs
Use of Tobacco products in front of youth.
Sheath knives and axes
Flames in tents (tents must be marked with this warning)
Fireworks
Pets
Personal firearms or weapons, incl.: BB & Pellet guns, rifles, shotguns, handguns, ammunition, bows & arrows.

Insurance

All out of council campers (non Longhorn Council units) must present a current Accident and Sickness Insurance Policy and claims form. Many councils provide this insurance for their units. Please contact your council for proof of this insurance. Longhorn Council does not carry health or accident insurance on any Out of Council youth or leaders. It is the responsibility of the unit to obtain proof of insurance.

Lost and Found

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

Parking and Vehicles

Private vehicles are NOT permitted in campsites. Troops may unload on the road at the nearest point to their campsite. For the safety of all campers, all vehicles must be returned to the designated parking lot to park for the week. In addition, driving through camp during the week is not permitted.

Only in special cases may vehicles be used during camp when approved by the Camp Director for medical or physical reasons.

- The maximum speed of all vehicles on camp roads is 15 M.P.H.
- Seatbelts must be worn at all times.
- No riding outside of a vehicle's enclosed passenger compartment. This means no rides on trunks, hoods, fenders, or the back of open trucks.

Leaving Camp

Anyone leaving camp must check out with the Camp Director before leaving and check back in upon returning. Except for special circumstances, troop members should have no reason to leave camp. If a need arises, youth campers must be under the supervision of two adult leaders. Youth campers will not be allowed to leave camp with someone other than their legal parent or guardian without expressed approval of the Scoutmaster/unit leader. Unit Leaders should be advised not to allow youth to leave camp with someone other than their legal parent or guardian unless they have received prior approval from, or verify approval with, the legal parent or guardian.

All Troops/Crews must sign out with the Camp or Program Director before leaving camp.

Youth Protection

2018 Youth Protection Requirements for Texas Camps

The State of Texas requires staff and adult volunteers (18+) attending licensed youth camps in Texas to complete a State-approved **Youth Protection Training (YPT)**. BSA's online YPT course does NOT meet all state requirements for Texas camps.

What do we do for 2018? . . . BSA's classroom YPT course!

A new BSA classroom YPT course **is** approved for Texas camps in 2017.

What YPT card is required for adults attending summer youth camps in Texas in 2017?

Texas-approved 2018 BSA Classroom YPT course card

- o 1 hour class that meets 2017 Texas state requirements.
- o Counts for all other BSA Youth Protection requirements

Does my 2017 BSA Classroom YPT course count?

Yes as long as it was the in person approved classroom course.

Which Texas Camps require a Texas-approved YPT cards for adults this summer?

Boy Scout Resident Camps
High Adventure Camps
Cub Scout Day Camps
Cub Scout Resident Camps

Where can I find the 2018 new BSA Classroom YPT course for adults?

Your District's training team will offer the class

Your District Roundtable may host a class

Ask your District Executive

Ask your Day Camp Directors when they are offering the class

At our Boy Scout summer camps

At our high adventure camps

At our Cub Scout Resident Camps

Please consult the Longhorn Council Website to council wide training dates.

Frequently Asked Questions on Texas YPT Rules

Do I still need to take the online YPT through myscouting.org?

Not if you take the Texas-approved 2017 BSA Classroom YPT course.

How long is the 2018 BSA Classroom YPT course card good for?

2 years. The card is the same as a BSA online course card for all Scouting requirements.

Does my 2017 BSA Classroom YPT course count?

Yes as long as it was the in person approved classroom course.

Is the Texas-approved 2018 BSA Classroom YPT course good for BSA Membership and unit recharterers?

Yes. Just like the online YPT card. It is the same as the online course for all other Scouting functions.

Will other councils in Texas require the 2018 BSA-Texas Classroom YPT course card for their camps?

YES. All youth camps in Texas will require it.

Will other councils accept our Classroom YPT course card for their camps?

YES. It's is a BSA course. (Be check with the out-of-state councils to see if there are any additional requirements in their states).

If I don't have the Classroom YPT course card can I visit my son / unit at a Texas camp?

YES.

My Troop is coming from out-of-state to attend a Longhorn Council summer camp or high adventure camp. How do I get the Texas-approved 2018 BSA Classroom YPT course?

The staff at Longhorn Council camps will offer the 1 hour 2016 BSA Classroom YPT course on the day you arrive, as well as at other times for adults who are rotating.

Camp Directors will give out-of-council Troops and Crews a copy of their YPT class roster (from classes done at camp) to take back to the registrar at their home council.

Do I need to Pre-Register for the classes to be held *inside* the Hurst or Waco offices?

YES.

BSA Youth Protection Requirements

The BSA's standards for youth protection will be followed. All adult 18 years or older must have Youth Protection Training. Camp should be a "safe haven" for Scouting youth! All adults should have completed the Boy Scouts of America Youth Protection Training classroom course. Protection measures for leaders to implement will include:

1. The "buddy system" of two or more youth campers, who stay together, to & from activities.
2. One-on-one activities with a youth and adult are not permitted.
3. Youth and adults will not share the same tent. (Except for a parent and their son or daughter)
4. Youth privacy is to be maintained in shower and dressing areas.
5. A unit must have adult leadership at all times during the unit's stay in camp.
6. The person in charge of your unit must be at least twenty-one (21) years of age; there are no exceptions. In addition, it is the policy of the Boy Scouts of America that, "trips and outings may never be led by only one adult. At least two adult leaders, one of whom must be 21 years or older, are required for all trips and outings."
7. Scouting is designed to provide a safe and healthy environment for youth. Therefore, per BSA policy, **NO INITIATIONS OR HAZING ARE PERMITTED IN CAMP OR IN THE SCOUTING PROGRAM.**

All participants will be issued wristbands at check in that will identify them. These must be worn at all times, by all participants.

Medical Policy

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

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

2. All prescription medication must come to camp in the original bottle from the pharmacy.
The label must contain:
 - a. The camper's name
 - b. Date of prescription
 - c. Doctor's name and phone number
 - d. Correct DosageNo handwriting will be allowed on prescription medication bottles.
3. All over the counter medication must come to camp in the original container.
4. All prescriptions and over the counter medications are to be kept by the Adult Crew Leader to ensure the youth takes his medication properly. All prescription drugs are to be kept locked. Daily medical supplies (such as inhalers, allergy kits, etc.) should be carried by the person needing them. If refrigeration is required please alert the Camp Director and the Health Officer so that arrangements can be made.
5. All medication will be accompanied by a note from a parent or legal guardian giving permission for the medication to be administered by the Adult Crew Leader
6. Health and Safety Sid Richardson has a Health Lodge staffed by the Health Officer to treat minor accidents and illness. Arrangements for treatment of more serious cases have been made with the local hospital.
7. Outside Medical Treatment In the event that a youth or leader is referred to a doctor or the hospital by our resident Health Officer:
 1. A troop adult leader, accompanied by another adult, will provide transportation for the youth to the doctor. The exception to this is when the camp designated emergency transport is utilized or E.M.S. is called.
 2. If the troop is from a council other than the Long Horn Council, your insurance information must be taken with you.
 3. The Youth's health record form the Health Officer must be taken to the doctor with you.
 4. The Council, in the event of any serious illness or injury, will immediately notify the parent(s) or guardian(s).If parents will not be home during the week of camp they must provide written instructions on who to contact and how.
 5. The Health Officer must clear all cases requiring outside medical care.
8. **It's Hot in the sun so DRINK WATER!**
Encourage your Youth and Adults to carry their canteens and use them!

Refund Policy

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

No-Show Policy

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

High Adventure Refunds

- High Adv. individual & boat deposit fees are nonrefundable.
- Up to April 16th, High Adventure fees are refundable at 100% of amount paid, less deposit.
- Between April 16th and May 23rd, High Adv. Fees are refundable at 50% of total fees owed, less deposit.
- Any request for refund less than one week prior to camp arrival, during camp, or after camp, will not be honored.
- Fees are transferable to new replacement camper for the same week of High Adv. within the same unit. High Adventure fees are not transferable to summer camps. We hire an expensive and talented staff based on the attendance numbers that you reserve with us. Once we hire our staff and purchase equipment, supplies, food, additional boats, etc. those funds are committed and are not available for refund.

CHECK IN Information

**For Check in as you come into camp follow the
Chisholm Trail ADVENTURE signs.**

CHECK IN is From 12:30-2:30p.

If you need to arrange an alternate check-in time Email sr2highadventure@gmail.com

If you have both a Base Camp participants and a Chisholm Trail unit you may want to divide vehicle passengers accordingly as the check-in is in two separate locations. If you are unable to separate transportation drop Chisholm Trail first, as it is on your way into camp and if proceed to base camp first you may delay the start of your program.

Items Required for Check in:

- Complete Unit Roster both youth and adult (will not be returned)
- Copy of all Youth Protection Cards for all 18+ participants (will not be returned)
- Copy of Pre-Camp Swim test roster and copy of the certifying lifeguard's card. (will not be returned)
- Copy of a completed Adult Information Form for each 18+ participant attending
- Copy of your Texas Camp Adult Roster Form
- Completed Medical forms (See Page 8) for all participants. (Will be returned Sat Morning)

At Check-in you will receive you Check in packet which will contain

- Your Itinerary for the week
- Important Notices, Emergency procedures, program information.
- 2 Survey forms (1 for Youth and 1 for Adult) - We will trade Saturday morning for your patches and T-Shirts

Check Out Information

Boat Check in will be Friday after watersport program and before evening program at 5:30.
Drop all participants and gear at Friday Evening Program Base then return to the Marina with your boat.

Check out will be Saturday Morning after breakfast.

Items required for check out:

- Completed Survey Forms (1 for Youth and 1 for Adult)

At Check out on Saturday Morning you will receive:

- Your medical Forms
- 1 Chisholm Trail map for the crew
- A Chisholm Trail Patch for each Participant
- A Chisholm Trail T shirt for each Participant (different from the trading post shirts)

Basic Chisholm Trail Schedule

CHECK IN is from 12:30-2:30p.

If you need to arrange an alternate check-in time Email sr2highadventure@gmail.com

Sunday

1. **12:30-2:30 PM Check-In. Follow the signs to Chisholm Trail**
2. **Registration check.** Leaders should come immediately to the check in station to officially check in and make any final registration adjustments. Please bring a copy of your unit's roster, Youth Protection Information, and Criminal Background Check Forms.
3. **Medical Check.** Each unit must turn in their health forms, and make any necessary arrangements for required medications.
4. **Swim Check.** Everyone in your unit needs to do a swim check. Pre-Camp Swim checks may be performed by a certified lifeguard (see Guidelines for Pre-camp Swim Tests). **We highly recommended the Pre-Camp Swim checks, it will save your unit from waiting in an extremely long extra line!!**
5. **Program Orientation.** Once your crew is finished with Swim Checks, Registration Check, and Medical Checks your unit will proceed to the Orientation. Takes approx. 30min.
6. **Crew Shakedown** – This is your last gear check to make sure you brought everything you need and a chance to shed the extra weight you don't! Remember you will not be allowed to overload the boat.
Also remember the more weight you have the slower you go!
7. **Boat Operation Training and Check Out** – While your crew is doing its shakedown and parking the vehicles in the Parking Lot. One Adult boat driver per boat will proceed to the Marina for Boat Operation Training and Check out. Boat Orientation and adult return to pick up the crew will take be approx. 1 hour.
8. **Boat Safety Briefing and Final Reminders** – Safety briefing for the entire crew.
9. **Now load the boat and Explore the lake!**
10. **Report to your first Land Outpost at 6:00p**

Monday-Thursday

1. **AM – 12:00 PM Land Outpost Program**
2. **1:30 – 5:00 PM Watersports** At scheduled watersports base.
3. **Fuel, Ice, Water.** Boat refueling and the daily ice and water resupply will take place at the assigned watersports bases.
4. **6:00 PM Report to Land Outpost**

Friday

1. **AM – 12:00 PM** Land Outpost Activity
2. **1:30-4:45** Watersports at assigned location
3. **5:00-5:30 PM** Drop Crew off at Buchanan Springs
4. **6:00 PM** Set Camp in assigned site.
5. **5:45 PM** Return boat to the Marina
6. **6:30 PM** Report to activity building for Dinner and Program

Saturday

1. **8:00 AM** Rise and shine
Breakfast
2. Check Out and Depart Camp

Sample Chisholm Trail Crew Schedule

UNIT #: Troop 000 Week 5

	MORNING Dawn - 11:30 a.m.	AFTERNOON 1:30 - 5:00 PM (Please arrive by 1:15 PM)	EVENING 6:00 PM – bedtime
SUNDAY		1:00 PM. Arrive at base camp - Health Checks - Swim Checks Program orientation Explore the Lake!	Covert Ops
MONDAY	Covert Ops	Sailing	Texas Rangers
TUESDAY	Texas Rangers	Blob	Sporting Clays
WEDNESDAY	Sporting Clays	Wakeboarding, Skiing, Tubing	Climbing
THURSDAY	Climbing	Wind Surfing	U.S. Cavalry
FRIDAY	U.S. Cavalry	Blob	Closing Program
SATURDAY (Coordinate program schedule and departure time with the staff if leaving early)	<i>Safe trip home!</i>		

Note that all crews will do the Blob twice and each of our other watersports once during their week at Chisholm Trail. Each crew can do 5 of our 8 high adventure outposts

Basic Boating RULES

Boating Safety Course We **STRONGLY** recommend that you take the Internet or video versions of the Texas Parks and Wildlife Boater Education Course, which can be found at <http://www.boat-ed.com/texas/index.html>

1. PFDs Must be worn at all times, unless the boat is docked at an outpost or watersport.
2. All State of Texas Boating Laws must be followed
3. No Night Boating is permitted – all boats must be docked and secured from dusk till dawn.
4. Swimming is permitted from the boat following Safe Swim Defense Guidelines (PFDs must be wore)
5. No food, drink, or trash in allowed in the seat compartments (the raccoons will board your boat and dig, you will be responsible for the damage)
6. Fishing is permitted from the boats, but be sure you have the proper licenses.
7. Do not Swim under the boat!
8. Everyone must stay inside the passenger rails while engine is running.
9. Keep the boat clean remove trash daily.
10. Be Safe, use common sense!

DRINK LOTS OF WATER!!!

Meals

All food and water will be provided. While meals will be cooked as part of the outpost, don't forget your personal mess kits. The lunches will not require cooking. We are more than happy to accommodate vegetarians, special diets needs or food allergies, but please notify us **by May 28th** so that we can properly plan.

Outpost	Dinner	Breakfast
Cavalry	Beans with Chili Hardtack Peaches	Bacon Eggs Hardtack
Texas Rangers	Beef Stew Cornbread Apples	Biscuits and Gravy Fruit
Climbing	Spaghetti Bread Salad Fruit	Muffins Fruit
Sporting Clays	Hobo Dinner Dessert	Milk n Cereal Bars Pop Tarts Fruit
Covert Ops	Military Style Dinner	Breakfast Burritos
Vikings	Norse Supper	Gruel
Drone Racing	Hamburgers and fixins Chips Pie	Pancakes w/Syrup Sausage Fruit
All-Terrain Vehicle	Loaded Baked Potato Salad Fruit	Cereal Milk Fruit
Friday Night Program (TX Cookin and Quick draw)	Steak Baked Potato Roasting Ear Salad Cobbler	Saturday Morning Continental Breakfast

Coffee is available at some Outposts as part of the meal, if not coffee will be available for you to prepare.

Lunch Menu - Lunches are Backpacking (Philmont) Style Lunches that will require no Cooking.
Specific menu available upon request.

Campsite Information

Campsites

Outpost	Campsite	Additional Gear Needed
Cavalry	At Cavalry Hill Approx. 0.5 Miles up hill From the docking location Tent provided	Plastic Ground cloth 10'x10' and Boots
Texas Rangers	At Yellow Wolf Campsite Approx. 0.05 mile from Sailing Base	Jeans, White Long Sleeve Shirt and Boots
Viking Conquest	Stripling Island	
Drone Racing	Horseshoe Bend	Dark Jeans or pants (NO Camo is allowed)
Climbing	At Climbing on the Water	Tennis Shoes
All-Terrain Vehicles	Stripling Island	Pants
Sporting Clays	Buffalo Hat Camping at the Water, the range is approx. 1 Mile away	Hiking Boots recommended
Covert Ops	At Buchanan Springs	Black Long Sleeve Shirt and Dark Jeans or pants (NO Camo is allowed)
TX Cookin Friday Evening Program	Buchanan Springs	

Chisholm Trail Adventure Crew Check List

There is a gear shakedown on Sunday. Pack light! DO NOT overload your pontoon boat!

Recommended Individual Participant Gear:

- Brown or Black hiking boots to wear at Cavalry and Texas Ranger Outpost
- Tennis Shoes to wear at Climbing
- Black T-shirt (plain) to wear at Covert Ops Outpost
- Long pants/jeans, dark, to wear at Texas Rangers, Covert Ops, and ATV Outposts (Required)
- Long-sleeve white or beige shirt to wear at Texas Rangers
- Sunscreen
- Sleeping Pads – Thermarests, Foam, etc.
- Sleeping Bag or Blanket(s)
- Personal Mess kit or bowl, plate, eating utensil, & cup
- Pack (DO NOT bring big heavy chests/footlockers)
- Canteen(s) or water bottles (No Glass!)
- Swim suits for water activities (Must be a 1 piece for Female)
- Personal clothing
- Personal hygiene kit and toiletries (bio-friendly soap)
- Any required personal medications
- BSA medical Form (Must have proper parent signatures and insurance information)
- Closed toe shoes you can get wet
- Hat & Sunglasses
- Flashlight(s) and extra batteries
- Fishing Gear* (and Texas Fishing license if you are 17 or older) – It's best to *share* fishing gear!

* Youth 16 and under may fish for free in Texas.

Required Crew Gear:

- Crew Roster for check-in
- 1 Copy of completed **Adult Information Form** for EACH adult attending
- 2 five or ten gallon water coolers.** (be sure to bring water coolers, NOT ice chests)
- Tents:** enough to house your entire crew
- Ground cloths 10' x10': 1 per tent**
- Crew First Aid Kit**

Recommended Crew Gear:

- Digital Camera
- Cell Phone and Charger

Things to remember:

1. Boat fuel and meals are provided as part of the program.
2. The staff will provide supper and breakfast at most outposts this summer. Each unit will be expected to prepare their own lunch each day. Lunch supplies will be given to each crew at the beginning of the week and refilled at the afternoon water sports bases as needed.
3. Water and ice pickups and refueling will be coordinated daily at the watersports bases between 1:30 and 3PM.
4. A large laminated Chisholm Trail outpost map is provided for each boat. Units will receive a one large Chisholm Trail outpost map with their Chisholm Trail T-shirts and patches at week's end.
5. Chisholm Trail Crews coming from units camping at Worth Ranch or Camp Tahuaya should plan to arrive at Sid Richardson Scout Ranch (SR2) with their health forms and do their health and swim checks at SR2. Your Chisholm Trail crew will not need to go to Worth Ranch or Camp Tahuaya first, but if you would like to do your checks at those camps please coordinate with us in advance. See our web site for instructions on completing swim checks before camp.
6. Adults who will be boat drivers should take the online Texas Boater Safety Course. This will familiarize you with Texas boater laws and safety: www.boat-ed.com/tx/tx_internet.htm
7. Any special dietary considerations must be submitted well before you arrive at camp.
8. **Pack light! We cannot allow overloaded pontoon boats.**

2018 Itinerary Selection and Crew Information

During your week on the Chisholm Trail Adventure, your crew will participate in five outpost programs and all four afternoon watersports programs (including twice at the Water park). You will do watersports each day from 1:30 p.m. –5:00 p.m. and then take your pontoon boat and report to a land outpost. Outpost program sessions will last from 6:00 p.m. until about 11:30 a.m./noon the following day. Length of outpost programs varies, depending on the program and on how much your youth want to do when they get up in the morning. We will plan your crew’s itinerary based on the program requests you make on this form. We give scheduling preference to the first crews that complete this sheet and return it with their full fee payments. You will get your final itinerary Sunday upon arrival at camp. Our staff will be as flexible as possible to make your trek a great experience!

Crew Size

The Trek is designed for crews of 10-15 participants - at least two **MUST** be adults. The maximum capacity of most of our pontoon boats is 12 or 14 people; so recommended crew size is 10-14. If you have a smaller “partial” crew, we will pair you up with another partial crew in the weeks prior to camp. Combined crews from multiple troops are welcome. Groups larger than 12 or 14 should be divided into several full and/or partial crews and will be assigned several pontoon boats that may not always have the same itinerary.

Adult Leadership

Each crew must have two registered adult leaders; at least one **must be** 21 or older and trained in Youth Protection. **Coed crews must have co-ed leadership.** Adults pay the same camp fees as youth for the Chisholm Trail Adventure. Each crew should bring at least one leader (per boat) who is certified in Safe Swim Defense and Safety Afloat.

Itinerary Preferences

Unit #: _____ Council: _____ Dates of your camp week: _____

Crew Advisor: _____ Email _____ (H) _____

Address: _____

Phone: (H) _____ (W) _____ (Fax) _____

Do you have anyone with Special Dietary Requirements: _____ If Yes, Please attach a detailed request.

Do you have special arrival or departure needs? _____ If yes, please attach a detailed request

Itinerary Preferences

Please send your Outpost preferences to the camping registrar by May 15th. Email: sr2highadventure@gmail.com
Please number your land outpost selections in order of preference (1-8) – you will get to do 5 land outposts. Your selections will enable us to determine the program schedule for the week. We will do our best to honor all requests, but due to heavy demand land outpost selection is first-come first-served. The afternoon watersports program schedule is set: all crews will do the Water Park twice, sailing once, windsurfing once, and wakeboarding/tubing once. Please return the form by May 15th.

Choose Land Outposts: Please number your land outpost selections in order of preference (1-8)

- _____ U.S. Cavalry 1872
- _____ Texas Rangers 1842
- _____ Viking Conquest
- _____ Climbing
- _____ Racing Drones
- _____ All-Terrain Vehicle (Everyone is Required to be 14 or Older)
- _____ Covert Ops
- _____ Sporting Clays

Friday Night Program will be the TX Cookin’ and Quick Draw competition.

T-Shirts

All Chisholm Trail Participants receive a T Shirt at the end of the week. In order to ensure we have the right sizes.

_____ S _____ M _____ L _____ XL _____ XXL _____ XXXL

About the Program Outposts

Viking Conquest: Jump back to the dark ages and join us at fearcot, a Viking Warrior training camp. You will be outfitted with a Viking shield and weapons. Then set sail and row a real Viking ship on the inland sea of Lake Bridgeport. Learn some of the history of Nordic peoples. Gather round in the Mead Hall and share a hearty Norse supper of meat and traditional Nordic vegetables prepared by the Viking drangers. Learn Viking combat skills and compete in a battle.

Drone Racing: The outpost will test your speed, agility and accuracy in first person view of a drone racing course. You will train and learn to fly using first person simulators at first. Then you will challenge each other in the timed and skills course.

U.S. Cavalry Company: "Fall in, Trooper!" It's 1872. You're a new recruit reporting to a U.S. Cavalry Regiment on the Texas plains. We'll supply authentic cavalry uniforms (except boots and underwear). We supply cannons, carbines, equipment, tents and gear. Senior Patrol Leaders are issued corporal's stripes and will serve as noncommissioned officers. Our outpost site was used in the early 1870's by the 4th and 10th Cavalry Regiments to extend the protection of nearby Fort Richardson.

Texas Ranger Company: It's 1842 on the Texas frontier. The neighboring ranch has been robbed and *you* must volunteer, saddle up, and hit the trail with the Texas Rangers to find that outlaw hideout. Our staff will provide complete frontier meals, along with horses, saddles, tack, muzzle-loading plains rifles, badges, vests, safety instruction and gear, and plenty of fun. Your group should bring long pants and shirts and hiking boots.

Covert Operations: You'll be trained in Covert Operations and be given a top secret mission with night vision goggles, radios, GPS units, and other electronics. In the morning, you'll have a debriefing followed by a skills challenge course. We will provide all the gear and a military-style supper and breakfast.

Climbing: You think you can climb? We don't use a tower! We have the best natural rock in the region with no set routes simply pick your line and climb. We have climbs ranging from skill levels from 5.8 beginner routes to 5.13 expert climbs. We will provide all harnesses, ropes, helmets, climbing gear, and expertise. Participants are welcome to bring climbing shoes.

Sporting Clays: Sporting Clays is a shotgun shooting competition in which clay pigeons are launched in a way that simulates real game birds and rabbits. We will provide shotguns, shells, clay pigeons, and 5 high-capacity Matarelli electric throwers. Shooters will get training, one practice round, and one scored competition round. Are you the best shot!

All-Terrain Vehicles: Learn to drive an All-Terrain Vehicle. Once trained you be able master your skills on the ATV Tracks.

Texas Cowboy Cookin' Friday Evening Program:

Round up, little doggies!

It's time to eat some serious food and challenge your fellow crews.

Evening Events:

- A Texas Cowboy Dinner
 - Steak (you cook it how you like it)
 - Baked tater with all the fixins
 - Roasted corn
 - Salad

- Cobbler Cook-off - bring those secret ingredients
 - Dutch Oven and basic supplies will be provided (Fruit Filling and Cake mix)

- Branding - get a chance to brand your boots, wallets, whatever (except your scoutmaster/unit leader!).

- Quick Draw shooting Competition – who's the best shot!

- Other Cowboy competitions!

We'll wrap up the evenin with awards.

Guidelines for Pre-Camp Swim Tests

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

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

How to Certify Pre-camp Swim Tests

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

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

Classification of Swimming Ability

The Swimmer Test

The swimmer test demonstrates the minimum level of swimming ability required for safe deep-water swimming. The various components of the test evaluate the several skills essential to this minimum level of swimming ability: Jump feet first into water over the head in depth, level off, and begin swimming. 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.

The test administrator must objectively evaluate the individual performance of the test, and in so doing should keep in mind the purpose of each test element.

"Jump feet first into water over the head in depth, level off, and begin swimming. . . ."

The swimmer must be able to make an abrupt entry into deep water and begin swimming without any aids. Walking in from shallow water, easing in from the edge or down a ladder, pushing off from side or bottom, or gaining forward momentum by diving do not satisfy this requirement.

". . . Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; . . ."

The swimmer must be able to cover distance with a strong, confident stroke. The 75 yards must not be the outer limit of the swimmer's ability; completion of the distance should give evidence of sufficient stamina to avoid undue risks. Dog-paddling and strokes repeatedly interrupted and restarted are not sufficient; underwater swimming is not permitted. The itemized strokes are inclusive. Any strong side or breaststroke or any strong over arm stroke (including the back crawl) is acceptable.

". . . swim 25 yards using an easy, resting backstroke . . ."

The swimmer must indicate the ability to execute a restful, free-breathing backstroke that can be used to avoid exhaustion during swimming activity. This element of the test necessarily follows the more strenuous swimming activity to show that the swimmer is, in fact, able to use the backstroke as a relief from exertion. The change of stroke must be accomplished in deep water without any push-off or other aid. Any variation of the elementary may suffice if it clearly provides opportunity for the swimmer to rest and regain wind.

". . . The 100 yards must be swum continuously and include at least one sharp turn. . . ."

The total distance is to be covered without rest stops. The sharp turn simply demonstrates the swimmer's ability to reverse direction in deep water without assistance or push-off from side or bottom.

". . . After completing the swim, rest by floating."

This critically important component of the test evaluates the swimmer's ability to maintain in the water indefinitely even though exhausted or otherwise unable to continue swimming. Treading water or swimming in place will further tire the swimmer and are therefore unacceptable. The duration of the float test is not significant, except that it must be long enough for the test administrator to determine that the swimmer is, in fact, resting and could likely continue to do so for a prolonged time. The drown-proofing technique may be sufficient if clearly restful, but it is not preferred. If the test is completed except for the floating requirement, the swimmer may be retested on the floating only (after instruction) provided that the test administrator is confident that the swimmer can initiate the float when exhausted.

Reference: Swimming and Lifesaving merit badge pamphlets

The Beginner Test

Jump feet-first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place. The entry and turn serve the same purpose as in the swimmer test. The swimming can be done with any stroke, but no underwater swimming is permitted. The stop assures that the swimmer can regain a stroke if it is interrupted. The test demonstrates that the beginning swimmer is ready to learn deepwater skills and has the minimum ability required for safe swimming in a confined area in which shallow water, sides, or other support is less than 25 feet from any point in the water.