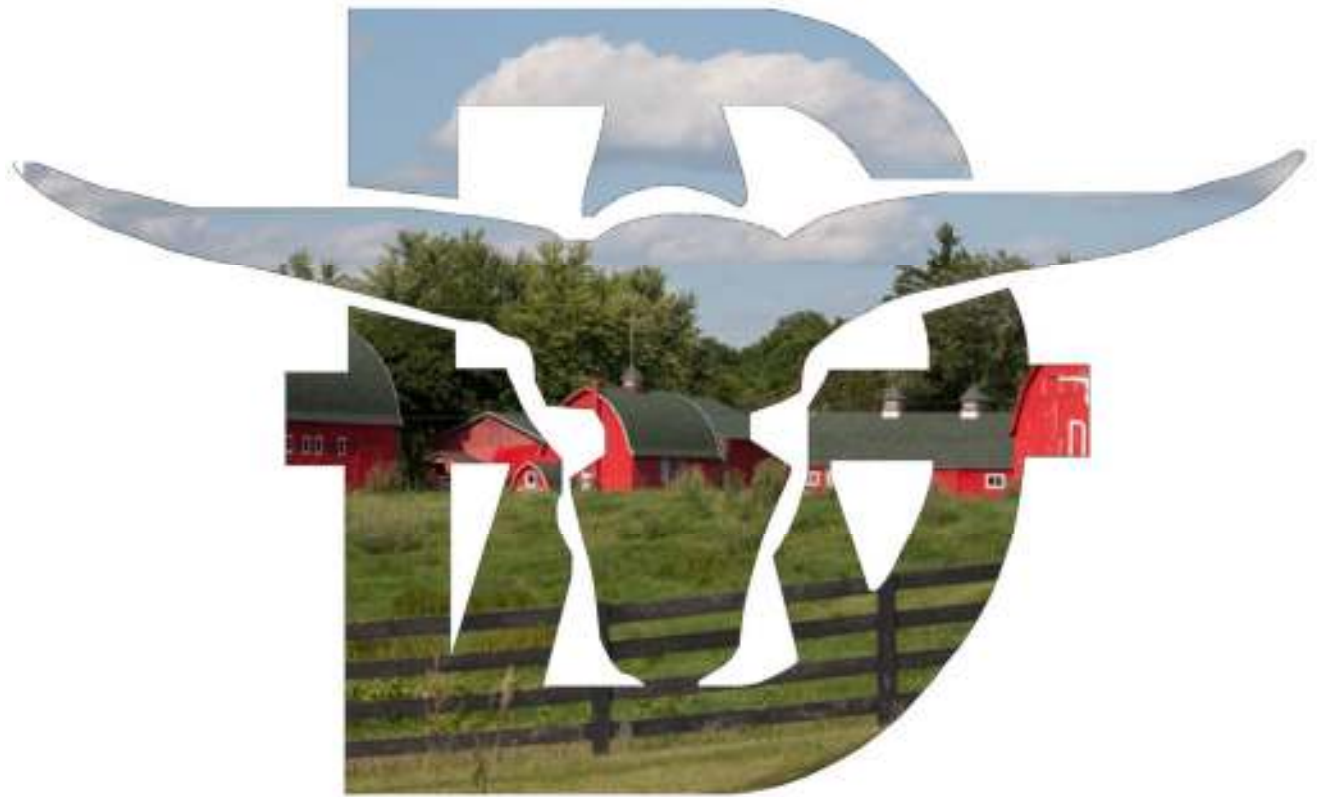


D-BAR-A SCOUT RANCH



2017 SUMMER CAMP PLANNING GUIDE



BOY SCOUTS OF AMERICA
MICHIGAN CROSSROADS COUNCIL



Dear Unit Leader,

It will be my pleasure to welcome some of you back to the Ranch and excited to introduce some of you to our beautiful piece of property tucked away in Central Southeast Michigan.

As you begin to read this guide you will find the kind of things you expect to find- and you will find a lot of newly redesigned areas such as The Dodge City program, our expanded merit badge offerings, our scheduled program, and a few items you'll discover when you arrive. The addition of the Cowboy Action shooting gallery is sure to be a bullseye! The 2017 summer will be amazing with over 80 percent of our staff returning and they are very eager to make your summer camp experience one to remember.

The selfless contribution of individual volunteers like you, the majority of whom serve our youth as leaders at the unit level are appreciated more today than ever. As much as anyone you understand the role Scouting plays in today's generation of children. Thank you for taking the next step, providing our youth with the vital and important Scouting based values.

Jerry Deeg
Ranch Director
D-Bar-A Scout Ranch

"Our objective in the Scouting movement is to give such help as we can in bringing about God's Kingdom on earth by including among youth the spirit and the daily practice in their lives of unselfish goodwill and cooperation." Lord Baden-Powell





About This Book

This Leader's Guidebook is designed to assist your troop in preparation to attend D-Bar-A Scout Ranch. The 2017 Leader's Guide contains a variety of important information about D-Bar-A Scout Ranch. It is written in a format that takes the troop leader through each step of the summer camp process, from registration and attending camp, to reserving your site for next year. This document contains all the information a troop leader needs to know to maximize the summer camp experience for your Scouts. We hope this book provides you with all of the information that you will need to have a great time at camp.

Camp management reserves the right to revise materials in this Leader's Guide, as needed. You will be notified of any revisions.

Our Mission

The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

Scout Law

On my honor, I will do my best
To do my duty to God and my country
and to obey the Scout Law;
To help other people at all times;
To keep myself physically strong,
mentally awake, and morally straight.

Scout Oath a Scout is:

Trustworthy	Loyal
Helpful	Friendly
Courteous	Kind
Obedient	Cheerful
Thrifty	Brave
Clean	Reverent

The mission of D-Bar-A is to provide the youth in our region the best quality program, facility, grounds, and outdoor experience. This objective will help our youth to understand and better prepare for the 12 points of the Scout Law & Scout Oath.

The vision of D-Bar-A is to continue providing America's top program to the youth to help them become responsible, participating citizen and leaders who are guided by the Scout Oath and Law.





Table of Contents

2017 D-Bar-A Scout Ranch Administration	5
About Our Camp	5
Directions to Camp	6
Camp Map	7
Registering For Summer Camp 2017	8
Fees and Camperships	8
Summer Camp Registration Process and Dates	9
Before Camp	11
Final Planning	12
Arrival at Camp	13
D-Bar-A scout Ranch Programs	18
Merit Badge Offering , Schedule, and Prerequisites	20
Program Areas	24
Dodge City (FYC) Program Schedule 2017	29
High Adventure Programs	30
Evening Programs	31
Other Programs	35
Awards	37
Rules and Regulations	38
Emergency Procedures	39
D-Bar-A Scout Ranch Saturday Check-out	40
Equipment Request Form	41
Ranch Master Award	42
D-Bar-A Ranger Award	43
Adventure Patrol Award	44
Longhorn Award	45
MCC Waterfront Captain Award	46



2017 D-Bar-A Scout Ranch Administration

Ranch Director: Jerry Deeg (810) 394-1185 jerry.deeg@scouting.org

Camp Ranger: Jack Simms (810) 614-8411

Livestock Foreman/Ranger: Steve Bailey (810) 441-0900

Camp Director: Nathan Snow (989) 494-8590 snowy1736@yahoo.com

Program Director: Cody Fishell (810) 247-7327 cody.a.fishell@wmich.edu

Camp Staff

The D-Bar-A Scout Ranch summer staff is composed of highly dedicated young men and women who are committed to making an exemplary Scouting experience available to your Scouts. The administrative staff has professional Scouting and educational backgrounds, as well as experience in camp management. Most of the staff has significant Scouting experience. Your Scouts are in very good hands! If you or any of your Scouts are interested in becoming a part of this team, either as a Counselor in Training (14 or 15 years old) or as a D-Bar-A Scout Ranch Staff member (16 years old or older), please visit <http://michiganscouting.org/campstaffapp>.

Suggestions and Concerns

We are always welcome to new ideas or suggestions in ways we may make your week at D-Bar-A Scout Ranch more enjoyable and productive for Scouts and adult leaders.

- The Camp Administration Staff is always available to talk to you.
- Place all comments/suggestions in the suggestion box located near the Troop Mailboxes in the Administration Building. All comments/suggestions will be read and to the best of our ability, acted upon. Occasionally, problems may arise and the following procedure should be used.
- Talk directly to the staff member responsible. In most cases, the problem will be resolved
- If you are still not satisfied proceed to the Camp Director to discuss the issue.

About Our Camp

The Michigan Crossroads Council, Boy Scouts of America, prides itself in operating D-Bar-A Scout Ranch Scout Reservation. Since 1950, D-bar-A-Scout Ranch has been providing quality scouting experiences for Scouts, Schools, and Churches from Southeast Michigan and around the Midwest. D-bar-A is located about an hour North of Detroit, MI. The ranch consists of over 1,700 acres of wilderness, 3 lakes, a herd of horses, Long Horn Steer, and other livestock, 28 heated cabins, and 11 tent sites. Program facilities include a 32 foot climbing tower, two shooting sports areas for Cub Scout and Boy Scout needs, several Nature Centers, Bouldering Wall, and 11 miles of hiking trails. D-Bar-A Scout Ranch is open year round.



Directions to Camp

From the West & North

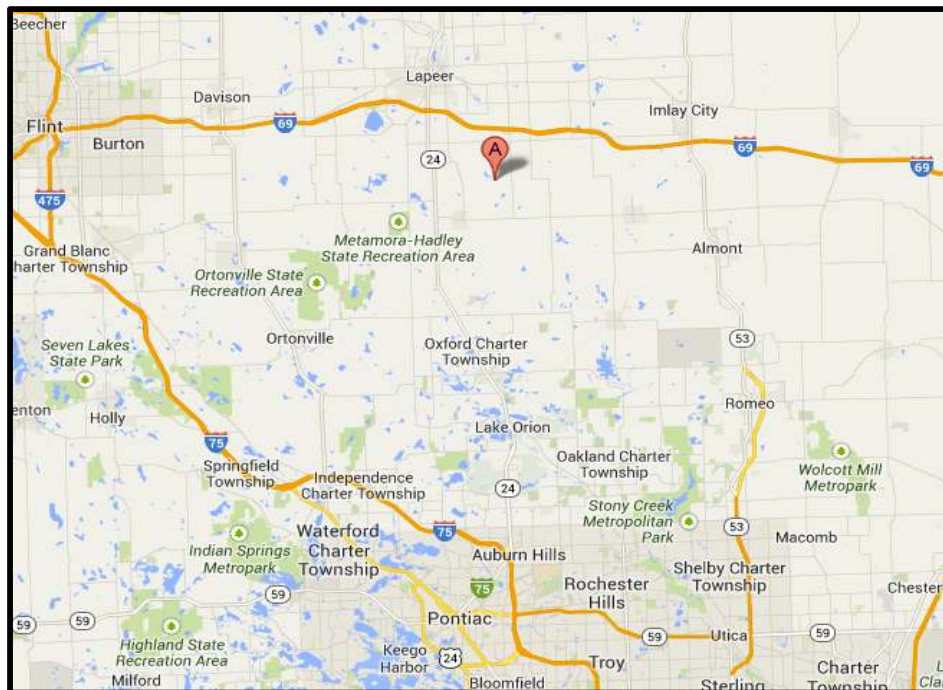
1. Follow I-69 East and exit on Exit 155 M24 South
2. Turn right and head South for 2.7miles
3. At this point, Make a U turn marked Hunters Creek Rd and go 1 mile
4. Turn right on Metamora Rd and go 1 mile
5. Turn left on Sutton Rd and go 1 mile, the Ranch will be on your right

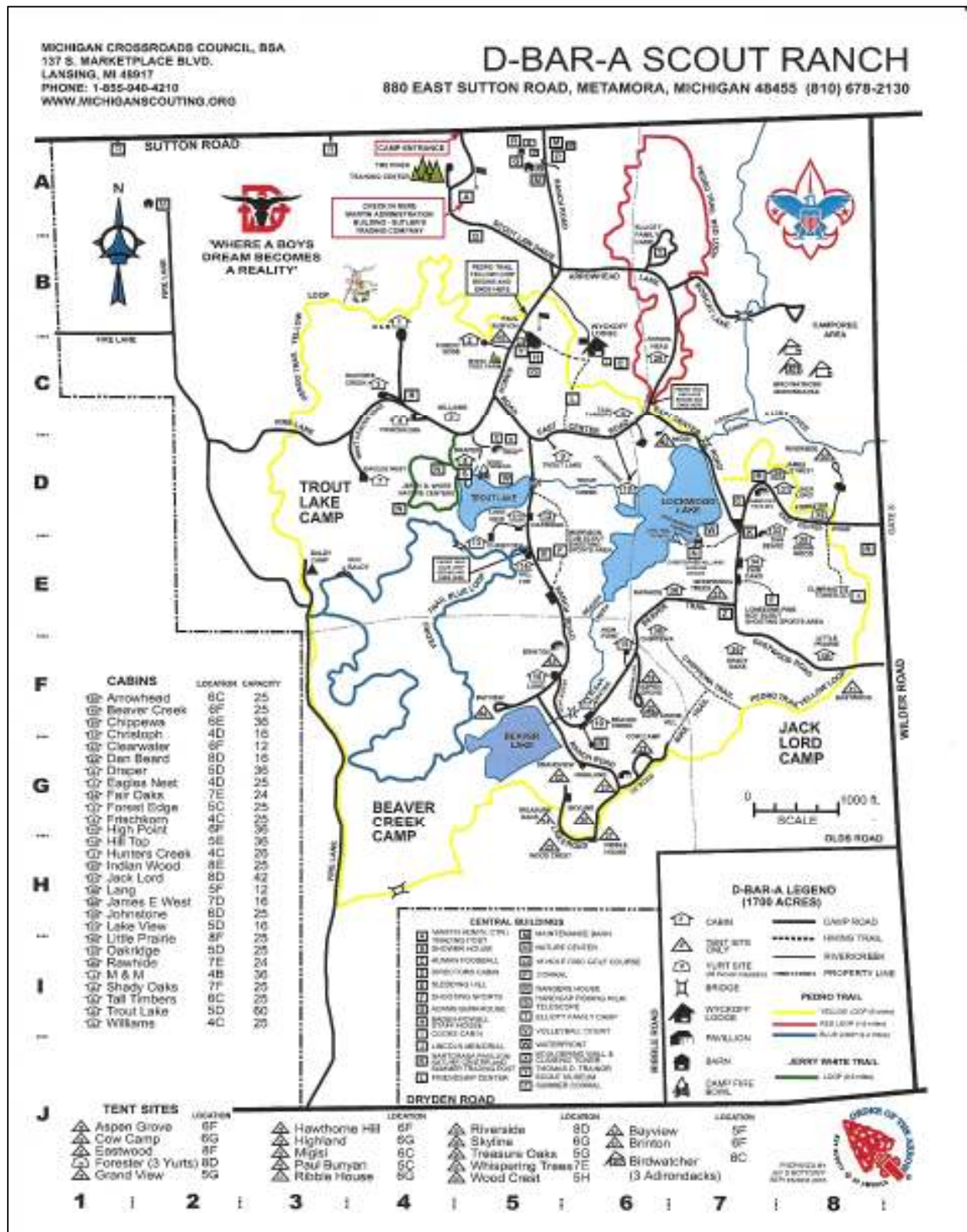
From the South

1. Follow I-75 North and exit on Exit 81 M-24N/Lapeer Rd
2. Follow M-24 North for 19 miles
3. Turn Right on Sutton Rd and head East for 4 miles
4. The Ranch will be on your right

From the East

1. Follow I-69 West and exit on Exit 155 M24 South
2. Turn right and head South for 2.7miles
3. At this point, Make a U turn marked Hunters Creek Rd and go 1 mile
4. Turn right on Metamora Rd and go 1 mile
5. Turn left on Sutton Rd and go approximately 3 miles, the Ranch will be on your right







Registering For Summer Camp 2017

Youth Fees

- Discount Camp Fee - Program Fees Included \$330
- Late Camp Fee (all payments after May 1st) \$345
- Provisional Scout Camp Fee \$330
- Additional Weeks (For any Scout to attend a 2nd week at a MCC camp) \$199
- Crossover Webelos or new Boy Scouts after May 1st \$330
- Discounts Sibling Discount \$25 Discount/Sibling
(1st Scout pays appropriate camp fee, each subsequent sibling receives the Sibling Discount*)
 - * Scouts who receive a Campership may not also receive the Sibling Discount - Sibling Discount will be administered at the time of registration.

Adult Fees

- All Adults (full week of camp) \$160
- Part-Time Adults (will be prorated by the day) \$33/day

Camperships

The Michigan Crossroads Council provides limited assistance on an individual basis to those Scouts who could not otherwise attend summer camp due to financial hardship. Camperships will be administered by each Field Service Council and forms are available from each Field Service Area Council Service Center. Completed Campership forms are due by April 1st. Scouts who apply for a campership are still responsible for remaining camp fee balance due (if any) and must adhere to the Payment Schedule.





Summer Camp Registration Process

Pre-Registration Period (6/16 to 12/31/2016)

For Units that register during this period a \$200 deposit and an estimate of Youth & Adult attendance is required. Current Units at camp this summer may renew their registration for the same week/same camp in 2017 by noon on Wednesday each week of camp this summer. Camp Business Manager will place their 2017 summer camp reservation on the website. Any Unit not attending an MCC camp this summer (or current units wanting to change weeks) may place their reservation for 2017 beginning at 8 am each Friday morning of this year's camp for the same session next year. By the end of the final session of camp this year, all sessions of camp will be open for registration for next year.

Registration Period (1/1 to 5/31/2017)

For Units that register during this period, Units will not need to pay a deposit but will need to specify the number of participant (youth & adult) slots needed for summer camp. Any unit may make a registration for any available session of any MCC Boy Scout Resident Summer Camp for 2017. A registration fee equal to \$50 per slot reserved will be due at that time and the minimum registration must be at least \$200 (4 slots). The unit is now financially responsible for the number of slots requested. Individual names do not have to be specified at this time but may be if the unit chooses to do so. Units may add new slots (if space is available) or reduce the number of existing slots (subject to the MCC Payment & Refund Policy) until the end of the Registration Period (May 31st). Units may make changes to existing slots until midnight on the Friday before their arrival at camp. Online Payment Schedule - All Registrations & Payments Must be Made Online All MCC Summer Camp Registrations can be made at <http://www.michiganscouting.org/>

Estimate Confirmation (1/1 to 2/1/2017)

Units that made their reservation during the Pre-Registration period are required to confirm their estimated numbers (based on camp availability) and the camp fee due will be equal to \$50 per confirmed participant slot. Units that do not confirm their estimate and pay the \$50 per slot by February 1st may lose their summer camp reservation. Do not confirm a slot unless you have a committed participant - Webelos Crossovers can be registered at a later date.

Merit Badge Registration & 2nd Payment Due (3/6/2017)

Units may begin to select Merit Badges for participants beginning on March 6, 2017. For existing reservations, an additional \$100 participant payment is now due for each slot reserved at this time (\$150 total due for each slot reserved). The camp fee due for new reservations at this time will be equal to \$150 per participant slot.

Final Payment and Registration Information Due (5/1/2017)

Unit must finalize Merit Badge registration and all participant names are required by this time. Full payment for all camp fees is now due. Late fees will be applied to payments made after



May 1st. Units may make changes to existing slots until midnight on Friday before their arrival at camp. Any changes to the number of slots after May 31st will be administered at camp during your financial check-in or by calling camp prior to your arrival.

Important Notes & Reminders

Except for Webelos Crossovers & new Boy Scouts, all Scout payments made after May 1st will be charged at the rate of \$345 per Scout. Do not confirm a slot unless you have a committed participant - Webelos Crossovers can be registered at a later date - the MCC Payment & Refund policy applies once you confirm a registration slot. All Summer Camp payments are to be paid online only - Unit Leaders making the reservation are sent a link to their reservation for all payments and participant additions/deletions, Merit Badge selections, etc. Please do not send your payments to a Service Center or to Camp.

A current Annual BSA Health & Medical Record is due upon arrival at camp - do not send to a Service Center or to the Camp. All youth & adults must have the Annual BSA Health & Medical Record upon arrival at camp. The Annual BSA Health & Medical Record is valid for 1 year from the date signed by a physician for both youth & adults. No camper is allowed at camp without a valid Annual BSA Health & Medical Record.

It is the policy of the Michigan Crossroads Council that all campers who camp overnight at our camp properties - YOUTH and ADULT - be registered members with the Boy Scouts of America. MI Registry Clearance is also required for all persons aged 21+ wishing access to an MCC Camp property - resident camper or visitor. All visitors without MI Registry Clearance must be escorted at all times by someone with MI Registry Clearance.

Any outstanding unit balances must be paid upon arrival at camp. Camp reserves the right to limit attendance to Scouts & Adults declared as of the May 1st unit roster. While every effort will be made to accommodate your campsite choice, MCC reserves the right to make final campsite determinations which may result in 2 units sharing a site or a unit being moved based on paid registration numbers and campsite availability. Please review the MCC Payment/Refund Policy prior to your arrival at camp. Camp fees can be transferred to new campers or adult leaders. Please remember that for 2017 Summer Camp registrations, no Credit Cards, only Electronic Check payments are accepted.

Questions? Please call the Outdoor Adventures Hotline at 517-816-7755 or send an email to Camp.Michigan@Scouting.org

Campsites

The camp map shows where all of the campsites are located and a list of available sites can be obtained on the web at www.michiganscouting.org. Select a campsite that fits your troop's needs. Troops are able to reserve the same campsite for the same week at the end of their camp stay for the upcoming year.



Before Camp

Troop Leadership Requirements

- Every troop in camp must be under the supervision at all times by two or more registered adult leaders (one of which is over the age of 21).
- All leaders must be registered members of your troop.
- All leaders must obtain and bring a copy of their approved DHS Central Registry Clearance. We cannot look into previous years files for previously given documents.
- All leaders must show proof of current Youth Protection Training or must be trained within 24 hours after arrival in camp.

Planning Your Week at Camp

Before you go to camp, certain promotional and informational documentation should be shared with the Scouts and parents in your unit. Inform all Scouts and their parents when the troop is attending camp.

- Become familiar with the Leader's Guide and keep Scouts and their parents informed of its contents.
- Make note of the 2017 D-Bar-A Scout Ranch Important Dates calendar which includes dates for important meetings and due dates for final payments, meal plan, equipment options, pre-camp trading post order, etc.
- Have a parent's meeting to share the following information.
 - ✓ 2017 Merit Badge Schedule
 - ✓ 2017 Merit Badge Head Start (Merit Badge Prerequisites)
 - ✓ 2017 First Year Camper Program "Dodge City"
 - ✓ 2017 Program Schedule (D-Bar-A Scout Ranch Program Schedule)
- Know the needs and wishes of the boys in your troop. Have your leaders make a list of the needs of each Scout in his patrol and the activities they would like to do as a patrol or as a troop.
- The D-Bar-A Scout Ranch Administration has many years of camp experience under our belts.

The Scout Uniform

Why do the Boy Scouts have a uniform? A Scout uniform makes each Scout a part of the team, it gives a standard to be met, promotes group spirit, and designates equality from the start among members within the group. At camp the official Scout uniform is appropriate dress at anytime during the week. It is required that Scouts be in full field uniform for opening flag and campfire program on Sunday and closing flag ceremony on Friday evening. The activity uniform is acceptable during other day for the week. The complete Boy Scout uniform is required for the Longhorn Award. This should not, however, be interpreted as meaning that the Scout uniform is necessary for attendance at camp. We recognize that many boys cannot acquire a Scout uniform. Clothing at camp should uphold the standards of Scouting. Inappropriate



clothing advocating alcohol, tobacco, drugs, and other inappropriate content will not be permitted in camp.

Final Planning

Three Months Before Camp

- Send out final camp notice to parents.
- Have troop committee members visit parents of Scouts not registered for camp.
- Secure adult leaders for camp physicals for all adults and youth attending camp.
- Develop a program of activities using this Leader's Guide Book and the Scout Handbook.
- Instruct Scouts in what to bring and what not to bring to camp. Check to ensure that all Scouts and leaders are registered with the BSA.
- Instruct Adult Leaders over the age of 18 to send in for the required DHS Central Registry Clearance. **This is required to be on camp**

Three Weeks Before Camp

- Finalize the program of activities your troop would like to undertake.
- Make sure you complete a Tour Permit to come to camp.
- If your troop plans on using D-Bar-A Scout Ranch's equipment, please fill out and send the **Equipment Request Form** no later than 3 weeks out from your arrival. This option is for you at no cost.
- Consider each Scout's and adult's needs (advancement, special diets, perquisites etc).
- Go over the merit badge and program schedule with Scouts.
 - Complete your portion of the Merit Badge Application form and make sure you bring them to camp.
 - Go over the merit badge requirements and check the merit badge pre-requisite form and show them how they can schedule their day.
 - Scouts should do some pre-camp merit badge paperwork before camp. Merit badge pamphlets are available at the camp trading post.
 - Scouts should purchase/borrow a current merit badge book for every merit badge they are taking at summer camp and bring it to class.
 - Merit Badge books will be available for purchase in the Trading Post.

A Couple of Days Before Camp

- Hold inspection of personal packs and patrol gear.
- Troop equipment should be ready for packing.
- Prepare four (4) copies of your troop roster
- Make a final check on transportation plans to and from camp.
- Inform Scouts of customs, practices and rules at camp.
- Depending upon departure time, remind Scouts to bring Sunday's lunch, as the first meal at camp is Sunday dinner.



- **Photocopy all leaders' current Youth Protection cards, copies of BSA Membership, and DHS Central Registry Clearance. Please bring when you come to registration, they are Mandatory.**
- The Scoutmaster should review all Scouts and adult leader's physical exams to bring to camp prior to arriving at camp.
 - All physicals must be COMPLETELY filled out and signed by a physician. Youth Physicals must be signed by a parent as well.

The Day You Leave for Camp

- Make sure you have each Scouts completed and updated health & medical record form with Routine Drug Administration Form.
- Make sure each adult has a complete and updated health & medical record form with Routine Drug Administration Form, current youth protection, valid DHS Central Registry Clearance, and proof of BSA membership.
- Label all medications, which should be in original container, number of doses it contains with name, campsite, and troop number (including aspirin, cough syrup, etc.) before coming to camp.
- Bring four (4) copies of your troop roster.
- Make a final check on transportation arrangements for the following Saturday. • Enjoy lunch at your favorite restaurant or a place to eat your sack lunch.
- Plan on arriving at your troop's scheduled check in time on Sunday.





Arrival at Camp

Sunday Check-in

Check In Sunday is a very busy day at D-Bar-A Scout Ranch. Please arrive in time for your scheduled check in. A D-Bar-A Scout Ranch Staff member, assigned to get your troop parked and assembled for check in, will meet your unit upon arrival.

- Vehicles must be removed from the campsite by 6 p.m. of the day you check-in.
- Always observe the 10mph camp speed limit.
- Campers and trailers, excluding troop equipment trailers, must be parked in the main long-term parking lot and are not to be used for Scouts and or leaders' sleeping quarters.
- Truck beds and trailers may not be used to transport Scouts and leaders. No riding on the outside of any vehicle.
- Seat belt usage is mandatory.
- In emergency situations, only camp staff shall operate vehicles on camp service roads.

Your troop will be assigned a Staff Guide, who will lead your troop through the check-in process. Your Staff Guide should be an excellent first-day resource, please ask lots of questions.

Administration Building (The Jack Lord Cabin)

The troop scoutmaster, or acting scoutmaster at camp, must immediately go to the Administration Building to check in your troop. Here, the scoutmaster will pay final fees and submit the required troop documentation. The remainder of the unit will proceed to medical checks where the scoutmaster will join them after completing registration.

Medical Rechecks

Every Scout and leader who attends camp must have a medical recheck upon arrival. The Health Officer or a designated person will recheck each person's medical form.

- All Scouts under 18 years of age are required to have a current physical exam on file, signed by a physician.
- The physical form must be updated and signed annually by the Scout's parent or legal guardian.
- All adult leaders, scouts, and staff are required to have a current physical exam on file, signed by a physician.
- The health & medical record form must be updated and signed annually by the adult.
- No one will be classified for swimming until the Health Officer receives the properly completed medical forms.
- Medical staff are on call to provide minor emergency service, for more serious emergencies outside services may be utilized and may require payment. Please be prepared to provide insurance information on all your leaders and Scouts.
 - D-Bar-A Scout Ranch is not responsible for paying for off-camp medical services.



- The Health Officer will check all medications.
- Troops that choose to dispense medications in the campsite must follow the Michigan Crossroads Council – Boy Scouts of America Medications in Campsite Policy.

Swim Checks

Every Scout and adult leader must take a swim test to determine his or her ability level. Those levels are Learner, Beginner or Swimmer.

Your Own Campsite

Each campsite is fully equipped and ready to go from the moment you walk into camp. A great deal of time and money has been spent since last summer to better prepare campsites. Each campsite also has fire tools that are not to be removed from camp. A shovel and rake are the immediate fire prevention tools at your disposal. A broom is provided to keep the tents and latrines clean. A flagpole is also provided. Each site provides ample space for several patrols to make camp.

Campsite Maintenance

Day to day cleaning and ordinary maintenance of the campsite is the responsibility of the unit. The site should be policed regularly and paper and other litter removed from adjacent woods and trails and the campsite proper. The latrine and washstand should be scrubbed daily. Major repairs, or repairs to equipment such, as pumps, machinery, and wiring, will be made by the ranger or a member of his staff. The need for such repairs should be made known promptly to your commissioner or to the ranger's staff.

Leaving Camp

It is important in case of an emergency for us to be able to locate all people in camp. For this reason, no one, whether Scout or leader, should leave camp without first notifying a staff member at the Administration Building and properly signing out. Leaders should be able to locate their Scouts at all times. Scouts leaving camp must have the person they are leaving with listed on their Health & Medical Record.

Mail

One of the questions from parents is where their son will be and how they can reach him, and rightfully so! All mail should be directed to: D-Bar-A Scout Ranch, Boy Scouts of America Scout's Name, Troop Number, Campsite, 880 E. Sutton Road Metamora, MI 48455. A drop box is provided for outgoing mail at the Administration Building. Incoming mail can be picked up by troops at the Administration Building in their mailbox after 3:00PM each day.

E-mail

Camp does not provide email access. The Camp system is not equipped to receive personal e-mails for campers or staff members.



Telephone

No one should call the camp unless it is an emergency. The one main phone in camp is for camp business and emergencies. When we receive an incoming call, some time is required to locate the individual called and bring him/her to the phone. Please remember, the camp is a large area and all activities are scattered throughout the camp. The caller should be prepared to leave a message requesting that the party call them back. Please try to provide the troop number and campsite.

Visitors

Visitors are welcome in camp at any time. Visitors must check in at the Administration Building. Camp facilities are primarily for the use of campers and leaders. Use of camp facilities by visitors will be restricted. Please remember pets are not allowed in camp. A parking lot is provided at the headquarters area for all visitors. Only camp vehicles are permitted on the camp service roads beyond the parking lot.

Family Night

Family Night this year will be on Wednesday Night. This will also be an opportunity for your scout to show off what he has done during the week as well as for all of you to enjoy in some of the various activities.

To Participate in Family Night, every family member must bring Parts A and B of the BSA Annual Medical Form

The Tumbleweed Daily News

D-Bar-A Scout Ranch prints a daily newspaper that contains valuable information. A copy of The Tumbleweed Daily News will be placed in troop mailboxes and will also be distributed by the Ranch Commissioners. If you would like to submit items to The Tumbleweed Daily News, please contact the Camp Program Director. Please post The Tumbleweed Daily News on your camp bulletin boards for your Scouts to read.

Leader's Meetings

There will be three leader's meetings during the week at camp. The first will be on Sunday at 7:30pm. The other meetings will be on Tuesday and Thursday at 10:30am. Meetings provide troop leaders the opportunity to gain valuable information regarding the D-Bar-A Scout Ranch summer camp operation. Constructive suggestions to improve camp operations are always welcome.

Ranch Commissioners

The Ranch Commissioners are an essential communication tool for troops at camp. The Commissioners will be visiting all of the campsites each day, conveying important information to you as well as communicating your needs directly back to the Camp Administration and Ranger staff. If there is ever a question, the Commissioner will have the answer, and if they can't answer your question, they will find the answer.



Uniforms in Camp

Units will wear the full field uniform on Sunday during opening flags and the evening Firebowl and on Friday during closing flags and Firebowl. The rest of the week your scouts may be in the activity uniform. The field uniform is always appropriate if a scout or unit chooses.

Flag Ceremonies

Flag Ceremonies Monday through Friday, every morning at 7:45am and every evening at 5:45pm the staff will hold a flag ceremony at the main flagpole. There will also be a flag ceremony on Sunday at 7:45pm and Friday at 7:45pm. Troops are encouraged to take part and share in this ceremony. Units can make arrangements to serve as color guard. Members of color guards must be wearing complete Field Uniforms, as defined by The Boy Scouts of America. There will be no exceptions to this rule.

Scouts Own Service

For the 2017 camp season, D-Bar-A Scout Ranch will have a part-time Chaplain. Scouts Own Service will be held on Sunday evening following opening flags. Scouts and leaders that wish to assist should contact the Chaplain immediately upon arrival at D-Bar-A Scout Ranch.

Campfires

There will be two camp-wide campfire programs conducted each week at camp. The campfire on Sunday evening will feature the D-Bar-A Scout Ranch Staff performing their favorite skits, songs, stories, run-ons, and cheers. Friday's campfire is designed to include the troops attending camp. In order to participate in Friday's campfire, troops must send a representative to the Campfire Planning Meetings on Monday and Wednesday at 1:15pm at the Fire bowl. A closing Campfire Program will be published in Friday's edition of The Tumbleweed Daily News.

Bicycles in Camp

D-Bar-A Scout Ranch allows troops to bring their bikes to camp. There are certain rules that need to be followed to make bike riding safe and enjoyable for everyone

- Bikes are not to be used during any camp wide event.
- Helmets must be worn at all times with unit number displayed on the side.
- Bike usage is permitted on camp Monday through Friday. **Bikes will not be allowed on Sunday or Saturday due to the high volume of traffic on camp.**

Trading Post

D-Bar-A Scout Ranch operates a Trading Post with a complete selection of souvenir and comfort items for sale to Scouts and Scouters during the week. Items include: Camp Mugs, Camp Hats, Camp T-shirts, Camp Sweatshirts, Belts and Buckles, Comfort Items, Handicraft Items, Soap and Toothpaste, Soft Drinks, Scout Supplies, Food/Snack Items, Camp Patches, Merit Badge Pamphlets, and More

- The Trading Post will accept cash, checks; MasterCard, Visa, American Express and Discover.



D-Bar-A Scout Ranch Programs

New in 2017

16 new Merit Badges including: Entrepreneurship MB, American Business MB, Small Boat Sailing MB, Indian Lore MB, Backpacking MB, Bugling MB, Chess MB, Crime Prevention MB, Metalworking MB, Chemistry MB, Plant Science MB, Pulp and Paper MB, Game Design MB, Animal Science MB, Farm Mechanics MB, and Oceanography MB.

Cowboy Action Shooting! Dutch Oven Cook-off! and back by demand the Water Carnival!

Water Carnival/ Western Cup *REDONE FOR 2017*

Friday is the day for the D-Bar-A Scout Ranch Water Carnival and the events for the Western Cup . The event will be held Friday afternoon at 2:00pm. Troops will test their aquatic skills in a variety of events requiring swimmers from the Learner, Beginner or Swimmer classifications as well as individuals on the beach and others performing various skills across camp. The Western Cup will test your basic scout skills across every area of camp!

Cowboy Action Shooting *NEW IN 2017*

The program offers a fun and safe introduction to cowboy action shooting with pistols, rifles, and shotguns. While attending camp, Boy Scouts and Venturers 14 years of age or older can take part in a special shooting experience with opportunities to shoot single-action .22-caliber pistols, lever action .22-caliber rifles, and 12-gauge shotguns. In various old-time western scenarios, Scouts play "good guys" who prove their accuracy by shooting at things like spinning metal targets where they hit the spinner to "ring the bell." All shooters choose their own cowboy action names before starting so the NRA instructors can call them by those names.

Eagle Night *NEW IN 2017*

Eagle Night is Thursday night. This is an opportunity for scouts to compile all the work they have done on various eagle required merit badges and present them to a counselor on camp to get them signed off. We encourage everyone to try to earn some new merit badges while learning new ideas! Have your scouts bring their work with them to camp.

Camp-wide Event

The 2017 Camp wide event will consist of field games designed by our staff and scouts during Western Night. The Dutch Oven Cook-off will be held on Wednesday. The following categories will be judged: Youth Entrée, Adult Entrée, Youth Dessert, and Adult Dessert. More information will be given in upcoming issues of The Tumbleweed Daily News. Bring all the ingredients that you need to prove that you are the premier Dutch oven chief at D-Bar-A Scout Ranch.

Order of the Arrow

The Order of the Arrow is a National Honor Society of BSA, a society of honor campers in the Boy Scouts of America. The purpose of the "OA" is to recognize those campers, Scouts, Explorers, and adults who best exemplify the Scout Oath and Law in their daily lives and by such



recognition cause other campers to conduct themselves in the same manner. The “OA” provides valuable service to our council camps and assists in the promotion of camping. A call out ceremony will be held on Thursday evening at 9:30pm during your week of camp. Out of council troops wishing to have their Scouts called out at D-Bar-A Scout Ranch need to secure a letter from their scout executive or organizer before arriving at camp. Please bring this letter with you and turn it into the Administration Building at check-in.

Mile Swim

Thursday Afternoon, brave Scouts and leaders will swim the mile at 4:00pm. To participate in this event, Scouts and leaders must be classified as a swimmer and must complete the required practice swims. The required practice swims are 1/4 mile on Monday, 1/2 mile on Tuesday, and 3/4 mile on Wednesday. The practice swims are all at 4:00 pm. Swimmers must have a person to reach and a rower accompany them on their mile swim.

D-Bar-A Scout Ranch Troop Longhorn Award and Adventure Patrol

The D-Bar-A Scout Ranch Longhorn Award was created to encourage and assist troops to become exemplary in their organization, participation, and Scout spirit at camp. Troops that wish to earn the Longhorn Award must meet the criteria set forth by the program. All Units attending camp can earn this award and are encouraged to do so. Our staff is ready to assist you in any way possible to make you successful in earning this award. Please speak with our Ranch Commissioners if you need assistance. Units earning the Honor Awards will receive special recognition.

Programs for Adults

The adults who come to camp often bring special skills that Scouts might want to learn. If you would like to work in a specific program area during camp, please contact the area director at the beginning of the week. Of course, adult leaders are always welcome to participate in any program activity. The scoutmaster or appointed leader will also have an opportunity to participate in the Scoutmaster/SPL Climb and Scoutmaster/SPL Shoot





D-Bar-A Scout Ranch Schedule 2017

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday					
6:00 AM	Camp Closed		Polar Bear Swim									
7:45 AM		Flag Raising Breakfast	Flag Raising Breakfast	Flag Raising Breakfast	Flag Raising Breakfast	Flag Raising Breakfast						
8:00 AM							Breakfast					
9:00 AM				Program Block 1								
10:00 AM				Program Block 2			Camp Dismissal					
10:30 AM			Leaders Meeting	Leaders Meeting		Finish MB Time						
11:00 AM												
12:15 PM												
1:00 PM				Program Block 3								
1:15 PM				Lunch and Quiet Hour								
2:00 PM	Check-In and Swim Checks	Campfire Planning Meeting (SPL)	Campfire Planning Meeting (SPL)									
3:00 PM			Program Block 4									
4:00 PM			Program Block 5									
5:00 PM			Open Activities									
5:45 PM			Program Areas Close									
6:00 PM	Dinner	Flag Lowering Dinner	Flag Lowering Dinner	Flag Lowering Dinner	Flag Lowering Dinner	Water Carnival and Western Cup	Camp Closed					
7:00 PM	Leaders/SPL Meeting	Evening Programs by Area	Evening Programs by Area	Western Night and Family Night	Eagle Night	Dinner						
7:45 PM	Flag Lowering, Chapel, and Campfire	Quiet In Camp Lights Out	Quiet In Camp Lights Out	Quiet In Camp Lights Out	Quiet In Camp Lights Out	Quiet In Camp Lights Out	Quiet In Camp Lights Out					
8:00 PM												
9:00 PM												
10:30 PM												
11:00 PM												



Area	9 AM - 10 AM	10 AM - 11 AM	11 AM - 12 PM	Area	2 PM - 3 PM	3 PM - 4 PM	4 PM - 5 PM
Aquatics	Swimming A Canoing A Kayaking A	Motorboating A Rowing Small Boat Sailing A	Lifesaving A Swimming B Kayaking B Canoing B	Aquatics	Swimming C Canoing C Motorboating B	Lifesaving B Mile Swim Small Boat Sailing B Oceanography	
Shooting Sports	Shotgun Shooting A Rifle Shooting A	Rifle Shooting B Archery A	Open Shoot Camping A Indian Lore B Emergency Prep A	Shooting Sports	Shotgun Shooting B Archery B	Rifle Shooting C Archery C	
Scoutcraft	Cooking A Orienteering Wilderness Survival A Indian Lore A	Cooking A First Aid A Fishing A	Camping A Indian Lore B Emergency Prep A	Scoutcraft	Camping B First Aid B	Cooking B Emergency Prep B Wilderness Survival B	
Climbing	Climbing A Metalworking A	Climbing B Woodcarving A Bugling A	Open Climb Photography Art A Sculpture Chess	Climbing	Climbing C	Pioneering B Backpacking	
Handicraft	Leatherwork A Space Exploration A Fingerprinting / Crime Prevention A	Woodcarving A Bugling A Music A	Photography Art A Sculpture Chess	Handicraft	Basketry Space Exploration B Woodcarving B	Leatherwork B Bugling B Music B Fingerprinting / Crime Prevention B	
Eco-Con	Envi-Sci A Geology Astronomy A Nuclear Science	Bird Study Fish & Wildlife A Plant Science Weather A	Mammal Study A Pulp & Paper Chemistry Aviation	Eco-Con	Envi-Sci B Reptile & Amphibian Nature Mammal Study B	Weather B Forestry Astronomy B Fish & Wildlife B	
Trading Post	Entrepreneurship A	American Business A		Trading Post	Entrepreneurship B	American Business B	
Swamp Club	Tenderfoot, 2nd Class, 1st Class Req's			Swamp Club	I.O.L.S.	I.O.L.S.	
Comet	Horsemanship A Vet Med A			Comet	Horsemanship B Vet/Med B		
Game	Cycling A		Game Design A	Game	Game Design B	Cycling B	
Shop	Farm Mechanics A	Welding (9-10:30, 10:30-12)	Automotive Maint A	Shop	Automotive Maint B Animal Science A	Animal Science B Farm Mechanics B	
							Open Activities (Open Swim, Open Shoot, Open Climb, Instructional Swim, Etc.)



Merit Badge Offering and Prerequisites

Area	Merit Badge	Prerequisite	Notes
Aquatics	Swimming		Must be a Swimmer to complete
	Canoeing		
	Kayaking		
	Lifesaving		
	Motorboating		
	Small Boat Sailing		
	Rowing		
	Oceanography	8	
Shooting Sports	Archery		Open Shoot recommended
	Rifle Shooting		Open Shoot recommended
	Shotgun Shooting		Open Shoot recommended
Scoutcraft	Camping	4b,5e,7b,8d,9	
	Pioneering	2a	
	Cooking	4,6	
	Emergency Preparedness	1,2,6c,8,9	
	First Aid	1,2d	
	Fishing		
	Indian Lore	1,2	
	Orienteering	7,8,9	
	Wilderness Survival	5	Overnighter required
Handicraft	Art	6	
	Basketry		
	Bugling	6	
	Fingerprinting		
	Crime Prevention	2,4,7	
	Chess		Bring a chessboard
	Leatherworking		
	Metalworking		
	Music	3,4	
	Photography	1b	
	Sculpture	2c	
	Space Exploration	2	
	Woodcarving	2	
Eco-Con	Astronomy	4c,5b,6b	D-A observatory trip required
	Aviation	2,4	
	Bird Study	6	
	Chemistry	7	
	Environmental Science		
	Fish and Wildlife	5,7	
	Forestry	5,8	
	Geology		
	Mammal Study		



	Nature	4a(2),4d(2),4f	
	Nuclear Science	3	
	Plant Science	5,8	
	Pulp and Paper	7	
	Reptile & Amphibian Study	8	
	Weather	9a	
Trading Post	American Business	2a,3,5	
	Entrepreneurship	3,5	
Corral	Horsemanship		
	Veterinary Medicine	6	
Cycling	Cycling	7b(c), 7b(d)	
	Game Design	5,6,7	
Climbing	Climbing		Open Climb recommended
	Backpacking	8c,9,10,11	
Shop	Welding	7a	14 years old, long pants & boots
	Automotive Maintenance	11	14 years old, long pants & boots
	Animal Science	1	Horse option, 14 years old, long pants & boots
	Farm Mechanics	3,5	14 years old, long pants & boots





Program Areas

Hay Pavilion / Dining Hall

The Hay Pavilion is the largest Program Area at camp and one of the most exciting. Every Breakfast, lunch, and Dinner the entire camp assembles together under the Hay Pavilion for meals. Meals are quite the production with good food and meal time entertainment provided by the D-A Staff. Also a quick reminder, mess-kits are NOT required at the Hay Pavilion.

The Hay Pavilion also holds the sign-up sheets for several opportunities to provide service to camp such as; Flag Ceremonies, Meal Time Grace, Meal Time Servers, Shower House Clean-up, Dining Hall Clean-up, and Chaplain Aides.

Shooting Sports

This is The Ranch's department of things that go BOOM!!! Shooting Sports give Scouts the opportunity to learn how to use firearms in a safe and controlled environment. Stop on by and check out the awesome multi use range. We run our Rifle, Shotgun and Archery ranges simultaneously, giving Scouts every opportunity to come on down and shoot.



At The Ranch we offer all of the Shooting Sports merit badges along with the opportunity to earn NRA Pro-Marksman and Marksman special awards for Rifle. The costs of shooting are covered for all Scouts participating in Shooting Sports badges. Scouts who would like to participate in an open shoot who are not enrolled in the merit badge class will have to purchase tickets from the Trading Post to shoot.

New this year to Shooting Sports area is the O.K. Corral Shootout where Scouts can participate in shooting competitions for special awards. Returning this summer is the Primitive Shootout where Scouts can earn points and see how they stack up amongst the other caveman at camp.



Silver-Spur Corral

The Ranch wouldn't be complete without the horses. D-A is the only working year-round Scout Ranch this side of the Mississippi. The corral also hosts trail rides, Scouts can sign up and pay for trail rides at the Jack Lord Trading Post. Individuals must be at least 10 years old to go on a trail ride. Scouts looking to ride at D-A must wear long pants (preferably jeans) and closed toe shoes. Scouts looking to participate in a trail ride, must have a buddy. The corral also offers a Meal Ride as a special trail ride where Scouts have the opportunity to eat a meal on the trail. All trail rides leave from the corral, mess kits are not required for meal rides.



TRAIL RIDE COST: (Payable at the Jack Lord Trading Post)

Trail Ride: \$15.00

Meal Ride: \$30.00

The corral also offers a Mini Yucca, an overnight horseback riding experience. The Mini Yucca is a truly unique experience at the Ranch and is limited to only one Scout per unit. To sign up a Scout for the Mini Yucca have the one Scout per unit along with an adult leader sign up at the Trading Post. For the Mini Yucca we also need one adult male volunteer over the age of 21. The adult volunteer position is first come first serve.

Dodge City (FYC)

Dodge City in Kansas was once known as the cowboy capitol of the world. Dodge City was once a small town on the frontier but grew rapidly as cattle drives began to push west. For many cowboys Dodge City was the first stop on their journey west and for Scouts at D-A, Dodge City is the first stop on the trail to Eagle.



Dodge City gives Scouts the opportunity to work on advancement while experiencing the entirety of camp. Scouts are placed into patrols and with their patrol they will work on Tenderfoot, 2nd Class and 1st Class requirements while visiting the other areas of camp. Scouts will learn the skills, but it will be up to unit leadership to test the skills they have learned and sign off on them at a later time. Staff members cannot sign off requirements in Boy Scout Handbooks. Participating Scouts will have the opportunity to work on merit badges in the afternoon sessions.



Aquatics

Aquatics is located on Lockwood Lake, the largest lake a D-A. Scouts have a chance to earn a slew of merit badges and special awards at Lockwood Lake's waterfront. Scouts will get acquainted with the waterfront early in the week on check-in day with Swim Checks.



Aquatics also offers several special programs throughout the week, including Nautical Tuesdays, Instructional Swim, and the chance to hang out on our inflatables. Scouts and Leaders alike will have the opportunity to test their endurance at either the Polar Bear Swim or the Mile Swim. If you're just looking for a relaxing afternoon stop on by and participate in open swim and boating, don't forget your buddy.



Adult leaders will have the option to become trained in the BSA's Safe Swim Defense and Safety Afloat program so they can help out in the lookout tower, and facilitate their off season aquatics programs.

Climbing

Climbing is all about vertical challenges. Scouts have the chance to reach new heights at the climbing tower. This area of camp offers the Climbing and Backpacking Merit Badge as well as a chance to try our bouldering wall.

Climbing also offers several special programs such as ice climbing where Scouts can participate in a simulated Ice climb and test their skill against the camp ice climbing record which is just over 9 seconds! They also offer Night Rappelling a great chance for those who are not so keen on climbing the tower but want to try their hand at rappelling.



Cycling

Cycling is one of the newest program areas to The Ranch. We offer the Cycling Merit Badge with the Mountain Biking option on our different trails. Scouts can learn all the skills required to operate a bicycle safely both in the city and on the trail. Come down to the Bike Shop with a buddy to challenge yourself on our trails.



While biking remember to be cautious of vehicles and pedestrians at camp. Horses do not like bikes so please STOP AND GET OFF your bike until they pass so that you, the horse and the rider can be safe. Please review the Bike Safety Standards before you arrive.

Safety is paramount in this area of camp, due to the natural change in the landscape of the D-A environment over the off season the following protocol has been established. Each year our Mountain Biking Director and Camp Risk Assessment team will evaluate the trail system and recommend standards pertaining to the use of trails by certain groups provided they have supervision. You will be notified of these conditions at the leaders meeting on Sunday.

Ecology-Conservation



Eco-Con teaches Scouts about the natural sciences. Eco-Con is the most diverse area at The Ranch. Eco-Con offers 11 Merit Badges focusing on a range of subjects from nature to technology. Eco-Con offers several special programs such as Astro Night where Scouts have the chance to use D-A's giant telescope that electronically zeros in on stars and planets.

Handicraft

If you are creative then Handicraft is the place for you. Handicraft offers several arts and crafts related merit badges but is also a great place to go to work on a project for fun.

Handicraft hosts a Tie-dyeing party as a Special Event where Scouts can Tie-dye a shirt or a bandana. Scouts interested in Tie-dyeing should stop by the Trading Post to pick up an official D-A Tie-Dye shirt or Bandana. Scouts cannot Tie-dye shirts brought from home.





Scoutcraft and the Summit

Scouts looking to improve their Scouting skills beyond the basics need look no further than Scoutcraft. Scoutcraft offers several Merit Badges focused on skills used in the outdoors.

Scoutcraft will be offering the Camp Gadget contest where units will compete against one another to lash together the most unique, and adventurous camp gadget. Scoutcraft also holds the Wilderness Survival overnight where Scouts have the opportunity to live in the wilderness under a structure they will build from natural materials.



The Shop

Once again the Shop will be offering the Welding Merit Badge. New this year the shop will also be offering Automotive Maintenance Merit Badge. Safety dictates that Scouts and adults in attendance have hard closed toed shoes, long jean pants, and a long sleeve shirt. Classes held at the Shop will meet at the Hay Pavilion during their class times.





Dodge City Program Schedule 2017

Monday 9:00 AM to 12:00 PM – Tenderfoot

- 1c. Tell how you practiced the Outdoor Code on a campout or outing.
- 2b. While on a campout, demonstrate the appropriate method of safely cleaning items used to prepare, serve, and eat a meal.
- 2c. Explain the importance of eating together as a patrol.
3. Demonstrate a practical use of the square knot, two half-hitches, and taut-line hitch. Demonstrate proper care, sharpening, and use of the knife, saw, and ax. Describe when each should be used.
4. First Aid requirements (To complete 4d, the scout must bring his personal first aid kit with him)
5. Hiking Requirements, Importance of buddy system, what to do if lost, rules of safe hiking
7. Citizenship requirements. Flag Raising, Lowering, and Folding
8. Leadership requirements. Teach a scout to tie a square knot using the EDGE method

Tuesday 9:00 AM to 12:00 PM – 2nd Class

- 1b. Leave No Trace
- 2a-d. Fire Building
- 2f-g. Sheet bend and bowline knots
- 3a-d. Navigation (5-mile hike will be Thursday)
4. Identify 10 kinds of wild animals (on Thursday hike)
5. Aqautics, Beginner Test, Rescue Methods
6. First Aid Requirements
- 8a-b. Citizenship, flag ceremony, flag respect
9. Personal Safety Awareness

Wednesday 9:00 AM to 12:00 PM – 1st Class

- 1b. Tread Lightly
- 2a-d. Cooking preparedness
3. Pioneering and useful camp gadgets
5. Nature and Weather
6. Aqautics, Swimmer Test, Boating
7. First Aid and Emergency preparedness requirements

Thursday 9:00 AM to 12:00 PM – 5 Mile Hike

Nature Requirements and Orienteering Requirements



High Adventure Programs

Mini Yucca

The Mini Yucca is a unique high adventure opportunity available to one Scout per unit. Scouts leave from the Corral after dinner on Thursday night for an overnight horseback riding excursion. The adventure begins with a horseback ride through the backwoods of camp until Scouts reach their campsite for the night. After which Scouts will enjoy a western style crackle barrel and take shifts looking after the horses throughout the night.

Scouts can sign-up for the Mini Yucca at the Trading Post, however an adult leader must be present to confirm the Scout is the one per unit chosen for the Mini Yucca. Scouts going on the Mini Yucca are required to wear long pants, preferably jeans, and closed toed shoes. Scouts attending the Yucca also need, a sleeping bag, flashlight, bug spray, water bottle, watch, rain gear and pocket knife (totin' chip also required).

The Mini-Yucca is also available to one male leader over the age of 21 each week. This slot will be filled on a first-come/first-served basis.

Horsemanship High Adventure Programs

Throughout the summer D-A will be offering unique week long horsemanship opportunities to Scouts who are interested in doing some serious riding. D-A has two advanced horsemanship programs, Ranch Hand and weeklong Yucca Trails. Scouts must be at least 13 years of age to participate in these programs.

Ranch Hand offers Scouts the chance to see what it is like to work on a full time ranch. Allowing them an inside look at the behind the scenes horse program at D-A. The Yucca Trail is an opportunity to spend the entire week exploring the backcountry of D-A while on horseback. Scouts move from campsite to campsite during the day while they care for the horses with brief trips back to the Jack Lord sub-camp to participate in other program areas. Both the Ranch Hand and Yucca Trail are separate summer camp opportunities from the traditional summer camp program. Scouts can either participate in the Horsemanship High Adventure Programs or the traditional summer camp program.

Here is the schedule for Horsemanship High Adventure Programs

Week 1 – Yucca Trail	Week 4 – Ranch Hand
Week 2 – Yucca Trail	Week 5 – Yucca Trail
Week 3 – Yucca Trail	Week 6 – Ranch Hand

Counselor in Training (CIT) Program

The Counselor in Training Program is a unique experience for a Scout to see what it is like to be a summer camp counselor at D-A. The program is meant to bridge the gap between camper and counselor. The program allows for scouts to get a taste of what it is like working on a



summer camp staff, giving them the opportunities to help teach merit badges, run program, and live among the staff. The CIT program adds an additional week to the Scout's summer camp experience one week as a CIT and the other to participate as a member of their unit. In addition to gaining the experience of what it is like to work on a Summer Camp Staff, CIT's are given the opportunity to work on their own personal advancement throughout the week. If a Scout is interested in being a CIT have them fill out a Summer Camp Application online at:

Evening Programs

Sunday Evening

Camp starts on a high point with our opening campfire. The Jack Lord Trading Post will be selling concessions for Scouts and adult leaders to enjoy while watching the campfire. The D-A staff will provide the entire camp entertainment as we welcome you to D-A. The camp will hold a Scouts Own Service at the Chapel as well.

Monday Evening

Primitive Shootout

The Primitive Shootout is a chance for Scouts to use primitive tools to figure out who would have been the Alpha Caveman. At the Primitive Shootout each Scout will be given a score card and then participate in 4 events for points. Scouts will have the opportunity to do primitive archery, knife throwing, tomahawk throwing and most importantly rock throwing. Afterward the event points will be tallied up to decide who at camp is The Alpha Caveman.

Open Iceberg

Scouts have the opportunity to visit the Aquatics area for open swim and open Iceberg. Remember to bring a buddy.

Cross-cut saw and Branding

Dodge City will be hosting Cross-cut saw and Branding. Scouts will have the opportunity to use a two man Cross-cut saw to cut a "cookie" from a log. After Scouts can take their "cookie" and have it custom branded. This is a great opportunity for Scouts to create a souvenir to take home with them.

Night Rappelling

The Climbing Tower will be holding Night Rappels. Everyone has seen an action movie where someone rappels out of a helicopter or down the side of a building. This is the perfect chance for Scouts to share in that experience. The Night Rappel is also a great opportunity for Scouts to complete a requirement for Camping Merit Badge.



Tie-Dying

Scouts that are looking to take home a tie-dyed souvenir should stop by Handicraft on Tuesday night. Official D-A tee shirts and bandanas can be purchased in the Jack Lord Trading Post to be tie-dyed. Handicraft cannot tie-dye personal items brought from home, shirts and bandanas for tie-dying must be purchased from the trading post. Tie-dying costs between \$7 and \$14.

Tuesday Evening

Nautical Tuesday

The waterfront will be holding Nautical Tuesday, where there will be several events for Scouts to participate in both in a patrol and with a buddy. Scouts will have the opportunity to use the War Canoes along with play other waterfront games.

Ice Climbing

One of the coolest activities on camp the climbing tower will have ice climbing. Scouts will use real ice picks on our simulated ice climb to get a feel for real ice climbing. The ice climb is extremely physically demanding.



Wilderness Survival Overnight

The Wilderness Survival Overnight is the pinnacle of outdoor experiences. The Scoutcraft staff will leave for the Wilderness Survival Overnight immediately following dinner. Scouts who are taking the Wilderness Survival Merit Badge are required to attend the overnight but anyone who would like to go is welcome. Scouts not in the Merit Badge class that wish to attend the overnight must speak with the Scoutcraft staff before the overnighter. Scouts attending the Wilderness Survival Overnight must bring a water bottle, multiple layers of clothes, and a survival kit.

OK Corral Shootout

Come on down to Shooting Sports to participate in the OK Corral Shootout. The OK Corral Shootout includes two events. In the first event Scouts have the opportunity to shoot a Muzzle Loader, an early firearm replica. Scouts looking to participate in the Muzzle loading section of the OK Corral shootout must purchase one Muzzle Loading ticket from the Trading Post. The second event tests Scouts reaction time and judgment at the shotgun range. This event will require 3 shotgun tickets which can be purchased from the Trading Post. At the end of the shootout we will see who in camp can stand up to the legends of Wild Earp and Doc Holiday.



Wednesday Evening

Western Night

Western Night is the premier Evening Program at the Ranch – an event like no other. For the entirety of the day the D-A staff will be dressed up in their western gear and we highly suggest your unit join in on the fun. Western Night is a patrol based event so patrols should come with a patrol flag and patrol yell or cheer. The event starts at the flag pole with closing flags. From there the entire camp will march to Western Night field. The Western Night field will be full of games and activities that Patrols can participate in for coins. These coins can be redeemed at the “Trading Blanket” for the coveted Western Night prize. If your patrol has extra coins after buying their map they can spend the rest on other prizes available at the “Trading Blanket.” Patrols with inventive flags and yells will receive more coins at the stations they visit.



Astro Night

Scouts have the opportunity to visit D-A’s massive telescope. Astro Night is a unique opportunity for Scouts to view distant stars and planets. Scouts will depart from the Hay Pavilion to the Trout Lake sub-camp at 9:45pm. Scouts taking Astronomy Merit Badge must go on the Astro Night. Scouts looking to attend Astro Night must sign up ahead of time at the Eco-Con area. If it is cloudy and the stars cannot be viewed Astro Night will be moved to Thursday.

Western Sponge-sling

The Western Sponge-sling is a giant game of dodge ball but with wet sponges. Bring clothing and closed toe shoes that can get wet. The undefeated Staff challenges the campers to break our record. In order to participate in the sponge-sling Scouts must wear closed toes shoes. We ask for the Scouts honesty while participating in the Sponge-sling and for adult leader support in helping to referee the event.

Family Night

We invite the families of all Scouts participating in the events of the week to come to camp and visit. Family Night is on Wednesday evening. Family members and must be checked-in starting at 5:00pm at the Martin Building and we ask that all visitors check-out of camp by 9:00pm. We ask that family members eat dinner before coming to camp or Troops should plan on families



bringing a meal to eat in the campsite. After dinner families are welcome to participate in the events of the evening. To participate in activities you should bring completed parts A and B of the BSA Annual Medical Form. All family members over the age of 18 must have their approved DHS Clearance form with them at check-in.

Root Beer General Store

After the Western Sponge-sling the Hay Pavilion will transform into a Root Beer Salon General Store. The D-A staff will be selling root beer floats at the hay pavilion. Join the staff for some root beer, some ice cream and some fun.

Friday Evening

Friday evening's program starts at 8:00pm with an award ceremony followed by evening colors. From there the camp will depart for the Chapel to hold a Scouts Own Service. Immediately following the Scouts Own Service camp will reassemble in the Fire Bowl for the closing campfire. This campfire will be similar to the opening but it will be the Scouts providing the entertainment this time.





Other Programs

Trading Post

The Jack Lord Trading Post is a one stop shop for all your camp business and equipment needs. We carry a vast selection of D-A swag, camping gear, cold soda, candy, ice cream, mess kits, nutritional snacks and lots of other items. We carry many items that you would see in a National Scout Shop.

Sunday	1:00pm – 5:30pm and 7:00pm – 8:00pm
Monday – Friday	8:30am – 12:00pm, 1:30pm – 5:00pm, and 6:45pm – 9:00pm
Saturday	8:30am – 10:00am

Open Shoot Prices

Scouts and Scouters looking to participate in the open shoot at Shooting Sports that are not enrolled in the corresponding Merit Badge class will need to stop by the Trading Post to purchase tickets to shoot. Prices for the tickets are as follows.

Rifle	5 shots	\$0.50
Shotgun	3 shots	\$2.00
Muzzle Loader	2 shots	\$1.00
Archery	Unlimited	Free

D-A Scout Museum

Scouts will have the opportunity to visit D-A's Scout Museum located near the front of camp. Inside of the Museum is scouting memorabilia from the last century of scouting. Items include patches, uniforms, sashes, medals, magazines, and Native American exhibits. You can also find cool patches from D-A camping history and scouting in the Detroit area of Michigan. This is one unique piece of the D-A Ranch experience that you must not miss out on. The Trainor Museum will also satisfy requirements for the Scouting Heritage Merit Badge.

Leader Meetings

Adult leaders are asked to join the Camp Administration team on Sunday evening at 7:00pm, and on Tuesday and Thursday mornings at 10:30am under the Hay Pavilion for our Leaders Meetings. All adult leaders are welcome to the leader meeting where we will be discussing the events of the week and addressing any issues that might have arisen during your units stay.

SPL / ASPL Round Tables

On Monday and Wednesday the Program Director will be meeting with the SPL and/or ASPL from units at 1:15pm under the Hay Pavilion. During these meetings the units senior leadership will discuss the upcoming events throughout the week as well as work with the units to plan the Friday evening Closing Campfire.



Order of the Arrow

The Order of the Arrow has its origin at summer camp. The purpose of the Order of the Arrow is to recognize Scouts, who best exemplify the Scout Oath and Law in their daily lives and by such recognition cause other campers to conduct themselves in the same manner. The Order of the Arrow provides valuable service to our council camps and assists in the promotion of camping. This year marks the 101st anniversary of the Order of the Arrow. The program for the Order of the Arrow at D-A is as follows:



O-A Day: All Day Tuesday

All Arrowmen are encouraged to wear their sash throughout the day.

O-A Luncheon and Service Project 12:00pm

We invite all Arrowmen to the O-A luncheon at the Hay Pavilion. After some food and fellowship we ask that all Arrowmen present join the D-A OA Service Corp for the next hour to provide service to camp. Partaking in this activity earns you the privilege of buying a D-A OA Service Corp patch at the Trading Post

OA Callout: Tuesday 9:20pm

An impressive ceremony to honor newly elected members of the Order of the Arrow. This ceremony will take place at the OA Firebowl directly following evening program activities. Observers will meet at the Jack Lord Flag Pole at 9:20pm so that we can walk SILENTLY down to the ceremony which will start at 9:30pm. ALL campers are encouraged to attend.

Scoutmasters if you have any Scouts that have been elected PRIOR to camp, please have their names submitted to the Program Director by lunch on Tuesday, so he can collect them and give them to the OA Camp Chief.

OA Fellowship: Tuesday following Callout

After the OA Callout ceremony we ask all Arrowmen and newly elected members to join us in the Hay Pavilion for some ice cream and fellowship. The newly elected Scouts will join us for the fellowship. Feel free to share stories to help inspire these young men to stay active with their lodges and chapters after their induction.



Awards

D-A Ranger Awards

The D-A Ranger Award has three tiers of rank. The award is an individual accomplishment and focuses on completion of key programs that exemplify D-A Scout Ranch. The rank tiers are D-A Deputy, D-A Captain, and finally full D-A Ranger. Only one rank tier can be completed during a week of summer camp and Scouts must complete the previous rank tier before moving on to the next. With each rank tier completed the individual Scout will be recognized and awarded a patch for the rank tier they have completed. Requirements for the D-A Ranger Award can be found in the Appendix.

Adventure Patrol Award

The Adventure Patrol Award is designed to challenge your units' patrols to experience many of the adventures here at The Ranch. Requirements for the Adventure Patrol Award can be found in Appendix II.

Longhorn Award

The Longhorn Award is a unit based award. If your unit has earned this award in the past great job, but this year the requirements will be ever more challenging. Only the strongest units will earn this coveted award. Requirements for the Longhorn Award can be found in Appendix III.



Ranch Master Award

Adventure, leadership, and service are the pillars of a Ranch Master. The Ranch Master Award is for unit leaders to challenge themselves and have fun on their vacation here at the Ranch. Requirements for the Ranch Master Award can be found in Appendix IV.

LEAF Award

The LEAF award is a unit specific special award offered by the Michigan Crossroads Council. The award focuses on leave no trace awareness on a unit level. The award is unit regulated and unit adult leaders can sign off requirements for the unit. Individual Recognition Patches are available for purchase in the Trading Post.



Camp Gadget Award

At the end of the week the D-A Scoutcraft staff will visit units' campsites to judge their camp gadgets. Camp gadgets will be judged on their originality, structural stability and proper lashing techniques. The unit with the best camp gadget will receive the coveted Knot-man Award.



Rules and Regulations

Camp Regulations

The Michigan Crossroads Council camps are operated under the rules and regulations of the National Council, Boy Scouts of America and the State of Michigan. If at any time you would like to know, “why”, we will do our best to explain the regulations and the purpose behind them. Please direct your questions to the Camp Director.

National Standards

There are National Standards by which the Boy Scouts of America evaluate camps each year. D-Bar-A Scout Ranch prides itself in the fact that it has received Camp Accreditation from the Boy Scouts of America.

State Laws

The State of Michigan requires children’s camps, under Public Act 116 to provide written procedures for the items listed below.

Behavior Management

Our goal is to make sure each Scout has a safe and meaningful experience at camp. Be aware of the way you are managing the behavior of the Scouts under your charge. When dealing with youth, it is helpful to be aware of the developmental characteristics of certain ages of youth.

Youth Protection

All camp staff members and adult leaders are required by state law to be observant for signs of possible child abuse and neglect. Any such suspicions must be reported only to the Camp Director. They are not to be discussed in camp. If the Camp Director feels it to be appropriate, he may isolate the alleged perpetrator and will report the situation to the Scout Executive. The Scout Executive must then report it to the Family Independence Agency. None of this is to say that we will be scrutinizing unit leader's relationships with their Scouts, but it is sobering to realize that the prevalence of child abuse and neglect in our society suggests that there may be a Scout in your troop who needs help. We are all required, legally and morally, to be ready to help.

- The Camp Director should be notified if a child should only be released to the custody of a specific parent or guardian.

Shower Facilities

D-Bar-A Scout Ranch has one shower facility located near the Hay Pavilion with individual shower stalls.

Health Lodge

First Aid treatment will be administered at the Health Lodge. It is the duty of all Scouts and leaders to see that all injuries or illnesses, whether minor or serious, are reported to the Health Officer. In case of an emergency; do not move the injured person; there are a number of ways



to reach us: Send 2 runners to the Health Lodge to report the incident. The Health Lodge will be staffed with an individual who meets the State of Michigan and BSA qualifications. It is the responsibility of all adult leaders (and staff) to be aware on a daily basis, of each camper's physical condition. Any changes in appearance, appetite, activity level or health habits are to be reported to the Health Officer. Sleep can make the difference between a great and a poor week. Each person needs a certain number of hours of sleep each week. Scoutmasters should see that camp is quiet from 10:30 p.m. until 7:00 a.m. each night to permit those who wish to sleep a chance to do so.

Emergency Procedures

The D-Bar-A Scout Ranch Emergency Procedures will be reviewed Sunday upon check in and at the Leader's Meeting on Sunday evening. All personnel in camp (staff, leaders, and campers) must be familiar with the Camp Emergency Procedures. In the event of an emergency, all personnel will immediately respond to the specific situation as outlined in the D-Bar-A Scout Ranch Emergency Procedures. In an emergency situation, the Camp Emergency Action Coordination Team will assemble at the camp Administration Building. The team will coordinate actions, issue orders, conduct calls as necessary, and release information to the public, following established B.S.A. and State of Michigan policies. Campers will be notified of an emergency via siren signals.

Restricted Areas

Although visitors/campers are encouraged to explore common areas of D-Bar-A Scout Ranch and the wilderness, the nature of some areas requires limited access. Staff Housing is to never be entered by Scouts or Scouters. All program areas will be off limits during non-program hours. Program hours are 9am - Noon, 2pm - 5pm, and 7pm - 9pm.

Fire Prevention

Fire prevention is very important in camp. The D-Bar-A Scout Ranch Fire Prevention Policy must be followed by each Troop in camp. Fire, Liquid, and Propane Fuels Fires may be built only in the designated areas and under proper supervision. Liquid or propane fuels should be used only under adult supervision. Propane cylinders and cans of liquid fuel must be stored under lock and key.

Wildlife at D-Bar-A Scout Ranch

Despite its proximity to several small towns and cities, D-Bar-A Scout Ranch is in a wilderness setting. Encounters with local wildlife can and may occur. Please follow the camp guidelines regarding encounters with wildlife. A detailed plan will be in your Site Book when you arrive at Camp.



D-Bar-A Scout Ranch Saturday Check-out

The following guidelines must be followed in order to check-out of camp. Non-compliance could mean that your troop's check-out could be delayed. In order for us to continue our customer service for every troop coming to camp, your troop needs to clear their campsite no later than 10am on Saturday.

Check-out prior to 7am on Saturday must be prearranged with the Camp Administration.

You must complete the steps listed below before final checkout:

- Your tour guide will start the checkout procedure with you.
- Locate all of the camp items you have checked out during the week.
- Your troop is also responsible for all equipment damages.
- Washstand and latrine clean and stocked for the next unit
- Fill in all holes made in your campsite.
- Check your campsite and surrounding areas for paper and other debris.
- Fire equipment checked.
- Leave a little firewood for the next unit.
- Final Checkout Unit proceeds to main camp to return equipment and receive the following signed checkout clearances:
 - ✓ Health Lodge
 - Turn in medical lock box and log book
 - ✓ Reserve your Campsite for 2018!!!!!!!!
 - ✓ Relay any last minute concerns to the Camp Director, Program Director or Business Manager.
 - ✓ Have a safe trip home and see you next year!!!!!!!!



Appendices Section

Equipment Request Form

As more and more troops choose to bring their own equipment to camp, D-bar-A is prepared to provide the following items by request. There is no charge for the use of this equipment.

To allow the Ranch Staff to Be Prepared, please fill out and submit this form at least two (3) weeks in advance.

Unit Information

Unit Type _____
Unit Number _____

Week at Camp June 18-24 July 9-15
 June 25-July 1 July 16-22
 July 2-8 July 23-29

MCC Field Service Council Great Lakes Southern Shores
 President Ford Water & Woods

Other Council _____

Equipment Requested

Item	Quantity	Item	Quantity
Canvas Tents	_____	Canvas Cots	_____
Dining Tarps	_____	Picnic Tables	_____

Unit Leader Name
[PRINT] _____
Unit Leader
Signature _____
Date _____

Submit completed form to:

ATTN: Equipment Request
Jack Lord Sub-Camp
D-bar-A Scout Ranch
880 East Sutton Road
Metamora, MI 48455

OFFICE USE ONLY

Received By: _____
Date Received: _____
Submitted to Rangers: _____



Ranch Master Award

Completed Requirements must be signed off by a camp counselor.

1. **Visit Each Program Area**

a. <input type="checkbox"/> Aquatics	e. <input type="checkbox"/> Dodge City
b. <input type="checkbox"/> Climbing	f. <input type="checkbox"/> Scout Craft
c. <input type="checkbox"/> Ecology Conservation	g. <input type="checkbox"/> Silver Spur Corral
d. <input type="checkbox"/> Handicraft	h. <input type="checkbox"/> Shooting Sports

2. **Provide 4 hours of service to the Summer Camp Program (other than the service render in requirement 5)**
1 hr 2 hr 3 hr 4 hr
These service hours can be completed by volunteering in any of the following capacities but can include any service to the Summer Camp Program approved by the Program Director or Camp Director. Please communicate with the staff so that they will know when to expect your help so they can plan accordingly.
 - a. Assist in supervising the waterfront through Tower Duty (requires current Safe Swim Defense and Safety Afloat Trainings)
 - b. Assist during open climb at the Climbing Tower (requires current Climb on Safely Training)
 - c. Assist in Teaching a Merit Badge
 - d. Assist at the First Year Camper Program with Fireman' Chit, Totin' Chit, etc.

3. **Complete 2 of the following adventures here at the Ranch.**
 - a. Mile Swim
 - b. Attend the Polar Bear Swim with your Troop
 - c. Attend Water Carnival
 - d. Climb or Rappel down the Tower
 - e. Shoot Shotgun, Rifle, and Archery during open shoot
 - f. Attend the Primitive Shootout
 - g. Attend the OA Callout Ceremony
 - h. Take a Trail Ride

4. **Attend Western Night with your Troop or patrol from your Troop**

5. **Help Supervise one of the following Specialty Programs at the Ranch**

a. Wilderness Survival Overnight	d. Any Evening Program
b. Mini Yucca	e. Astro Night
c. Water Carnival	f. Cross-cut Saw and Branding

6. **Provide two hours of service to D-bar-A Scout Ranch (other than the service render in requirement 2).**
1 hr 2 hr
These service hours can be completed by volunteering in any of the following capacities but can include any service to D-bar-A Scout Ranch approved by the Program Director or Camp Director. Please communicate with the staff so that they will know when to expect your help so they can plan accordingly.
 - a. Assist Cooking a meal
 - b. Assist Serving meals
 - c. Assist Cleaning the shower house
 - d. Participate in a camp improvement service project

7. **Take a nap, Fill out a Leader Evaluation, and turn it into the camp office.**



D-Bar-A Ranger Award

All Requirements must be signed off by a camp counselor.

**Must be completed before camp.*

***Can either be completed at camp or before camp.*

D-A Deputy

Name: _____ **Unit:** _____

1. _____ Earn 3 Merit Badges
2. _____ Attend Western Night
3. _____ Participate in 2 of the following Adventures Throughout the Week
 - a. _____ Crosscut Saw and Branding
 - b. _____ Tie Dying
 - c. _____ Western Sponge-Sling
 - d. _____ Open Shoot
 - e. _____ Open Swim
 - f. _____ Water Carnival

The D-A Deputy Award must be turned in before 5pm on Friday.

D-A Captain

Name: _____ **Unit:** _____

1. _____ Have Completed the D-A Deputy Rank*
2. _____ Complete Horsemanship MB**
3. _____ Complete one Shooting Sports MB**
4. _____ Attend Western Night
5. _____ Participate in 5 of the following Adventures Throughout the Week
 - a. _____ Primitive Shootout
 - b. _____ Cowboy Action Shoot
 - c. _____ Trail Ride
 - d. _____ Meal Ride
 - e. _____ Ice Climbing
 - f. _____ Mini Yucca
 - g. _____ Night Rappelling
 - h. _____ Wilderness Survival
 - i. _____ Astro Night
 - j. _____ Dutch Oven Cook-Off
 - k. _____ Polar Bear Swim
 - l. _____ Aquatics Special Awards
 - m. _____ Open Climb
 - n. _____ Open Shoot

The D-A Captain Award must be turned in before 5pm on Friday.



Adventure Patrol Award

Patrol Name: _____ **Patrol Leader Name:** _____ **Unit:** _____

Complete the following Requirements and have them signed off by a counselor.

1. _____ During your week at D-A camp as a Patrol maintain the cleanliness of your campsite.
2. _____ As a Patrol participate in 5 of the following Adventures.
 - a. _____ Primitive Shootout
 - b. _____ Polar Bear Swim
 - c. _____ Water Carnival
 - d. _____ Open Swim
 - e. _____ Tie Dying
 - f. _____ Open Shoot
 - g. _____ Western Sponge-sling
 - h. _____ Root Beer Saloon
 - i. _____ Wilderness Survival
 - j. _____ Astro Night
 - k. _____ Trail Ride
 - l. _____ Ice Climbing
 - m. _____ Night Rappelling
 - n. _____ Crosscut Saw + Branding
 - o. _____ Patrol Hike (min 1hr)
 - p. _____ Open Swim
 - q. _____ Open Climb
3. _____ As a Patrol participate in Western Night. Bring a Patrol Flag, and Cheer, or Yell.
 - a. _____ Patrol Flag
 - b. _____ Patrol Cheer or Yell
4. _____ As a Patrol provide a Song, Skit, or Story for Friday's Closing Campfire.

The Adventure Patrol Award must be turned in before 2pm on Friday.



Longhorn Award

Unit Number: _____

Only the Strongest Units will survive

Requirements must be signed off by a Staff Member.

1. _____ As a unit volunteer to conduct a flag ceremony at a general assembly, provide grace for a meal, provide mealtime entertainment or have a Scout assist with the scouts own service.
2. _____ As a unit volunteer to clean the camp shower house, the dining pavilion or help serve a meal.
3. _____ Have the unit present themselves before the acting Scoutmaster in full BSA Uniform for inspection.
4. _____ Attend opening and closing campfires as a unit.
 - a. _____ Opening
 - b. _____ Closing
5. _____ As a unit provide a service project to camp that is approved by the Program Director and Camp Ranger.
6. _____ As a unit be present at every flag ceremony throughout the week.
7. _____ Have at least one adult leader attend each of the leader meetings throughout the week.
8. _____ Have the SPL or the ASPL attend each of the SPL Meetings through the week.
9. _____ Invite another unit to your campsite and host a campfire or visit another unit's campsite for a campfire.
10. _____ Submit at least 1 adult and 1 youth evaluation form before the end of the week.
 - a. _____ Adult
 - b. _____ Youth
11. _____ Attend Western Night as a unit and have your patrols participate.
12. _____ As a unit build a gateway to your campsite for the week.
13. _____ Have 1 Scout from your unit attend the Mini Yucca, or the weekly Meal Ride.
14. _____ Have at least one adult leader earn the Ranch Master Award.
15. _____ Have at least one Patrol earn the Adventure Patrol Award.

The Longhorn Award must be turned in after evening colors on Friday.



Michigan Crossroads Council
Aquatics Committee
Waterfront Captain Award
Application for Scouts

Applicants Name: _____
Troop Number: _____
Field Service Council: _____
District: _____
Applicant's Address:
Number / Street: _____
City / State: _____
Zip Code: _____



Requirements:

- 1) Pass the BSA Swimmer's Test
- 2) Earn the First Aid merit badge
- 3) Become certified in CPR
- 4) Earn eight of the following merit badges:
Canoeing, Fishing, Fly Fishing, Kayaking, Lifesaving,
Motorboating, Rowing, Scuba Diving, Small Boat Sailing,
Swimming, Water Sports, White Water
- 5) Earn the Mile Swim Award

Evidence of Completion

Req's #1, #2 & #4: Acceptable evidence of completion is either a copy of the applicants official BSA advancement record or photo copies of completed merit badge requirement cards signed by the counselor.

Req's #3 & #5: Acceptable evidence of completion is either a copy of the applicants official BSA advancement record or photo copies of completed training certification cards.

To receive the award patch submit evidence of completion as described above for all requirements and a check for \$3.95 to cover the cost of the patch, postage, and MI sales tax to:

Aquatics Committee
c/o Michigan Crossroads Council
137 S. Marketplace Blvd
Lansing, Michigan 48917

Make check payable to: Michigan Crossroads Council
Office Code: 7079

***Note - This award may not be able to earn solely at camp but may earn some of the required badges**