

2020
SCOUTS
BSA
LEADER'S
GUIDE

D-BAR-A

Scout Ranch



#FEARTHESTEER

70 YEARS
OF
SERVING
YOUTH

Dear Scout Leader,

Thank you for choosing D-BAR-A! It is our pleasure to welcome you to the Ranch. We are proud of the Boy Scouts of America's heritage and our shared love of the outdoor program.

Program is constantly updated to provide you with the best possible experience for your scouts. This guide will give your Unit the tools to help you plan your week. Our staff is committed to making your summer camp experience the highlight of your Scouting year as well as supporting you in meeting your Units objectives.

We have several new additions this year including our revised Patrol Method cooking option, new merit badges, new evening programs, and the upgrades coming in 2019 to the Hay Pavilion.

The selfless and significant personal commitment of time and talents of the individual volunteers like you help make the Boy Scouts of America a viable and vital importance today. We hope that after a week at D-BAR-A your unit will have a new camp to call home.

If you have any questions, comments, or concerns, please contact our Ranch Commissioner prior to or during your week of camp.

Yours in Adventure,

Jerry Deeg
Ranch Director

Cody Fishell
Program Director

D-BAR-A Scout Ranch
[#FearTheSteer](#)

Last Revised 11/15/2019

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.



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ABOUT OUR CAMP

The Michigan Crossroads Council, Boy Scouts of America, prides itself in operating D-BAR-A Scout Ranch. 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-tall climbing tower, two shooting sports areas for Scout needs, several Nature Centers, 2 Bouldering Walls, and over 11 miles of hiking and horse trails. D-BAR-A Scout Ranch is open year-round.

D-BAR-A is one of the few camps in the world that is also a fully functioning horse and cattle ranch. What makes D-BAR-A unique is but the opportunity for scouts to experience all that ranch life has to offer. Scouts can learn to rope, ride, and brand. All of this can take place during a week of summer camp where scouts are earning merit badges, swimming, shooting, climbing, and working on rank advancement.

ABOUT THIS BOOK

This Leader's Guidebook is designed to assist your unit in preparation to attend D-BAR-A Scout Ranch. The 2020 Leader's Guide contains a variety of important information about D-BAR-A Scout Ranch. It will assist the unit leader with each step of the summer camp process, from registration and attending camp, to reserving your site for next year. This guide contains all the information a unit 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 before your week at camp.



NEW THIS YEAR

New Merit Badges

We are offering 14 new merit badges this year. They are: Citizenship in the Community, Citizenship in the Nation, Citizenship in the World, Communication, Home Repairs, Painting, Pottery, Personal Fitness, Personal Management, Public Speaking, Public Health, Rowing Scouting Heritage, and Woodwork.

We also have several merit badges that are returning to D-BAR-A this year by popular demand. They are: Automotive Maintenance, Fishing, Pioneering, and Search and Rescue

New Programs

This summer we will also offer an all new Trade Skills Area where scouts can learn valuable trades like Welding, Automotive Maintenance, and Metalworking. D-BAR-A is also offering a brand-new Advancement Area for both younger and older scouts.

We are also offering Climb on Safely, Swim and Water Rescue and Paddle Craft Safety, Stand-Up-Paddle Boarding and Instructional Swim.

Build Your Own Adventure

New in 2020 is D-Bar-A's High Adventure program. Details can be found under the Program Areas section of this guide.

PROGRAM AREAS

The Advancement Area



The Advancement Area is a place for first year campers to take part in our Dodge City program. Dodge City allows first year campers to get ahead in their Tenderfoot, Second Class and First Class requirements. The program focuses on the requirements that units have a difficult time completing outside of summer camp. It also only takes up either the morning or afternoon blocks so that first year campers still have the opportunity to earn merit badges. **Dodge City operates on a tentative schedule. Tenderfoot Requirements on Monday, Second Class on Tuesday, First Class on Wednesday Swimming Requirements on Thursday, and the five-mile hike on Friday.** The other part of the Advancement Area dedicates itself to offering advancement for older scouts. It does this mainly by offering Eagle Required Merit Badges.



Aquatics



Aquatics is located on Lockwood Lake, the largest of the three lakes at D-BAR-A. Scouts have a chance to earn five merit badges, and four special awards at our waterfront. Scouts will get acquainted with the waterfront on check-in day with Swim Checks. 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 or 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 at the waterfront, and facilitate their off season aquatics programs.



Climbing



D-BAR-A is proud to offer the most successful MCC climbing program in the state. Climbing is all about vertical challenges. Scouts have the chance to reach new heights at the climbing tower. Climbing also offers several special programs such as speed climbing where scouts and adults can try to beat the 6.8 second record. They also offer Night Rappelling, a great chance for those who are not so keen on climbing the 32-foot tower but want to try their hand at rappelling. One of the newest additions to Climbing's evening program is tandem climbing, which consists of two people being tied together and required to use teamwork to scale the face of the tower.



Ecology-Conservation



Eco-Con is one of the most diverse areas at the Ranch. It teaches the natural sciences, nature, technology, and a whole lot more. One of Eco-Con's special programs this year is Astro Night where Scouts have the chance to use D-BAR-A's giant telescope that electronically zeros in on stars and planets. Eco-Con also hosts a weekly capture contest where Scouts can search for exciting creatures and earn points for capturing them safely at camp.

Handicraft



Handicraft is one of the busiest areas on camp; encompassing both traditional skills such as woodcarving, leatherwork, and pottery, and also nontraditional skills such as space exploration, game design and chess. Handicraft is also available to both Scouts and adults to go work on a project for fun. Back by popular demand,

Handicraft is also hosting Tie-dyeing where participants can dye items such as a shirt or a bandana. The Trading Post will have official D-BAR-A Tie-dye shirts available to purchase, but Scouts can also come to camp with their own shirts. Handicraft is home to Game Night, in which Scouts are encouraged to bring their card games or board games to play with staff, fellow scouts, and adults.



OSA (Outdoor Skills Area)



Outdoor Skills caters to all Scouts, from those looking to improve their outdoor skills to Scouts who seek to become an expert survivalist look no further than OSA. OSA offers several Merit Badges focused on skills used to survive in the outdoors as well as the skills used in camping, backpacking, and hiking. OSA also offers the Camp Gadget contest, where units will compete against one another to lash together the most unique, and adventurous camp gadget. OSA holds a Wilderness Survival overnight where Scouts have the opportunity to live in the wilderness under a structure they will build from natural materials.



Shooting Sports



Shooting Sports give Scouts the opportunity to learn how to use firearms in a safe and controlled environment. Stop on by to check out the awesome Archery, Rifle, and Shotgun ranges. At the Ranch we offer all of the Shooting Sports merit badges. The cost of shooting is included in the camp fee for all Scouts participating in a Shooting Sports merit badge. 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. Returning this summer is Muzzleloaders, Primitive Shootout, and the Cowboy Action Shootout.



Silver-Spur Corral



No Ranch would be complete without horses. D-BAR-A is the only year-round Scout Ranch this side of the Mississippi. Any program or merit badge that has to do with horses is taught here. 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-BAR-A must wear long pants (preferably jeans), closed toe shoes and 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:

Trail Ride: \$15.00

(Payable at the Jack Lord Trading Post)

Trade Skills Area



The Trade Skills Area is where Scouts can go to learn valuable trades like Welding, Automotive Maintenance, and Metalworking. Recently D-BAR-A has seen a significant drop in the number of people who are proficient in some

of the trade skills that were used to build Scout camps around the country. So D-BAR-A is implementing a new trade skills program to ensure that Scouts today are learning these skills. D-BAR-A believes that teaching Scouts these skills now will not only benefit them, but the Boy Scouts of America as a whole.



HIGH ADVENTURE AT THE RANCH

New in 2020 is D-Bar-A's Build Your Own Adventure pilot. Today, youth and adults can take advantage of the ranch's camping, training, and work high adventure programs. D-Bar-A's new programs are a perfect fit for older Scouts who want to dive deeper into the adventures Scouting can offer. These programs include: Blacksmithing, Suttler's Trail, Ranch Hand, Personal Watercraft, Shooting Sports, and Backpacking.

There are all sorts of time options available. There are day options that will have each participant back to their troops at the end of the day. We also have some half week options that allow Scouts to try more than one high adventure. The most intense high adventures we offer are a whole week long. Some of these high adventures are only offered during certain weeks. Dates are available during registration

HALF WEEK EXPERIENCE:

Introduction to Backpacking:

Learn to backpack at D-Bar-A! Our trail network leads through dense forest that is perfect for practicing and learning the basics of backpacking. If your unit wants to embrace a new kind of adventure outside of summer camp, then this instructional course is for you! D-Bar-A's highly trained staff will provide you with details you need to begin backpacking with your troop.

In this course we will provide hands on examples of all of the different hiking styles and gear options a backpacker has available to them. Are you someone who wants to invest in ultralight gear so you can hike faster and crush miles? Or maybe you prefer to listen to nature over the soft whisper of your homemade alcohol stove before wandering to your next campsite? There is no right way to backpack, however, this course will take you a step closer to finding out what your preferred backpacking style is.

Gear: Each Participant must bring some kind of personal sleep system they feel comfortable hiking with. This could include: backpack, sleeping pad, tent/tarp/hammock, sleeping bag, and mess kit. This gear does not need to be new, or even nice camping gear. Remember, this is a learning experience, and you do not need to buy anything more than you use already. Everyone starts with a heavy pack.

Requirements: Participants should be at least 14 years of age and First Class. Except for your personal camping gear, D-Bar-A Scout Ranch will provide everything that you will need including food and cooking equipment.

This adventure is three days, two nights long. Capacity 20

Personal Watercraft Program:

D-bar-A's Personal Watercraft (PWC) is a great opportunity for older Scouts who love the water to take their interest to the next level. In this five-day program, Scouts will learn how to operate and enjoy this unique recreational aquatic activity, while exploring Lockwood & Beaver Lake. Through a nationally approved education program, Scouts will gain confidence and have a blast!

Scouts registered for this program will need to bring a signed waiver form for PWC and have passed the Swimmer's test.

Participants should be at least 14 years of age and First Class. Except for your personal camping gear, D-Bar-A Scout Ranch will provide everything that you will need including food and cooking equipment.

Capacity 14

FULL WEEK EXPERIENCE:**Ranch Hand:**

Also referred to as our Wrangler in Training program, this allows scouts the opportunity to spend a week learning what it takes to work at a Ranch! Help the D-Bar-A Ranch Staff care for our herd of horses, long horn cattle and burros in this once in a lifetime adventure. You will work alongside the ranch staff on the 1700-acre ranch. You will learn to bend and weld metal, work on farm machinery, and do repairs around the ranch.

Participants, in this full-immersion program, will earn the Horsemanship, Farm Mechanics and Welding Merit Badges, in addition to taking part in all aspects of running the Ranch from maintenance to horse care. Learn how to rope, ride, spend a night under the stars with the horses and even participate in a true cattle drive!

Requirements: Participants should be at least 14 years of age and First Class and have some riding and camping experience. Except for your personal camping gear, D-Bar-A Scout Ranch will provide everything that you will need including food and cooking equipment.

This adventure is WEEK LONG. Capacity 12

All Things Shooting: During this week you will learn and earn your NRA Rifle, Shotgun and Pistol certifications. Along with the training, you will also have the chance to experience different shooting sports experiences such as Cowboy Action Shooting, head across the road to Hunters Creek Club for some Trap & Skeet.

Requirements: Rifle and Shotgun Shooting merit badges or other Non BSA similar training. This is an ON-SITE activity with some OFF-SITE components, but participants will return to be with their units every evening. Participants should be at least 14 years of age and First Class and have some swimming and camping experience. Except for your personal camping gear, D-Bar-A Scout Ranch will provide everything that you will need including food and cooking equipment.

This adventure is WEEK LONG. Capacity 12

The Shooting Sports Pistol form can be found [here](#).

OTHER PROGRAM OPPORTUNITIES

Camp-Wide Events

Flag Ceremonies are 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 in front of the Jack Lord Administration Building. There will also be a flag ceremony on Sunday at 8pm and Friday at 8pm. Units 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.

Firebowl

There will be two camp-wide Firebowl programs conducted each week at camp. The Firebowl on Sunday evening will feature the D-BAR-A Scout Ranch Staff performing their favorite skits, songs, stories, run-ons, and cheers. Friday's Firebowl is designed to include the units attending camp. In order to participate in Friday's campfire, units must send a representative to the Campfire Planning Meeting on Wednesday at 1:15pm located at the Hay Pavilion.

Western Cup

The 3rd annual Western Cup will be held all week long during free time and will feature several different activities that patrols can compete at for a chance to win the coveted Western Cup.

Hay Pavilion / Dining

The Hay Pavilion is the largest Program Area at camp and one of the most exciting. D-Bar-A provides scouts with all mealtime utensils. Mess-Kits are not required. The Hay Pavilion also holds sign-up sheets for several opportunities to provide service to camp such as; Flag Ceremonies, Mealtime Grace, Meal Time Servers, Shower House Clean-up, and Dining Hall Clean-up.

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 a valuable service to our council camps and assists in the promotion of camping. A call out ceremony will be held on Friday evening at Fire bowl during your week of camp. There will also be an OA social scheduled during the week.

Mile Swim

Thursday afternoon, brave Scouts and leaders will swim the mile at 3:00pm. 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, and occur at 3:00pm on their respective days. Swimmers must have two people accompany them on their mile swim.



Astro Night

Eco-Con conducts astronomy night at D-BAR-A's very own Astronomy Center on Thursday at 9:00pm. It features a ginormous telescope with an electronic zeroing feature that lets scouts track stars and planets. The event is typically limited to around 30 participants so scouts taking the Astronomy Merit Badge have priority.

Tandem Climb

In this event, two scouts are roped together and required to use teamwork to scale the face of the tower together. Tandem Climb takes place from 7:00pm – 9:00pm on Tuesday.

Tie-Dye

Handicraft offers scouts and adults the opportunity to create custom clothing. They only need to bring a light-colored piece of clothing and let the fun begin. White D-BAR-A tee shirts are available for purchase in the Jack Lord Trading Post.

The Wilderness Survival Outpost

The Outdoor Skills Area hosts an overnight wilderness survival expedition. Scouts will trek to a remote area in camp and build shelters from natural materials to sleep in for the night. The outpost is open to all campers and adults, but Wilderness Survival merit badge students get priority.

Game Night

Handicraft is home to one of the busiest evening programs of the week; Game Night. Scouts are encouraged to bring their card games or board games to play with staff, fellow scouts, and adults. Popular games include Uno, Chess, Dungeons and Dragons, Euchre, Magic, and Sorry.

Flag Retirement

At 8:00pm on Wednesday night the Advancement Area will be hosting a flag retirement ceremony to respectfully remove American flags from service.

Dutch Oven Cook-off

Scouts and Adult Leaders are invited to flaunt their Dutch oven recipes and compete for the best Dutch oven dish. This event features two categories: sweet and savory. Units will provide their own ingredients for the event. Dutch ovens are available for units to use.

The Search and Rescue Outpost

Scouts will be arranged into two groups. The first group will be several Scouts supervised by staff and adult leaders that will play the part of lost hikers attempting to effect self-rescue or survive. The second group will be Scouts from the Search and Rescue merit badge. They will use what they learned throughout the week to try to find the first group of lost scouts in a race against the clock. The Outpost ends when one of the following things happen: 1. Group One effects self-rescue. 2. Search and Rescue group finds the lost scouts. 3. The sun goes down / the time limit is up and everyone will be escorted back to camp by staff members.

Primitive Shootout

On Tuesday night Shooting Sports allows Scouts to use primitive tools like slingshots, flu-flu archery, tomahawks and throwing knives.

Muzzleloaders

D-BAR-A has several classic muzzle loading rifles. Scouts and adult leaders are invited to come to shooting sports to load, aim and fire these historic firearms. Scouts can purchase 2 muzzleloader shots for \$1.00 from the Trading Post.

Cowboy Action Shooting

The program offers a fun and safe introduction to cowboy action shooting with pistols, rifles, and shotguns. While attending camp, Boy Scouts and Ventures¹, 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 Range Officers can call them by those names.

Open Shoots at the Ranges

Scouters and Scouts 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	\$0.25
Shotgun 3 shots	\$1.00
Muzzle Loader 2 shots	\$1.00
Archery Unlimited	Free

Water Carnival

To celebrate the completion of merit badges, Aquatics is hosting Water Carnival! This is a unit competition. There are events in the water as well as on land so everyone can participate. The patrol with the highest score will be announced at closing Firebowl.

Ultimate Frisbee Tournament

Patrols can participate in D-BAR-A's very own Ultimate Frisbee Tournament. Teams consist of seven players and official rules will be provided upon request. Scouts can compete to determine the ultimate team. If groups would like to participate, please notify the program at the leaders meeting on Sunday evening. The tournament will take place in beginning Monday evening at 9:00pm-10:15pm and will continue every evening at that time until the tournament is complete.

D-BAR-A Scout Museum

Scouts will have the opportunity to schedule a visit at D-BAR-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-BAR-A camping history and scouting in the Detroit area of Michigan. This is one unique piece of the D-BAR-A Ranch experience that you must not miss out on. The Trainor Museum will also satisfy requirements for the Scouting Heritage merit badge.

Longhorn Award and Adventure Patrol

The D-BAR-A Scout Ranch Longhorn Award was created to encourage and assist units to become exemplary in their organization, participation, and Scout spirit at camp. Units 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

D-Bar-A is committed to providing an excellent experience for every participant that comes through the front gate - including our adults. This may look different for every adult that attends camp. If an adult would like to help out in a specific program area, contact the area director at the beginning of the week. Of course, adult volunteers are not replacement instructors, but they are there to guide and enable and engage all scouts. Adult leaders are also encouraged to participate in evening programs alongside their Scouts (including activities such as the Scoutmaster/SPL shoot and the Scoutmaster/SPL climb).

At D-Bar-A, we also believe that every youth deserves a trained leader. For that reason, we offer trainings such as Outdoor Leadership Skills, Safe Swim Defense, Climb on Safely and Understanding and Preventing Youth-on-Youth Abuse. Additional trainings will be available based on resources in camp. If you are looking for a specific training for your troop, please contact hannah.anderson@scouting.org 2 weeks before your unit arrives in camp. A full schedule of offerings will be available before camp begins.



PROGRAM SCHEDULE

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
6:00 AM	Camp Closed		Polar Bear Swim					
7:45 AM		Flag Raising	Flag Raising	Flag Raising	Flag Raising	Flag Raising		
8:00 AM		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	
9:00 AM				Program Block A		Merit Badge Makeup		
10:00 AM			Program Block B	Leaders Meeting			Camp Dismissal	
11:00 AM				Program Block C		Merit Badge Makeup	Camp Closed	
12:15 PM				Lunch				
1:00 PM			Scouts Own Service	Campfire Planning Meeting (SPL)	Scouts Own Service			
2:00 PM	Check-in and Swim Checks		Program Block D					
3:00 PM			Program Block E					
4:00 PM			Open Activities			Water Carnival		
5:00 PM			Program Areas Close					
5:15 PM			Dinner					
6:30 PM			Flag Lowering					
7:00 PM	Leaders/SPL Meeting	Evening Rappelling, Open Aquatics, Muzzle Loaders, Tie dye	Tandem Climb Open Aquatics Wilderness Survival, Game Night, Primitive Shoot	Cowboy Action Shoot, Astro Night, Dutch Oven Cook-off	Troop Night, Search and Rescue Outpost, Open Aquatics	Merit Badge Q&A		
7:45 PM	Flag Lowering, Chapel, and Campfire					Flag Lowering, Camp Awards, and Campfire		
8:00 PM								
9:00 PM	Quiet in camp	Open Activities	Quiet in camp	Quiet in camp	Quiet in camp	Quiet in camp		
10:30 PM	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out		
11:00 PM								

MERIT BADGE SCHEDULE

Area	9 AM -10 AM	10 AM- 11 AM	11 AM- 12AM
Climbing	Climbing		Climb on Safely
Shooting Sports	Shotgun Shooting 1	Rifle Shooting 1	
	Archery 1		Public Speaking
Aquatics	Lifesaving		Motorboating 1
	Rowing	Swimming 1	Swimming 2
	Swim and Water Rescue and Paddle Craft Safety		
	Kayaking 1	Small boat Sailing 1	Canoeing
Outdoor Skills	Pioneering	Chess	Camping 1
	Fishing	Emergency Preparedness 1	Cooking (11:00-12:30)
	Wilderness Survival	First Aid 1	First Aid 2
Handicraft	Leatherwork 1	Space Exploration	Art/Pulp & Paper
	Game Design 1	Woodcarving 2	Leatherwork 2
	Woodcarving 1	Moviemaking	Photography
Eco-Con	Environmental Science 1	Astronomy	Chemistry
	Insect Study	Mammal Study 1	Environmental Science 2
	Composite Materials	Bird Study	Indian Lore
Advancement Area	Dodge City 1		
	Personal Fitness	Cit. in the World	Personal Management
Corral	Horsemanship 1		Vet Med/ Animal Science
Trade Skills	Welding 1	Home Repairs	
	Woodwork	Metalworking 1	
Hay Pavilion	Communication		Public Health

Area	2 PM - 3 PM	3 PM- 4 PM	4 PM:-5:00 PM
Climbing	Sports/Athletics	Scouting Heritage	Open Climb
Shooting Sports	Rifle Shooting 2		Open Shoot
	Archery 2		
Aquatics	Kayaking 2	Instructional Swim	Open Swim
	Motorboating 2	Small boat Sailing 2	
	Oceanography	Mile Swim	
Outdoor Skills	Fire Safety/Traffic Safety	Search & Rescue	Fireman Chit Totin' Chit & Project Help
	Camping 2	Orienteering	
	Emergency Preparedness 2	Fly Fishing	
Handicraft	Pottery	Fingerprinting/ Crime Prevention	Project Help
	Music	Basketry	
	Game Design 2	Painting	
Eco-Con	Weather	Mammal Study 2	Project Help / Nova
	Fish & Wildlife	Soil and Water Conversation	
	Reptile & Amphibian	Archeology	
Advancement Area	Dodge City 2		
	Cit. in the Nation	Cit. in the Community	
Corral	Horsemanship 2		Trail Rides
Trade Skills	Metalworking 2		Open Forge
	Automotive Maintenance	Welding 2	

MERIT BADGE INFORMATION

Merit Badge	Prerequisites	Notes
Archeology	4, 7	
Archery	1c	Recommended to attend open shoot
Art/Pulp & Paper	Art: 6 Pulp & Paper: 7	
Astronomy		Must attend Astro Night
Automotive Maintenance		
Basketry		
Bird Study	7, 8c	
Camping	8d, 9a, 9b	9b(6) can be completed at camp
Canoeing		Must Be able to pass the BSA Swim Test
Chemistry		
Chess		
Citizenship In the Community	2a, 3a, 4b, 7c	
Citizenship in the Nation	2, 3	
Citizenship in the World	7	
Climbing		Recommended to attend open climb
Communication	4, 5	Must be prepared to MC closing Firebowl to complete 8
Composite Materials	4	
Cooking	4	
Emergency Preparedness	1, 2c, 6c, 8b	Must attend Search & Rescue Outpost
Environmental Science		
Fingerprinting/Crime Prevention	Crime Prevention: 2, 4, 7	
Fire Safety/Traffic Safety	Fire Safety: 6, 11	
First Aid	5	
Fish & Wildlife Management		
Fishing	7	Recommended to bring fishing equipment. Scouts should be prepared to use their own equipment to cook a fish they catch.
Fly Fishing	8	Recommended to bring fly-fishing equipment
Game Design		
Home Repairs		
Horsemanship		
Indian Lore		
Insect Study		
Kayaking		Must be able to pass the BSA Swimmer test
Leatherwork		

Lifesaving		Must be able to pass the BSA Swimmer test
Mammal Study		
Metalworking		
Motorboating		Must be able to pass the BSA Swimmer test
Moviemaking		Must bring personal camera (Tablets and Phones DO count)
Music	3	3d can be completed at camp, Recommended to bring instrument
Oceanography		
Orienteering	7, 9	
Painting		
Personal Fitness	1, 6, 7, 8	
Personal Management	2, 5, 8c	
Photography		Must have up to date Cyber Chip, Must bring personal camera (Tablets and Phones DO count)
Pioneering		
Pottery	7	
Public Health		
Public Speaking		
Reptile & Amphibian Study	8	
Rifle Shooting	1d, 1f	Recommended to attend open shoot
Rowing		Must be able to pass the BSA Swimmer test
Scouting Heritage	5	
Search & Rescue	4	Must attend the Search & Rescue Outpost
Shotgun Shooting	1d,1f	Recommended to attend open shoot
Small boat Sailing		Must be able to pass the BSA Swimmer test
Soil and Water Conservation		
Space Exploration		
Sports/Athletics	Sports: 5 Athletics: 3, 5, 6b	
Swimming		Must be able to pass the BSA Swimmer test
Vet Med/Animal Science		
Weather		
Welding		
Wilderness Survival	5	Must attend the Wildness Survival Overnight
Wood Carving		Must have up to date Totin' Chip
Woodwork	7	Must have up to date Totin' Chip

DODGE CITY SCHEDULE

Day	Rank	Requirement	Comments
Monday	Scout	4a, 4b	Knots and Ropes
	Tenderfoot	1c 3a, 3b, 3c, 3d 4a, 4b, 4c 5a, 5b, 5c 7a 8	Camping and Outdoor Ethics Tools First Aid and Nature Hiking Citizenship Leadership
	Second Class	8b	Citizenship
Tuesday	Second Class	1b 2a, 2b, 2c, 2d, 2f, 2g 3c, 6a, 6c	Camping and Outdoor Ethics Cooking and Tools Navigation First Aid and Emergency Preparedness
Wednesday	Second Class	5a, 5b, 5c, 5d	Aquatics
	First Class	1b 3a, 3b, 3c, 3d 5a, 5b, 5c, 5d 7a, 7b, 7c	Camping and Outdoor Ethics Tools Nature First Aid and Emergency Preparedness
Thursday	Second Class	3a, 3b, 3d	Navigation
	First Class	4a 5a	Navigation Nature
Friday	Any	Any	Make up day. This is a day for anyone who wants to work on requirements or skills to come in and receive instruction and help.

**** All schedules subject to change**



DIRECTIONS TO CAMP

From the West & North

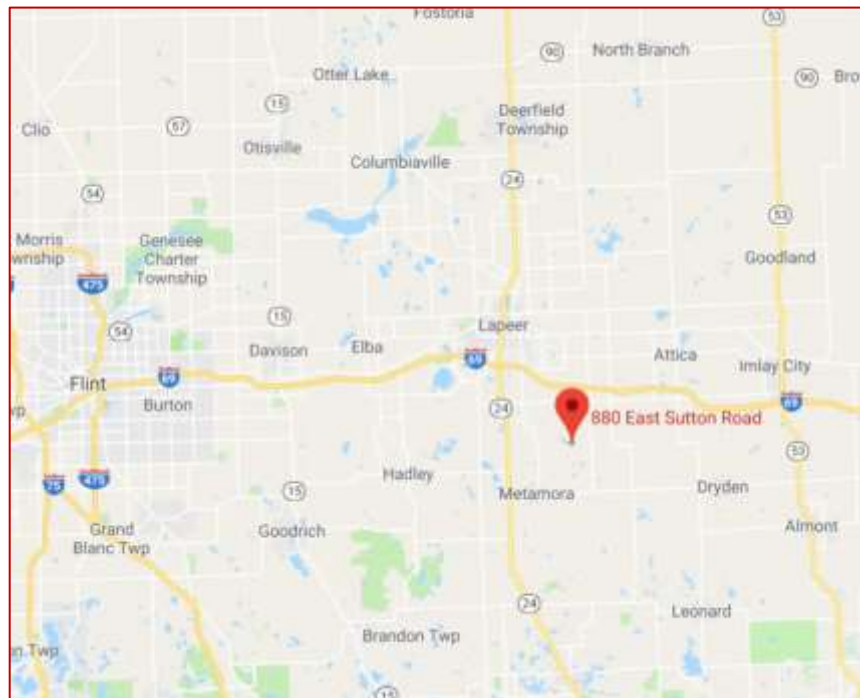
1. Follow I-69 East and exit on Exit 155 M24 South
2. Turn right and head South for 2.7miles
3. At this point, make a U turn marked Hunters Creek Rd and go 1 mile
4. Turn right on Metamora Rd and go 1 mile
5. Turn left on Sutton Rd and go 1 mile, the Ranch will be on your right

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

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



880 E Sutton Rd. Metamora, Michigan 48455

SIGN UP FOR D-BAR-A TODAY

The 2020 Reservation Process

Our 2020 Summer Camp registration platform is totally online giving you 100% control of your registration. Under this system there are two registration periods, a “Pre-Registration” period and a regular “Registration” period.

Youth Fees

- Early Bird Discount Camp Fee - Program Fees Included \$330
- Regular 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 Scouts after May 1st \$330
- Sibling Discount - \$25 Discount per 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, 2020**. Scouts who apply for a campership are still responsible for remaining camp fee balance due (if any) and must adhere to the Payment Schedule. <http://michiganscouting.org/camperships/>

Our 2020 Summer Camp registration platform is totally online giving you 100% control of your registration. Under this system there are two registration periods, a “Pre-Registration” period and a regular “Registration” period.

Pre-Registration Period (6/17 to 12/31, 2019)

For Units that register during this period a \$200 deposit and an estimate of Youth & Adult attendance is required. 2 Adults and 5 Youth [7 slots] is the minimum registration requirement. Female participants will require a minimum of one female leader.

Current units at camp this summer may renew their registration for the same week/same camp in 2020 by noon on Wednesday each week of camp this summer. Camp Business Manager will provide you the opportunity to place your 2020 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 2020 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, 2020)

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. 2 Adults and 5 Youth [7 slots] is the minimum registration requirement. Female participants will require a minimum of one female leader.

Any unit may make a registration for any available session of any MCC Scouts BSA Resident Summer Camp for 2020. A registration fee equal to \$50 per slot reserved will be due at that time. The unit is now financially responsible for the number of slots requested and is subject to the Council Program Payment & Refund Policy.

Individual names do not have to be specified at this time but can be if the unit chooses to do so. Names will be required, however, before Merit Badge selection can be made.

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.

Estimate Confirmation (1/1 to 2/3, 2020)

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.

2nd Payment Due – March 2, 2020

For existing reservations, an additional \$50 participant payment is now due for each slot reserved at this time. The camp fee due for new reservations at this time will be equal to \$100 per participant slot.

Merit Badge Registration Opens

After the 2nd payment [March 2] has been made, Merit Badges for participants can be made beginning on the dates listed below. In order to select Merit Badges, payments totaling \$100 per Scout must be paid by March 17, 2020 – 8:00 AM

Third Payment – Due April 6, 2020

For existing reservations, an additional \$115 participant payment is now due for each slot reserved at this time. The camp fee due for new reservations at this time will be equal to \$215 per participant slot. If this payment is missed [paid after April 6], the total fees paid must equal the full camp fee of \$330 per Scout.

Final Payment and Registration Information Due– Due May 4, 2020

Unit must finalize Merit Badge registration and all participant names are required by this time. All outstanding balances due must be paid at this time for all participants. Payments made after May 4, 2020 for existing reservations will have a \$15 late fee per participant added.

Units may make edits 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.

Patrol Cooking Option

Scouts and leaders who have chosen to patrol cook will prepare their meals within their campsite during the week. Food for the Patrol Method Cooking option will need to be provided by your unit. There is a discounted rate, \$50 off the summer camp fee per participant, for those patrol cooking and bringing their own food. Please let us know how we can assist you.

Units who are patrol cooking provide their own cooking equipment to match their individual needs. **To maintain food safety standards, the kitchen cannot provide any cooking equipment to units.**

If your unit would like to do the Patrol Method Cooking option, **please submit a request to the Ranch Director via email to Jerry.Deeg@scouting.org when you register your unit for camp, or at least a month prior to your stay at D-BAR-A.** Include your unit number and session attending.

2020 D-BAR-A Scout Ranch Administration

Ranch Commissioner:

Build Your Own Adventure Director: Cole Pachucki

Program Director: Cody Fishell (810) 247-7327 cody.fishell2@scouting.org

Head Ranger: Jack Sims (810) 614-8411 jack.sims@scouting.org

Livestock Foreman/Ranger: Steve Bailey (810) 441-0900 steve.bailey@scouting.org

Business Manager: Cassie LeBeau (810) 223-1751 cassie.lebeau@scouting.org

Camp Staff

The D-BAR-A Scout Ranch summer staff is composed of highly dedicated trained 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>

BEFORE CAMP

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 <https://scoutingevent.com/272-dasrsbsarc2020>. Under Campsite Matrix click Show Campsites. Select a campsite that fits your unit's needs. Units are able to reserve the same campsite for the same week at the end of their camp stay for the upcoming year. Campsites can be reserved by multiple units. This means units should be prepared to share their campsite with other units. If this is a concern, please make sure to contact the Ranch Administration prior to arrival at camp so that arrangements can be made.

Dietary Requests

The food service staff is committed to accommodating campers with special dietary needs. The procedure for units and parents to request special dietary needs for anyone in the unit are as follows. **The [Dietary Request Form](#) must be submitted at least three weeks prior to arrival for each individual with a special dietary need.** It must be filled out in addition to the allergen notification filled out during registration. If the dietary restriction Form is not filled out three weeks prior to arrival at camp than D-Bar-A will not be able to provide special meals for that participant.

D-Bar-A food service is peanut and tree nut free. However, be aware that Scouts and units may bring food or snack that contain these items. Items containing nuts and tree nuts are sold in the trading posts. If you have any questions please contact our Business Manager, [Cassie LeBeau](#).

Unit Leadership in Camp

Every unit in camp must always be under supervision by two or more registered adult leaders (one of which is over the age of 21). It is the responsibility of every unit to supervise their own Scouts. If there is an issue between two or more units, units should attempt to solve the issue without the assistance or interference of the camp staff. If units are unable to resolve the issue at that point, they should contact a member of the Scouts BSA Administration Team. Unit leaders must fulfil the following requirements before arrival at D-BAR-A Scout Ranch:

- All leaders must be registered members of the unit.
- All leaders must obtain a [DHS Central Registry Clearance Form](#). A new form must be brought to camp.
- All leaders must show proof of current Youth Protection Training which must be done prior to the arrival at camp. <https://www.scouting.org/training/youth-protection/>

Planning for 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 unit is attending camp.

- Become familiar with the Leader's Guide and keep Scouts and their parents informed of its contents.
- Make note of the 2020 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.
 - 2020 Merit Badge Schedule
 - 2020 Merit Badge Head Start (Merit Badge Prerequisites)
 - 2020 First Year Camper Program "Dodge City"
 - 2020 Program Schedule (D-BAR-A Scout Ranch Program Schedule)
- Know the needs and wishes of your Scouts in the unit. Have your leaders make a list of the needs of each Scout in their patrol and the activities they would like to do as a patrol or as a unit.

Pre-Camp Equipment Option Form

A fully equipped Patrol Box can be available in each campsite including a chest cooler and 5gal. Igloo water cooler. If your unit needs additional equipment such as this from D-BAR-A Scout Ranch, this option is available for you at no cost. D-BAR-A can also provide canvas tents, canvas dining flies, and cots. If there is any other miscellaneous equipment needed, please indicate what item is needed and the Camp Administration and Rangers will work to provide it at no cost. Please fill out and email the Equipment Request Form on page 45 of this guide no later than 3 weeks prior to your arrival to dbara@scouting.org.

The Scout Uniform

Why do 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 any time during the week. We encourage units to wear their uniforms during chapel services and request all Scouts to be in full uniform for the duration of Sunday as well as through the evening on Friday starting with Dinner. The complete 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 Scouts 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.

Central Registry Clearance

The State of Michigan requires all adults (21 and older) that are on MCC camp property to go through a [Central Registry Clearance](#) with the Department of Human Services of Michigan (DHS). Although the rule states that this pertains to “staff”, the state defines “staff” as either a paid employee OR a volunteer who has responsibility for the direct care or supervision of campers or who has unsupervised contact with campers. The state of Michigan requires the MCC to document that EVERY individual age 21 and older on camp property be cleared by the Central Registry / State of Michigan. In addition, the MCC requires that ALL camp staff members (paid or volunteer) be cleared regardless of age. If you are 21+ years of age and plan to attend or visit any MCC Summer Camp (Scouts BSA or Cub Scout) this summer, a letter from the State of Michigan stating you have been cleared by the Central Registry must be on file in the camp office. This is a one-time clearance at no cost to the person asking for the clearance. Upon approval, the person seeking a clearance will receive a form letter, DHS 1910, from the State of Michigan showing that you have been cleared. You should keep the original for your records and make a copy to be turned in and kept on file at camp. The Central Registry Clearance letter will not be returned after your stay at camp.

D-BAR-A does NOT keep Central Registry Clearance documents on site after the summer ends. This means that **D-BAR-A cannot access your Central Registry Clearance letter from a previous stay to be used for summer camp.** D-BAR-A also cannot access your Central Registry Clearance letter from other camps. Participants must provide a new Central Registry Clearance letter, or copy from their own records every year.

Please note that those units who are attending from a state other than Michigan must bring the complementary form from their home state. If your state does not use a form, please use the **SELF-CERTIFICATION STATEMENT OUT-OF-STATE CLEARANCES Form**, found at the following link: http://www.michigan.gov/documents/lara/BCHS-002_4_16_fillable_521183_7.pdf

Steps to Request Central Registry Clearance

1. Fully complete the "Request for Central Registry Clearance" form; available [here](#).
2. Be sure to include a clear copy of your picture identification with your request form.
3. Fill in your address – results can **ONLY** be sent to the address on your picture ID.
4. Mail the completed form along with a clear copy of your picture ID to the address listed at the top of the form – **DO NOT MAIL TO CAMP!**
5. Once you receive your Central Registry Clearance please keep the original and make a photocopy to turn in at camp this summer.

To ensure that your Unit's family & friends who might visit during camp do not get turned away or delayed, **please notify your Unit's families of this State of Michigan rule.**

For more information on Central Registry Clearance requests, please click on the following link:
www.michigan.gov/canregistryclearance

Tracking Advancement at Summer Camp

All Michigan Crossroads camps will be utilizing the on-line registration system for registering, tracking merit badge progress during camp, and reporting completions and partials to units after their week of camp.

Merit Badge sign-ups and completion:

- The Scout or the unit will sign-up for desired merit badge(s) in the on-line registration system before arriving at camp.
- The camp will have two printouts of the units merit badge schedule with each Scout on it when they arrive at camp on check-in day.
- The Scoutmaster or leader in charge will sign both copies as "approved", one for the camp and one for the unit.
- The camp retains their copy as the leader approval for each scout to participate in those listed merit badges.
- During the week each Scout is checked as present/absent each day.
- Each requirement is listed on the class roster and is checked-off daily if completed.
- At the end of the week the scout is listed as complete or partial (with all requirements listed needing to complete)
- The unit is given a final report upon leaving camp with all information on each Scout's completed badges or partial requirements needed.
- **This report is used instead of the use of blue cards.**
- The unit will have access to go back to the registration system and print blue cards for each scout after they return from camp. (see instructions below)
- It is important that the unit prints these cards for each scout immediately after camp to ensure that he has all records for rank advancement and will be ready to contact a counselor to complete and sign-off on remaining requirements.
- The card will have all of the Scout's info and the requirements checked off.
- If needed the unit has the ability to print reports up to seven years after camp.
- Also note that our registration system already provides a Scoutbook and Troopmaster export feature.



Printing Reports



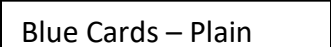
The Michigan Crossroads Council is pleased to be able to offer our Summer Camp Unit Leaders with a full array of available reports, both before, during, and after your summer camp experience at your MCC Resident Camps this summer. Please be reminded of the following reports available through your Scouts BSA Resident Summer Camp Reservation via the MCC website. After logging into your [Scouts BSA Resident Summer Camp Reservation](#), click on the “Reporting” link in the upper-right hand corner of the page:

You will then see the following reports listing available to you:

- Unit Roster
- Payment Allocations
- Class Attendee Schedule
- Class Attendee Summary
- Class Period Summary
- Scoutmaster QR Codes
- Blue Cards – Official BSA Card Stock
- Instructions for Printing Blue Cards
- Blue Cards – Front Side
- Blue Cards – Back Side
- Badges – Incomplete
- Unit Merit Badge Requirement Status
- Scoutbook and Troopmaster Exports

Please review these reports and be sure to take advantage of this awesome resource to enhance your summer camp experience

To print blue cards for your unit, follow the steps below:

1. Go to the [registration website](#) and click “lookup registration” at the top of the page:
2. Log in to your event using your email address and reservation number
3. Click on  at the top right of your registration page
4. For merit badge completion data, click 
5. To print blue cards, click 

Important Notes & Reminders

- Except for Webelos Crossovers & new Scouts, all Scout payments made after May 3rd 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 and in full on or before May 3 - 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.
- All youth and adults attending camp MUST have a current **Annual BSA Health & Medical Record** is due upon arrival at camp - do not send to a Service Center or to the Camp. The Annual BSA Health & Medical Record is valid for 1 year from the date signed by a physician for both youth & adults.
- It is the policy of the Michigan Crossroads Council and the Boy Scouts of America that all campers who overnight at our camp properties - YOUTH and ADULT - be registered members with the Boy Scouts of America.
- **Michigan Central 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 2019 Summer Camp registrations, no Credit Cards, Electronic Check payments only.
- **D-BAR-A does not utilize paper Bluecards.** Instead advancements are tracked online.

You will need your registration number to login to view requirements. Requirements can be printed off after camp by your unit either as a list format or Blue card format. If your unit needs help learning how to use the website to track requirements, please let camp administration know during the leaders meeting Sunday night.

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

[MCC Program Payment & Refund Policy](#)

FINAL PLANNING

Three Months Before Camp

- Send out final camp notice to parents.
- Have unit committee members visit with parents of Scouts not registered for camp.
- Secure adult leaders for camp physicals for all adults and youth attending camp. (Ensure that any adult leaders or youth attending camp have up to date physicals.)
- Develop a program of activities using this Leader's Guide Book, the Scoutmaster's Handbook, 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.
- Turn in all Dietary Requests and make sure to notify our Food Service Director.

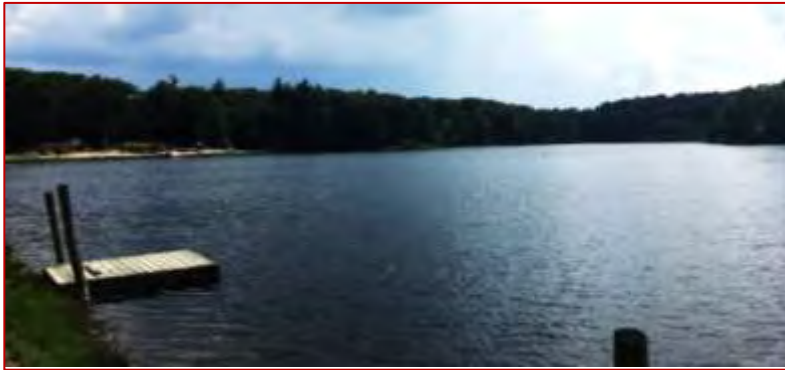
Three Weeks Before Camp

- Finalize the program of activities your unit would like to undertake.
- Consider each Scout's and adult's needs (advancement, special diets, prerequisites etc).
- Go over the merit badge and program schedule with Scouts.

The Day You Leave for Camp

- Make sure you have copies of each Scouts completed and updated health & medical record form with Routine Drug Administration Form.
- Make sure you have copies of each adults completed 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 unit number (including aspirin, cough syrup, etc.) before coming to camp.
- Bring four (4) copies of your unit roster.
- Make a final check on transportation arrangements for the following Saturday.

- Plan on arriving at your unit's scheduled check in time on Sunday.



ARRIVAL AT CAMP

Administration Building (The Martin Building)

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

Documents to have completed and ready for check in:

- Unit roster with proof of BSA Membership.
- DHS Clearance or out of state equivalent.
- Proof of current Youth Protection Training (for anyone over the age of 18)
- BSA Health Form (Parts A, B, and C).
- Routine Drug Administration Form (for anyone taking prescription medication).

Your Own Campsite

The unit will proceed to your campsite while the Scoutmaster finishes the business check in. 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, along with flagpole for unit flag ceremonies. If any additional equipment is needed, please see page 45 of this guide. Each site provides ample space for several patrols to make camp. Every unit should feel free to improve the campsite during their stay and leave it better than when they found it.

Medical Rechecks (Annual B.S.A Health Forms)

The D-BAR-A Health Officer will conduct medical rechecks once you arrive at your campsite. The BSA requires a physical evaluation be completed annually for both Scouts and Adult Leaders attending summer camp. A health form, parts A, B (two pages), and C, signed by a licensed Health Care Provider and dated within 12 months from when the camper will be attending camp

must be on file at the camp's medical facility. The form is good for 1 year through the month in which the form was completed. For example, if a Scout has a form filled out in July of this year that form is good for all scouting activities through July of next year. We suggest that Scoutmasters organize their participants' medical forms before arrival at camp, to ensure a smooth and quick check-in process at the Health Lodge. Scouts taking merit badge classes off-camp should have two copies of their health form to camp. **Health Forms will not be returned at the end of the session.** Be sure to make copies before arrival at camp if it will be needed for other scouting events.

Annual Health & Medical Record [Health Form] - <https://www.scouting.org/health-and-safety/ahmr/>

Medications

Only refrigerated or injectable medications are required to be stored at the Health Lodge with the Medical Officer. Other medications will be kept by the unit leaders, alongside a medical log and lockable container to use for storing the unit's medications. It is the responsibility of the unit leader to ensure the timely distribution and logging of all medications given to members of their unit. A copy of the medication log is required to turn into the camp before check out.

Units may request a lock-box for secure storage of medication if a trailer is not kept in the campsite. Medications can also be dispensed by the Health Lodge, at the request of a parent or guardian of the Scout; however, the unit leader will remain responsible for ensuring all campers receiving medication from the Health Lodge arrive and take the medication.

Any medications that will need distributed by the Health Office for your unit must be turned in during Sunday Check-in. Medication should be placed in separate containers for each Scout, including instructions for dispensing (how many, when, through what method, etc.). We ask that campers bring only medication being taken under a physician's direction. The medications must be in the original container and clearly marked with the contents, dosage instructions, camper name, and camper's unit number. **All medications brought to camp should be listed on the Routine Drug Administration Form.** See the link below:

<http://michiganscouting.org/wp-content/uploads/2015/07/RoutineDrugAdministrationRecordRevised2011.pdf>

Swim Checks

After your unit has finished setting up camp and conducting medical rechecks you will go to Aquatics for swim checks. Every Scout and adult leader who intends to swim during camp must take a swim test to determine his or her ability level. Those levels are Learner, Beginner or Swimmer. If your unit has already conducted swim checks prior to arrival at camp you may present a list of participants and their swimming Levels to the Aquatics Director.

Sunday Evening

Units are encouraged to wear Field Uniforms all of Sunday evening. Once Swim Checks are completed units can proceed back to their campsites to finish setting up camp until dinner at 6:00pm. At 7:00pm there is the opening leaders meeting to provide units with all of the information they will need to start the week. The leaders meeting will take place in the Hay Pavilion. Evening Flags is at 7:45pm and directly afterwards is our opening Firebowl program.

Unit Photos and Camp Slideshow

Photos are a great way to document your units week at camp. The camp Media Director will be able to take unit photos and these can be scheduled with the Media Director at the leaders meeting Sunday evening. Unit leaders are also encouraged to take photos of their scouts throughout the week and submit them to the media director to be added to the weekly slideshow. The slideshow will be played during the closing Firebowl. Be sure to follow youth protection guidelines while taking photos. Unit photos and the weekly slideshow are available upon request to be sent to units via email.

Early Arrival at Camp

Units are more than welcome to arrive to camp a day early. Units must not arrive earlier than 2pm Saturday. There will be no meal service, staff, or program activities on Saturday or Sunday morning. Units are responsible for their own meals and are confined to their campsites until checking begins Sunday afternoon. Sunday morning, adult leaders of the troop must go back to the Martin Building to begin the check-in process at the same time as the units arriving Sunday.

COMMUNICATION IN CAMP

Leader's Meetings

There will be multiple leader's meetings during the week at camp. The first will be on Sunday at 7:00pm. There are also leader's meetings scheduled every morning at 10:00am. Meetings provide unit leaders the opportunity to gain valuable information regarding the D-BAR-A Scout Ranch summer camp operation. These meetings are normally held at the Hay Pavilion. There will also be a list of key points from each meeting available to units who aren't able to attend the leaders meeting. Unit representation is required at each meeting.

Site Commissioners

The Site Commissioners are an essential communication tool for units at camp. The Site 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. The Commissioners work directly with the Camp Director, Program Director, Business Manager, and Camp Ranger. If there is ever a question, the Commissioner is the unit's first source for an answer. They know what's happening at camp, and if they can't answer your question, they will find an answer. Proper use of the Site Commissioners can maximize your unit's summer camp experience.

The Camp Commissioner

The Commissioner is there to keep units happy throughout every step of their experience with D-BAR-A Scout Ranch. In most cases units will go directly to the Commissioner with their questions and concerns about camp. Prior to your stay at the Ranch you will receive a phone call and an email from the Camp Commissioner to make sure that you have everything you need before you arrive. It is very important that whoever registers your unit communicate the information from the pre camp phone call to the scoutmaster and adult leaders attending camp. Units will also receive a post camp communication to ask for any suggestions or ideas to help improve Resident Camp.

Suggestions and Concerns

The D-BAR-A Staff is always welcome to new ideas or suggestions. Whether that be for the week you are currently attending or for next season. Concerns are always addressed and issues are resolved in a timely manner. Our Camp Staff and Administration are always excited to hear feedback about our program. Several suggestions from individual leaders in 2019 have already helped shape our program for the 2020 season.

1. Talk directly to the staff member. In most cases, the problem will be resolved or the suggestion will be implemented.
2. If you are still not satisfied proceed to the Camp Administration for further discussion.
3. Place all comments/suggestions in the suggestion box located on the unit evaluation.

CHECK OUT

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 unit's check-out could be delayed. In order for us to continue our customer service for every unit coming to camp, your unit 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
- The Camp Director will come to your site for check out.
- Pay ALL unpaid balances with the Business Manager by Friday.
- Locate and return all of the camp items you have checked out during the week.
- Your unit 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.

- 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 2021!
- Have a safe trip home and see you next year!



SAFETY POLICIES AND REGULATIONS

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.

Non-Discrimination Policy

The Michigan Crossroads Council of the Boy Scouts of America, Inc. reaffirms its nondiscrimination policy, that this policy shall mean in its application that: It is the policy of the MICHIGAN CROSSROADS COUNCIL, BOY SCOUTS OF AMERICA, INC. to offer equal employment opportunity, training, development, advancement, and continuation of employment on the basis of relative qualifications and ability, without regard to race, color, national origin, sex, age, or religion. An employee of the Boy Scouts of America whose job requires direct involvement in its program must be willing to subscribe to the Declaration of Religious Principle.” Both of the above policies, if violated, are civil rights violations and are therefore federal violations.

Youth Protection

The Boy Scouts of America believes that its top priority is to protect the safety of children. The BSA has developed “Barriers to Abuse Within Scouting” that create safer environments for young people involved in Scouting activities. All Scout leaders must comply with these policies. Violations of these policies put Scouts at risk and will result in disciplinary action, including expulsion from camp and revocation of membership. All camp staff members are required to understand these policies and report any suspected violations as directed by the Camp Director. Not Youth Protection Trained? You can find it here: <https://www.scouting.org/training/youth-protection/>

Two-Deep Leadership on All Outings Required

A minimum of two registered adult leaders, or one registered leader and a participating Scout’s parent, or another adult is required for all trips and outings. One of these adults must be 21 years of age or older.

Adult Supervision/Coed Activities

Male and female adult leaders must be present for all overnight coed Scouting trips and outings, even those including parent and child. Both male and female adult leaders must be 21 years of age or older, and one must be a registered member of the BSA.

The Michigan Crossroads Council requires that ALL adults who wish to overnight as part of their camp stay MUST be a registered member of the BSA! Any adults who wish to stay on Ranch property overnight, that cannot show proper registration with the BSA, must leave the property - no refund!

State of Michigan

R 400.11111 Number of staff

Rule 111. (2) A camp shall ensure that the ratio of adult staff members to campers at any one time is as follows:

- (a) For campers below the age of 13, during their awake hours there shall be 1 adult staff member for every 10 campers or a fraction thereof beyond the first 10.
 - (b) For campers below the age of 13, during their sleeping hours there shall be 1 adult staff member for every 14 campers or a fraction thereof beyond the first 14.
 - (c) For campers 13 years of age or older, there shall be 1 adult staff member for every 14 campers or a fraction thereof beyond the first 14.
 - (d) For campers with disabilities, during their awake hours there shall be 1 adult staff member for every 3 campers or a fraction thereof beyond the first 3.
 - (e) For campers with disabilities, during their sleeping hours there shall be 1 adult staff member for every 6 campers or a fraction thereof beyond the first 6.
 - (f) The minimum number of staff on duty and in camp is 2 adult staff members.
- (3) In a camp that has more than 50 campers, the camp director shall not be included in determining the staff member-camper ratio and shall not serve full-time as the health officer or as an aquatics supervisor.

One-on-One Contact Between Adults and Youth Members is Prohibited

In situations requiring a personal conference, such as a Scoutmaster conference, the meeting is to be conducted with the knowledge and in view of other adults and/or youth.

No One-on-One Contact Between Adults and Youth Members

This includes digital communication. Leaders may not have one-on-one private online communications or engage one-on-one in other digital activities (games, social media, etc.) with youth members. Leaders should copy a parent and another leader in digital and online communication, ensuring no one-on-one contact exists in text, social media, or other forms of online or digital communication.

Separate Accommodations for Adults and Scouts are Required

Tenting: No adult may share a tent with a person of the opposite sex unless he or she is that adult's spouse or child. No youth may share a tent with an adult or a person of the opposite sex other than a family member or guardian. Assigning youth members more than two years apart in age to sleep in the same tent should be avoided unless the youth are relatives.

Alcohol, Tobacco, and Drugs

D-BAR-A has a zero-tolerance policy for alcohol and drugs. D-BAR-A does provide a designated smoking area located away from the youth participants. Leaders should support the attitude that they, as well as youths, are better off without tobacco in any form and may not allow the use of tobacco products at any BSA activity involving youth participants. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking. There will be absolutely NO use of tobacco products in campsites, on the road, trails, program areas, or anywhere other than the designated smoking area which is located behind the Jack Lord Cabin.

All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants.

Reference: *Unit Leader Guidebook*, Volume 1, No. 33009

As outlined in the Scouter Code of Conduct, Scouting activities are not a place to possess, distribute, transport, consume, or use any of the following items prohibited by law or in violation of any Scouting rules, regulations, and policies: alcoholic beverages or controlled substances, including marijuana.

Shower Facilities:

Whenever possible, separate shower and latrine facilities should be provided for male/female adults and male/female youth. If separate facilities are not available, separate shower times will be scheduled and posted.

The Buddy System Should Be Used at All Times

The buddy system is a safety measure for all Scouting activities. Buddies should know and be comfortable with each other. Self-selection with no more than two years age or significant

differences in maturity should be strongly encouraged. When necessary, a buddy team may consist of three Scouts. No youth should be forced into or made to feel uncomfortable by a buddy assignment.

Appropriate attire is required for all activities.

Swimming attire for all Scouting participants: Swimsuits should be comfortable, functional and modest. For males, swim trunks or board shorts are appropriate. Tight fitting swim briefs or swim bottoms short enough to allow exposure are not allowed. For females, bikinis are not allowed. Modest tankinis or one-piece swimsuits are appropriate.

Privacy of Youth is Respected

Adult leaders and youth must respect each other's privacy, especially in situations such as changing clothes and taking showers at camp. Adults may enter youth changing or showering areas only to the extent that health and safety requires. Adults must protect their own privacy in similar situations.

Phones in Camp

The responsible use of smart phones and cameras in camp is encouraged at D-BAR-A. We offer the option to send photos to the D-BAR-A Media Director during camp so that we can feature every unit's photos in our end of the week slideshow. Inappropriate use of smart phones, cameras, imaging, or digital devices is prohibited. It is easy to unintentionally or inadvertently invade the privacy of other individuals with such devices. The use of any device capable of recording or transmitting visual images in or near shower houses, restrooms, or other areas where privacy is expected is inappropriate.

No Secret Organizations.

The BSA does not recognize any secret organizations as part of its program. All aspects of the Scouting program are open to observation by parents and leaders.

Youth Leadership is Monitored by Adult Leaders.

Adult leaders must monitor and guide the leadership techniques used by youth leaders and ensure BSA policies are followed.

Discipline Must Be Constructive.

Discipline used in Scouting must be constructive and reflect Scouting's values. Corporal punishment is never permitted. Disciplinary activities involving isolation, humiliation, or ridicule are prohibited. Examples of positive discipline include verbal praise and high fives.

Bullying and Hazing

Bullying and Hazing is prohibited. The Scout Oath and Law are the accepted code and expectations guide to all relationships within the camp. The staff members are interpreters of the spirit of Scouting. A camper shall not be deprived of food or sleep; be placed alone without proper supervision, observation, or interaction; be subjected to ridicule, threat, corporal punishment, excessive physical exercise, or excessive restraint. The Boy Scouts of America prohibit language or behavior that belittles or puts down members of the opposite sex, unwelcome advances, racial slurs, chastisement for religious or other beliefs, cyberbullying, or

any other actions or comments that are derogatory of people. Any form of hazing, initiations, ridicule, or inappropriate teasing are prohibited and may not be included as any part of any Scouting activity.

Mandatory Reporting of Child Abuse.

All persons involved in Scouting must report to local authorities any good-faith suspicion or belief that any child is or has been physically or sexually abused, physically or emotionally neglected, exposed to any form of violence or threat, exposed to any form of sexual exploitation including the possession, manufacture, or distribution of child pornography, online solicitation, enticement, or showing of obscene material. This duty cannot be delegated to any other person. Immediately notify the Camp Director of this report, or of any violation of BSA's Youth Protection policies, so he or she may take appropriate action for the safety of our Scouts, make appropriate notifications, and follow up with investigating agencies. State-by-state mandatory reporting information: www.childwelfare.gov. Michigan DHS Hotline 855-444-3911

All Adult Leaders and Youth Members Have Responsibility.

Everyone is responsible for acting in accordance with the Scout Oath and Scout Law. Physical violence, sexual activity, emotional abuse, spiritual abuse, unauthorized weapons, hazing, discrimination, harassment, initiation rites, bullying, cyberbullying, theft, verbal insults, drugs, alcohol, and pornography have no place in the Scouting program and may result in revocation of membership. For more information, please see the BSA's Guide to Safe Scouting and Youth Protection resources.

Units are Responsible to Enforce Youth Protection Policies.

Adult leaders in Scouting units are responsible for monitoring the behavior of youth members and other leaders and interceding when necessary. If youth members misbehave, their parents should be informed and asked for assistance.

Incidents Requiring an Immediate Report to the Camp Director.

The following must be reported to the Camp Director for action immediately:

- Any threat or use of a weapon.
- Any negative behavior associated with race, color, national origin, religion, sexual orientation, or disability.
- Any reports to authorities where the BSA's Mandatory Reporting of Child Abuse policy or your state's mandatory reporting of child abuse laws apply.
- Any abuse of a child that meets state reporting mandates for bullying or harassment.
- Any mention or threats of suicide.

If someone is at immediate risk of harm, call 911. If a Scout is bullied because of race, color, national origin, religion, sexual orientation, or disability, and local help is not working to solve the problem, contact the BSA Member Care Contact Center at 972-580-2489, or send an email to youth.protection@scouting.org

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.

Bicycles in Camp

D-BAR-A Scout Ranch encourages both youth and adults to bring their bikes to camp. There are certain rules that will need to be followed to make bike riding safe and enjoyable for everyone on camp.

- Bikes are NOT to be used during any camp wide event; Check-in, Check-out or Firebowls.
- Helmets must be worn at all times while bike riding. The unit number should be displayed on the side of the helmet.
- Helmets should be worn clipped tightly under the chin and fit snugly on the top of the head.
- Riders must keep 2 hands on the bike at all times.
- There will only be one rider on a single rider bike; No one will be allowed to stand on "pegs" thus putting two people on one bike.
- Bikes must ride on the right-hand side of the road and announce when passing a pedestrian or other bike rider.
- Riders should be cautious of vehicles and pedestrians at camp and stop to let vehicles and bikes pass.
- Bikes are not allowed to pass beyond the black fences.
- Horses do NOT like moving bikes, so please STOP AND GET OFF of your bike until they pass so that you, the rider, and the horse will be safe.

Leaving Camp

It is important in case of an emergency for us to be able to locate all people in camp. **No one should leave camp unless they have signed out at the Jack Lord Office.** Leaders should always be able to locate their Scouts. Scouts leaving camp must have the person they are leaving with listed on their Health & Medical Record.

Visitors

Visitors are welcome in camp at any time. Visitors must check in at the Jack Lord 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. Visitors must leave camp by 9 p.m.

Please Note: Space at meals for visiting parents and other family members is limited. We ask that any visitor that may be eating with their unit while visiting make a reservation in advance by contacting their unit and making sure they inform our camp leadership that at the beginning of the week. Meal prices for visitors are: \$10 per meal or \$20 for the whole day and can be purchased in the Jack Lord trading post.

Early Youth Check-out

If a youth member is leaving camp early, **they will only be dismissed to a parent or guardian that is listed on their health form** as approved to take the youth. The individual picking up the youth will also need to provide identification. There will be no exceptions to this policy

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 several 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 ~8 hours of sleep each night. 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.

Fire Prevention

Fire prevention is very important in camp. The D-BAR-A Scout Ranch Fire Prevention Policy must be followed by each Unit 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. All units are required to follow the principals of Leave No Trace and the Outdoor Code.

Campsite Maintenance

Day to day cleaning and ordinary maintenance of the campsite is the responsibility of the unit. The site should be policed regularly. Paper and other litter removed from adjacent woods and trails should be done daily. 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 their staff. The need for such repairs should be made known promptly to your commissioner or to the ranger's staff.

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
Scout's Name
Unit Number, Campsite
880 E. Sutton Road
Metamora, MI 48455

Incoming mail can be picked up by units at the Jack Lord Building in their mailbox. Please allow ample delivery time for your mail to come to your scout.

Telephone

The main camp phone, 810-245-2250, is for camp business and emergencies. When we receive an incoming call, 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 to call them back. Please try to provide the unit number and campsite. We will be glad to get the message to the unit, leader, or Scout.

Shower Facilities

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

Trading Post

The Trading Post, is a one stop shop for all your camp business and equipment needs. We carry a vast selection of D-BAR-A souvenirs, camping gear, cold soda, candy, ice cream, refreshments, mess kits, nutritional snacks and lots of other items. The trading post is centrally located within the Jack Lord sub-camp. **It is recommended to send each Scout with \$60-\$80 for the trading post.** Units also are able to purchase special occasion cakes (ie birthday) and late night pizza.

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



PACKING LIST

Clothing Items

- _____ Complete Scout Uniform
- _____ Socks (6 pairs)
- _____ Underwear (6 pairs)
- _____ Pants
- _____ Shorts
- _____ Shirts
- _____ Hat
- _____ Lightweight jacket
- _____ Raincoat or poncho
- _____ Shoes (tennis, swamp, etc.)
- _____ Hiking Boots
- _____ Sleepwear

Toiletry Items

- _____ Toiletry Kit
- _____ Personal hygiene supplies
- _____ Beach towel (swimming)
- _____ Towel and washcloth

Swimming Items

- _____ Extra clothes (aquatic MB's)
- _____ Sandals, swamp shoes
- _____ Swimsuit

Tent and Bedding

- _____ Tent/tarp
- _____ Sleeping bag or blankets
- _____ Pillow
- _____ Cot

Day Items

- _____ Daypack
- _____ Water bottle or canteen
- _____ Scout Handbook
- _____ Sunglasses
- _____ Scout notebook
- _____ Camera
- _____ Flashlight (extra batteries)
- _____ Pen, pencil, paper
- _____ 1st Aid Kit

Scout Items

- _____ Sewing kit
- _____ Insect repellent (no aerosols please)
- _____ Merit badge pamphlet(s)
- _____ Pocketknife with Totin' Chip card
- _____ Flashlight, with extra batteries
- _____ Compass
- _____ Watch
- _____ Sunscreen

Extras

- _____ Patrol Flag
- _____ Chair
- _____ Prescribed medication (in the original bottle)
- _____ Spending money
- _____ Footlocker
- _____ Work Gloves
- _____ Old rugs (inside tent)

Equipment Request Form

D-BAR-A offers the following items to units that need them. There is no charge for equipment and it will be provided upon request. Please fill out this form and email it to cody.fishell2@scouting.org at least three weeks prior to your arrival date.

Unit Information

Unit Type: _____

Unit Number: _____

Council: _____

Campsite _____

Week at Camp

<input type="checkbox"/>	June 21 – 27,
<input type="checkbox"/>	June 28 - July 4
<input type="checkbox"/>	July 5 - 11
<input type="checkbox"/>	July 12 - 18
<input type="checkbox"/>	July 19 – July 25

Equipment

Item	Quantity
Canvas Tent	_____
Dining Tarp	_____
Canvas Cots	_____
Picnic Tables	_____
Other:	
_____	_____
_____	_____
_____	_____

Unit Leader Name _____

(Print):

Unit Leader

Signature: _____

Date: _____

NOTE - Units will need to arrive in time to set-up requested tents and tarps. Platforms are not included with tents.

Ranch Master Award

Name: _____ Unit: _____

Completed Requirements must be signed off by D-BAR-A staff members.

1. ____ Visit Each Program Area

<input type="checkbox"/> Aquatics	<input type="checkbox"/> Advancement Area
<input type="checkbox"/> Climbing	<input type="checkbox"/> OSA
<input type="checkbox"/> Eco-Con	<input type="checkbox"/> Silver Spur Corral
<input type="checkbox"/> Handicraft	<input type="checkbox"/> Shooting Sports
<input type="checkbox"/> Trade Skills	<input type="checkbox"/> Trading Post

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:
 - Mile Swim
 - Attend the Polar Bear Swim with your Unit
 - Attend Water Carnival
 - Climb or Rappel down the Tower
 - Shoot Shotgun, Rifle, and Archery during open shoot
 - Attend the Primitive Shootout
 - Attend the OA Callout Ceremony
 - Take a Trail Ride

4. ____ Attend Western Night with your Unit or patrol from your Unit.

5. ____ Help Supervise one of the following Specialty Programs at the Ranch:
 - a. Wilderness Survival Outpost
 - b. Trail ride or corral ride
 - c. Astro Night
 - d. Branding
 - e. Water Carnival
 - f. Search and Rescue Outpost
 - g. Any Evening Program

6. ____ Provide two hours of service to D-BAR-A Scout Ranch (*other than service in requirement 2*).

1 hr ____ 2 hr ____

These service hours can be completed by volunteering in any of the following capacities 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.

The D-BAR-A Ranch Master Award must be turned in before 5:00pm on Friday.

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-BAR-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. _____ Branding
 - b. _____ Tie Dying
 - c. _____ Western Cup
 - d. _____ Open Shoot
 - e. _____ Open Swim
 - f. _____ Water Carnival

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

D-BAR-A Captain

Name: _____ Unit: _____

1. _____ Have Completed the D-BAR-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. _____ Tandem Climbing
 - f. _____ Trail ride or corral ride
 - g. _____ Night Rappelling
 - h. _____ Wilderness Survival
 - i. _____ Astro Night
 - j. _____ Dutch Oven Cook-Off
 - k. _____ Polar Bear Swim
 - l. _____ Water Carnival
 - m. _____ Open Climb
 - n. _____ Open Shoot

The D-BAR-A Captain Award must be turned in before 5:00pm 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-BAR-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	l. _____ Tandem Climbing
b. _____ Polar Bear Swim	m. _____ Night Rappelling
c. _____ Water Carnival	n. _____ Branding
d. _____ Open Swim	o. _____ Patrol Hike (min 1hr)
e. _____ Tie Dying	p. _____ Search and Rescue Outpost
f. _____ Open Shoot	
g. _____ Open Climb	
h. _____ Open Swim	
i. _____ Wilderness Survival	
j. _____ Astro Night	
k. _____ Trail Ride	

3. _____ As a Patrol participate in Western Night. Bring a Patrol Flag, and Cheer, or Yell.

a. _____ Patrol Flag	b. _____ Patrol Cheer or Yell
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4. _____ As a Patrol provide a Song, Skit, or Story for Friday's Closing Campfire.

The Adventure Patrol Award must be turned in before 5:00pm 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, 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 or visit another unit in the campsite for a unit campfire program.
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 a trail ride or the 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 before 5:00pm on Friday.

D-BAR-A SCOUT RANCH COWBOY ACTION SHOOTING PROGRAM PARTICIPATION AND HOLD HARMLESS AGREEMENT

D-BAR-A Scout Ranch (Michigan Crossroads Council) will be conducting a Scout cowboy action shooting program. In this program, Scouts will shoot a rifle, pistol, and shotgun under the supervision of an NRA Range Safety Officer and NRA certified instructors. Scouts will always be required to wear eye protection and hearing protection while on the range. Scouts are expected to abide by all safety rules and the instructions of the Range Safety Officer(s) and rifle, pistol, and shotgun instructor(s).

I, the undersigned, give my child, _____, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation.

For safety, my child and I agree that he/she will do the following or he/ she will be removed from the program. I understand that any additional cost associated with participation in this program will not be refunded if my child is removed for not following the rules below.

1. Complete a range safety briefing.
2. Always wear all safety gear while on the range.
3. Follow all the safety rules provided in the briefing.
4. Follow the instructions of the Range Safety Officer(s) and rifle, pistol, and shotgun instructor(s).
5. Do not handle the firearms until instructed to do so by the instructor(s).
6. Is 14 years of age, or 13 and has completed the eighth grade, as of the start of the class and will be in full compliance with all local, state, and federal guidelines, including age restrictions and original equipment manufacturer standards.

Participant signature _____ Date: _____

Parent/guardian signature _____ Date: _____

Parent/guardian printed name _____ Date: _____

Home phone _____ Cell phone _____

Email address _____

