

INFORMATION FOR PARTICIPANTS AND LEADERS

Version 2.0
October 11, 2018

GUIDE YOUR XPERIENCE

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THINGS TO DO

WHAT IS THERE TO DO AT CTX2? Oh, my goodness, what *isn't* there to do at CTX2? The PROGRAM AREA will be filled with well over 100 different activities, exhibits, demonstrations and live entertainment for Scouts of ALL AGES and program levels.

THE PROGRAM AREA will be OPEN FROM 9:00 a.m. to 4:00 p.m. on Saturday, November 10th.

Your participant wristband is your “admission ticket” for all activities. There are no additional charges; however, some activities do have an age restriction (as indicated).

The following lists and descriptions are tentative. Some may change by the event date. Check back often as we add new and exciting items to the line-up!

ESPECIALLY FOR CUB SCOUTS

Cub Scout aged youth will be astounded with the large variety of activities and entertainment planned with them in mind! There will be BIG play, creative play, lots of things to THROW, fun “take-home” crafts, and several “give-back to others” opportunities.



You'll be able to enjoy all your favorite Scouting activities and skills!

SHOWCASE: THE BIG PINEWOOD DERBY! LOOK for the CTX2 sized BIG track sponsored by Pinewood Nuts, a local pinewood derby company. Scouts may bring their own cars or choose from cars provided. Each hour, a “fastest” car competition will be held (using the Scout’s own cars), with finalists racing in a 3:30 p.m. race-off! **The winner will receive a fabulous TROPHY!**

Enjoy these fun activities, too:

Meet Baden Powell, founder of the BSA!	Obstacle Course
Knot Tying & Lashings	Blow Darts
Life-sized Lincoln Logs	Tug-a-War
Gigantic Tic-Tac-Toe	Scout Pen Pals
SWAPS: Make ‘em, Trade ‘em (craft)	Face Painting



Be prepared to BE AMAZED in this fun filled area highlighting STEM activities where things can be transformed, manipulated, and engineered, all while inspiring young minds.

SHOWCASE: SCOUT QUIDDITCH - Yes, we are playing quidditch complete with a quaffle, bludger and snitch. Players will be placed on teams for to join in the fun-spirited competition. Will Tigerin, HuffleWolf, RavenBear, or Webeldor win?

And you won't want to miss these "magical" experiences --

Scouting Trivia, hosted by Cubmaster Dumbledore	Wizard Chess, life-sized!
Herbology Class	Potions Galore!
Rain Gutter Regatta	The SNAKE Guy
Lawn Bowling	Rope Bridge
STEM Skills with SNAPOLOGY®	Magic Show
Cathy's Critters Petting Zoo	



Expect to visit with some special "characters" while engaging in a gigantic selection of galactic games!

SHOWCASE: SPACE INVADERS GALLERY – Take your best "ping-pong" ball shot at a gallery of space invaders! This game will have you "mowing" down those aliens!

Also, enjoy these --

Space Regatta	Popsicle & Paper Aviation
Lawn Fishing	Body Board Race
Swamp Stilt Walking	Bean Bag Toss
Checkers, life-sized!	Wax hand impressions
"Out-of-this-World" science experiments	Lego® Derby



Who needs video games when playing games LIVE, outdoors, with your Scouting buddies is WAY MORE FUN!

SHOWCASE: HUMAN FOOSBALL – Become a reality player in a live action game of foosball. Can you block the shot or will the other team score? It’s harder than it looks – you’ll have to give it a try!

Other incredible activities you won’t want to miss:

Rock Range Toss	Marble Race
Cardboard Castle Construction Zone	Four Square
Neckerchief Slides (craft)	Slime Factory
Seed Bomb	Origami Anybody?
Mosaic Tile Mural	Life-Sized Jenga

FUN FOR EVERYONE

CTX2 has a ton of FUN FOR EVERYONE, all programs and all ages! You won’t want to miss any of it. Here are some of the exciting things planned.

Please note activities may change between now and the event date, and some activities have age restrictions.



Get your game on and MOVE IT! Lots and lots of physical activity for everyone.



SHOWCASE #1: MELTDOWN! Who will be the last one standing in this game of MELTDOWN? Players try to keep their balance, while ducking under or jumping over the swinging arm. **(10 and over)**



SHOWCASE #2: MOBILE ZIP LINE! Everybody loves a zip line, and we'll have one on-site! **(10 and over)**



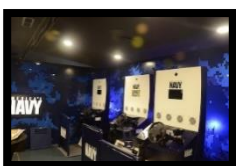
SHOWCASE #3: BOBCAT BASKETBALL – if you are picturing 4 legged, pointy eared critters dribbling a basketball, you are bobcatting up the wrong tree. These BOBCATS have 4 wheels, and the drivers need to pick up a basketball with the loader and deliver it to the basket. It's not easy, but it is super fun to try. **SPONSORED BY SUNSTATE RENTALS. (14 and older.)**

Plus, all these other **MOTION-CENTRIC** activities:

Canoes on Wheels Races	Putting Greens	Wrist Rockets
Gaga Ball	Nine Square	BIG Obstacle Course
Climbing Wall	Ladder Golf	Target Soccer
Tether Ball	Frisbee Golf	Zorb Bubble Ball
Power Mountain Climbing	Lawn Bowling	Lawn Darts
Rock Range Toss	Four Square	Stilts Walking
QR Code Geocaching	Cast Away (fly-fishing)	Inflatables
Texas Junior Anglers Catch Tank	Group Dynamics GAMES!	



You never know what interesting things you will find at CTX2. Be Prepared to Xplore all these exhibits, demonstrations, and new activities.



Showcase #1: US NAVY VIRTUAL REALITY! A big hit at the 2017 National Jamboree, the US Navy Virtual Reality Trailer will be at CTX2! Be a hero and come to the rescue of fellow crew members (well, it will FEEL like the real thing!) **Youth 14 and older only; signed parental consent required (details TBA).**



Showcase #2: RUSTY GEARS the Robot. An interactive, intelligent robot, Rusty Gears will roam around talking to everyone along the way. It's fun and surprising!



Showcase #3: Ask Me! Especially for leaders, our friends at CampMaster will host a booth offering hourly tutorials on how to use the CampMaster reservation system. Staff will also be on hand to answer YOUR specific questions.



Showcase #4: BRING YOUR BEST – TROOP CHALLENGE! We are looking for 10 troops to bring their own unique style of fun to CTX2. Troops are invited to host a troop activity at CTX2, and the one judged the “Best of the Best” will have a TALL TROPHY and bragging rights to bring home.

Plus so many others:

Scuba Showcase	EnGarde! Fencing demonstration	Patch Emporium
Dutch Oven Cooking	“Tag” Your Troop Graffiti Wall Art	Military Showcase
Operation Game Thief/Wall of Shame (Texas Parks & Wildlife)	Cathy’s Critters Petting Zoo	Spark! Dallas
TRAXXAS remote controlled vehicles	Trucker Buddy Big Rigs	Dallas Zoo exhibit
SWAMPBASE, Louisiana	Wildlife on the Move	Sewell Automotive Cars
Texas Flyfishing Club	Karate Demonstrations	Singing Scouts! Silly songs!
LIVE Encounter with SNAKES!	STEM: VORTEX	CampMaster: ASK ME!
Texas Master Naturalist (Texas Parks & Wildlife)	Urban Wildlife Program (Texas Parks & Wildlife)	Biologist Program (Texas Parks & Wildlife)
Tandy Leather	Zanfel (Poison Ivy Alert!)	Dallas Paleontological Society
GOLIATH Mobile Response Truck	Surveying	Triage SOS!
CTX CSI	Branding	Hot Air Ballons



What Scouting event is complete without a chance for bragging rights over hitting a bull's eye ... whatever the target! Be sure to aim true!



Showcase: Sporting Arrows Picture traditional "field" archery combined with skeet shooting! Using special arrows, archers will take aim on a moving 10-inch foam disk. It's fun and it's a REAL CHALLENGE. **(13 and older)**

BB Guns	Daisy Outdoor Products Inflatable Range
Field Archery	Laser-Rifle Shot (13 and older)
Air-soft Guns	Sporting Arrows (13 and older)



Ever wonder what it was REALLY like back on the frontier? You've got your chance to revisit the past with Frontier Remix!

Indian Village	Tee-Pees
Indian Drum Performances	Native American Dance Team
Beading (craft)	Chuck-Wagon
Trapping/Fur/Hides Exhibit	Mountain Man Tent
Tomahawk Throw	Flint & Steel Competition
Pioneering Display and Demonstration	Branding

5K FUN RUN

SPONSORED BY TEXAS HEALTH RESOURCES

On your mark, get set, GO! Start Saturday morning off with an energetic **5-kilometer FUN RUN**.

Everyone is invited to participate, no matter what "your speed." Walkers, joggers, and serious runners are all welcome, but since this is JUST FOR FUN, there will be no official timers, winners or prizes! We will have a Finish Line clock for those inquiring minds who want to know their *unofficial* time. Everyone who comes out to take part is a winner in our book, and what Scout doesn't like collectible patches?

The first 350 participants to cross the finish line will receive a CTX2 5K Fun Run patch.

To register, go to <https://localraces.com/ctx5k> and click on "Details" to sign-up.

DAY TIME ENTERTAINMENT!

Throughout the day, LIVE ENTERTAINMENT is on stage at both the DIRT TRACK and the 1/5th Mile Track. These two venues offer convenient seating for lunchtime! Take advantage of a great spot to eat your lunch and watch a great show at the same time. All performances are subject to weather conditions. Besides being GREAT SHOWS to watch, your feet will appreciate a nice break while you take advantage of a "sit-down" opportunity!

DIRT TRACK

9:30 am	MEDIEVAL TIMES
11:30 am	MEDIEVAL TIMES
12:30 pm	SCHOOL OF ROCK House Band
1:30 pm	LOW RIDERS Hop Contest
2:30 pm	AIR NATIONAL GUARD Band

1/5th Mile TRACK

10:00 am	Kartland GO CART Rack
11:00 am	Ian Gaines: MOTORCYCLE STUNTS
12:00 pm	K-POP song and dance featuring H1PE
1:00 pm	Ian Gaines: MOTORCYCLE STUNTS
2:00 pm	TOP SHOT ARCHERY demonstration/HL Ruth, musician
3:00 pm	K-POP music and dance featuring Konquest

EVENING ARENA SHOW

EVERYONE is invited to the evening ARENA SHOW in the main grandstand. You won't want to miss this show ... not just because of the fabulous entertainment at hand, but also because of the energy in the stadium generated by the literally THOUSANDS of Scouts and Scouters gathered together.

Concessions will be available starting at 4:30 p.m., both in food trucks outside the entrance to the main track, and also in the concourse. Day-Visitors and campers are encouraged to take advantage of the meals for purchase to save time and effort of cooking/bringing dinner! Also, starting at 4:30, family friendly videos will be playing on BIG HOSS, the gigantic screen.

Day-Visitors, staying for the Arena Show, are welcome to come on over as soon as the Program Areas closes, sit-down and rest their feet, eat dinner and enjoy the videos. There will be limited transportation available via people-movers, and those parked OUTSIDE of the campsites ...that is, *those parked in Day-Visitor Parking or in OVERFLOW parking* ... are welcome to drive to the Arena and park on the west side of the main track.

The festivities kick-off at **6:00 p.m. with a PRE-SHOW** featuring a **NASCAR® DEMONSTRATION RACE**. You'll hear the roar of the engines and feel the rush of the cars racing by! Our announcers will explain the various flags and some basic racing facts, and we'll all have racing fever by the end!

The **MAIN ARENA SHOW starts at 7:00 p.m.** and will feature highlights of the day shown on BIG HOSS (the largest screen EVER!), and music from the high-energy **I.D.T. Band** will have us all dancing!

The night's entertainment concludes with a **FIREWORKS SPECTACULAR** set to inspiring music.

RELIGIOUS SERVICES

A SCOUT IS REVERANT, and we encourage all units/families to participate in the various religious services offered over the weekend or to hold a unit specific "Scout's Own Service".

Group services at CTX2 are as follows:

A **CATHOLIC MASS** will be celebrated at **4:00 pm, Saturday, November 10th**, at the Dirt Track.

A **PROTESTANT SERVICE** will be held at **8:00 am, Sunday, November 11th**, at the Dirt Track.

A **BUDDHIST SERVICE** will be held at **8:00 am, Sunday, November 11th**, at the 1/5th mile Track.

The Muslim and Jewish faiths have decided to worship independently, and there is no group service.

REGISTRATION INFORMATION

WHAT IS CTX2? CTX stands for the CIRCLE TEN XPERIENCE -- a big, fun, council-wide event **November 9 -11, 2018 at Texas Motor Speedway**. It's CTX2 because this is our second one. The first CTX was held in November 2015, and was a huge success with 12,000 Scouts, Scouters, and families from Circle Ten Council in attendance.

WHAT IS THERE TO DO? CTX2 will have something for EVERYONE. There will be an expansive amount of activities for all levels of Scouts, exhibits from outside vendors, and live entertainment. We'll be showcasing all the great things you can do in Scouting. Don't worry, we'll still have the all-time favorites like archery, bb guns, and even air soft guns! The weekend culminates Saturday evening with an Arena Show and FIREWORKS! There will be so much to do and see, you won't be able to do it all!

WHO'S INVITED? Every unit in Circle Ten Council is invited. All Scouts, Scouters, and their families are welcome to attend. This is a private party, so members of the public are not invited. Encourage your friends to join Scouting so they can come too!

Out-of-council Scouting units are also invited to attend, especially those who have enjoyed Circle Ten Council summer camps.

DO WE HAVE TO CAMP? All units are invited to camp but are welcome to attend as Day-Visitors. Day-visitors participate in the Program Day on Saturday, 9:00 a.m. – 4:00 p.m., and then stay for the evening festivities at the main track, starting at 6:00 p.m.

HOW MUCH DOES IT COST? The pre-registration cost is \$25 per Scout, Scouter, parent, family member and sibling aged 5 and over. Younger siblings, aged 4 and under, are free. Walk-ins the day of the event (Saturday, November 10, 2018) are priced at \$40/Scout, Scouter, or sibling aged 5 and over. The fee covers all entertainment/activities and includes one free CTX2 participant patch. Food or trading post items are an additional, individual expense.

HOW DO WE REGISTER? Unit registration is OPEN and can be accessed via this link: [CAMPMASTER](#) Enter 2018 CTX in the search box (or scroll by date to November 9, 2018). Select 2018 CTX Unit Registration and follow the instructions. ONLY a non-refundable \$50 deposit per unit is required at the time of registration. The deposit will be applied toward the final participant cost for your unit.

During the registration process, units are asked to provide a good-faith, best estimate of participant count, within each of the following categories:

- ***Campers – Scouts/Adults/Siblings***
- ***Day-Visitors – Scouts/Adults/Siblings***

WHEN DO WE NEED TO PROVIDE A FINAL COUNT? Units will be asked to “true-up” and finalize their participant count starting **October 1, 2018** and pay the total participant cost at that time (less the initial \$50 deposit). Paid registrations are transferable among individuals within the unit but are not refundable. CampMaster reservations for CTX2 will close at 11:59 p.m. on October 21, 2018, and the paid participant count as of that time will be the basis for finalizing campsite space allocations. See additional, detailed information in “FINALIZING MY RESERVATION” below.

WHY SHOULD I REGISTER NOW? As an incentive for early registration, campsites will be assigned in proximity to the program area based on the date of unit registration. **The EARLY-BIRD gets the SHORTEST WALK.** We need a reasonable estimate of the number of attendees to plan CTX2 so everyone has a great XPERIENCE. We want to be sure to have enough supplies, volunteers, and even trading post items. Your assistance by registering early and providing an estimated count is much appreciated.

DO DAY-VISITORS HAVE TO PRE-REGISTER? YES! Units planning on only being Day-Visitors as well as those with a mix of Campers and Day-Visitors, are requested to pre-register.

Pre-registering as a Day-Visitor locks in the \$25 ticket price, a big savings over the \$40/person “walk-in” price day of the event. Also, your unit will receive their “packet” of wristbands/participant patches BEFORE the event, allowing wristbands to be distributed to families in advance. Then, on November 10, 2018 Day-Visitors simply drive out to Texas Motor Speedway, park, and go immediately to the Program Area to start having fun. No need to wait in lines! Park and GO!

Pre-registering your unit as Day-Visitors also means you will receive important CTX2 communications before and during the event.

DOES MY UNIT NEED TO VOLUNTEER? Units are not required to provide volunteers, but this event is dependent on volunteers to make it possible. Volunteers are welcome to register as STAFF in various roles. CTX2 Staff Registration is available through CampMaster. However, adults willing to lend a hand, and work a short (2 hour) shift, will be able to sign-up at the event. We need a large number of volunteers to contribute a small portion of their time during the event and would appreciate unit leaders promoting such volunteerism within your attendees.

FINALIZING YOUR RESERVATION

HOW DO I FINALIZE MY RESERVATION? ALL UNITS are expected to finalize their reservation and pay their invoice by October 1, 2018.

As of October 1, 2018, the Circle Ten Council will email each registered unit an invoice based on the reservation count in the CampMaster system as of that date. The invoice is due and payable upon receipt.

If you need to adjust your participant counts from the initial reservation, re-enter the CAMPMaster system and click on your existing unit reservation for CTX2. This will “pull-up” the reservation. To the left of the screen, you’ll see various “tabs”. Select “PARTICIPANT INFORMATION”.



Showing on the screen will be the current reservation headcount, by category (*CAMPER: Adults, Scout, Sibling 5 and over, Sibling 4 and under, and DAY-VISITOR: Adult, Scout, Sibling 5 and over, Sibling 4 and under*). Simply **adjust the numbers to your actual participant count and be sure to click Save Commitments in the upper right-hand corner.**



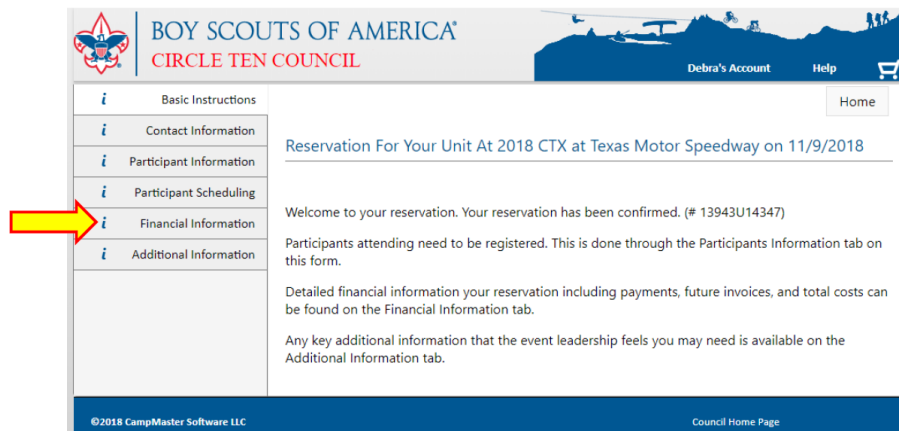
Participant Role	Commitment
CAMPING: Scouts	5
CAMPING: Adults	2
CAMPING: Siblings 5 and Over	0
CAMPING: Sibling 4 and Under (FREE)	0
DAY VISITOR: Scouts	0
DAY VISITOR: Adults	0
DAY VISITOR: Sibling 5 and Over	0
DAY VISITOR: Sibling 4 and Under (FREE)	0
	7

Commitments may be updated until 10/21/2018 11:59 PM

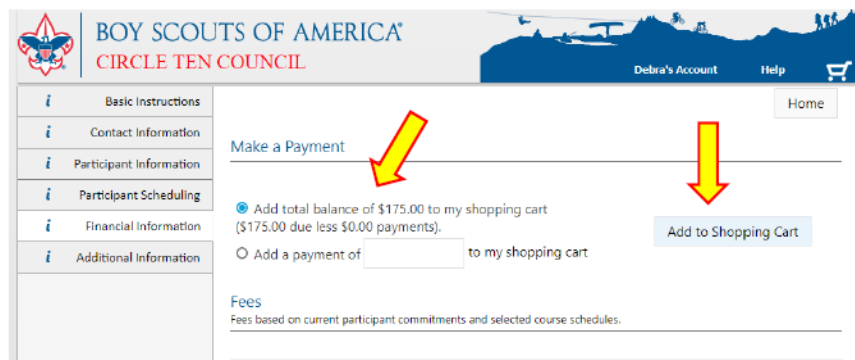
ADJUST NUMBERS IN EACH CATEGORY TO YOUR CURRENT "ACTUAL". YOU MAY INCREASE THE NUMBERS AND PURCHASE ADDITIONAL ADMISSIONS VIA CAMPMaster THROUGH 10/21.

The system will automatically adjust your invoice to reflect your revised count. You can then pay the balance due.

To pay, select FINANCIAL INFORMATION tab from your reservation menu.



Select the “button” option of “Add total balance of \$ ____ to shopping cart.” Then, click “ADD TO SHOPPING CART.”



A “1” will now appear on the shopping cart icon in the upper right-hand corner. Click on the shopping cart icon and proceed with your payment.



Once paid, admissions are transferrable but not refundable. THIS IS A RAIN OR SHINE EVENT. Due to the extent of advance planning and costs of this event, refunds will NOT be given for conflicts with school (or other) events, poor weather conditions or participant illness.

Refunds will only be available, with appropriate documentation, for the following reasons:

- Family relocation
- Military assignment
- Death in immediate family

Campsite space, by unit, will be finalized based on participant count and paid attendance as of October 21, 2018. Additional camping participants added after that date will not result in any additional campsite space allocation. **UNITS: ALL CAMPING PARTICIPANTS MUST BE ENTERED AND PAID FOR BY OCTOBER 21, 2018.**

WHAT IF ADDITIONAL UNIT MEMBERS DECIDE TO COME?

BETWEEN OCTOBER 1 and OCTOBER 21?

Units may continue to **increase** their participant count between October 1 and October 21 via the on-line CAMPMaster system as described in HOW TO FINALIZE MY RESERVATION. The system will recalculate your invoice total, and you will be invoiced and expected to pay the balance for the additional admissions when made.

**THE CTX2 ONLINE REGISTRATION SYSTEM via CampMaster
will close at 11:59 p.m. on Sunday, October 21st.**

BETWEEN OCTOBER 22 and NOVEMBER 5?

During this period, UNITS and INDIVIDUALS may purchase admissions at the \$25/ticket price at either of the two Circle Ten Scouting Centers during business hours:

John D. Murchison Scouting Center
8605 Harry Hines Blvd., Dallas, Texas:
Monday – Friday, 8:30 a.m. to 5:00 p.m.
Saturday, 10:00 a.m. – 4:00 p.m.

Bobby Lyle ♦ Billy Gamble Scouting Center
5600 US Hwy. 75 South, Fairview, Texas
Monday – Friday, 9:00 a.m. – 6:00 p.m.
Saturday, 10:00 a.m. – 5:00 p.m.

At the time of purchase, the admission wristband(s) and participant patch(s) will be distributed to the purchaser. It is the unit's/purchaser's responsibility to distribute the wristband/patch to the appropriate individual(s). ***NOTE: additional camping participants added after October 21 will NOT result in increased campsite space allocation.***

AFTER NOVEMBER 5?

No additional admissions can be purchased between November 6 and the event (see WALK-INS below). Pre-registered Camping Units may pay for additional admissions at the \$25 price at check-in at the event; however, no additional campsite space will be assigned based on such additions.

**Units should make every effort to ensure all PARTICIPANTS ARE REGISTERED
AND PAID FOR BY OCTOBER 21, 2018.**

CAN I DECIDE TO GO AT THE LAST MINUTE AND BUY A TICKET AT THE EVENT? YES.

Walk-ins are welcome and may purchase a ticket at one of the booths by the Dirt Track at the **price of \$40 per person** (ages 5 and up) on Saturday, November 10. The ticket booths will open at 8 a.m.

DO I NEED TO PROVIDE A ROSTER OF PARTICIPANT NAMES? YES.

Units are requested to provide a roster of participants (*unit number, last name, first name, adult/youth, with adult cell phone numbers, and key unit leaders identified*) both for campers and Day-Visitors. **A formatted excel file will be sent to units in October, to be completed and returned as described below.**

FOR CAMPERS: The camping participants roster should be brought with the unit leader to camping check-in at the Sub-Camp HQ tent on Friday, November 9th (or Saturday, Nov. 10th, for those units camping Saturday only).

FOR PRE-REGISTERED DAY-VISITORS: The roster of pre-registered day-visitors needs to be emailed to circletenexperience2018@gmail.com or debra@dacopley.com **NO LATER THAN OCTOBER 21st, with updates for any additional Day-Visitor admissions purchased after that date.**

HOW DO WE GET THE WRISTBANDS? Each paid participant will receive a WRISTBAND as their admission ticket, as follows:

FOR CAMPERS: Wristbands for camping participants will be given to the unit leader at camping check-in at the Sub-Camp HQ tent on Friday, November 9th (*or Saturday, Nov. 10th, for those units camping Saturday only*). Participant CTX2 patches will also be distributed at that time. **It is the unit leader's responsibility to distribute the wristband/patches to the individuals.**

FOR PRE-REGISTERED DAY-VISITORS: Units with pre-registered Day-Visitors will be asked to pick up their “packet” of wristbands and participant patches as follows:

DISTRICTS: Blackland Prairie, Cimarron, Duck Creek, Eastern Skies, Five Trails, Mountain Lake, Mustang, North Star, Northern Trail, Southern Star, Tejas Cado, Texas Skies, Trinity Woods, West Park, Wisdom Trail

John D. Murchison Scouting Center
8605 Harry Hines Blvd., Dallas, Texas

MONDAY, OCTOBER 29, 2018

12:00 noon to 7:00 p.m.

DISTRICTS: Eagle Trail, East Trinity Trails, Golden Arrow, Iron Horse, Lone Star, Northern Lights

Bobby Lyle ♦ Billy Gamble Scouting Center
5600 US Hwy. 75 South, Fairview, Texas

MONDAY, OCTOBER 29, 2018

12:00 noon to 7:00 p.m.

DISTRICTS: Texoma Valley, Tonkawa, Two Rivers, White Oak

Wrist band packet delivery will be coordinated by your District Executive.
Please be alert for specific communication from your District Executive.

This procedure is for the convenience of the participants. By receiving their wristband in advance, Day-Visitors can simply drive to Texas Motor Speedway on Saturday, November 10th, park in the Day Parking, and go start having fun.

Any person authorized and designated by the unit may pick-up the packet. HOWEVER, to pick-up the wristbands/patches, **the unit invoice for CTX2 must be paid in full at that time.**

IT IS THE UNIT’S RESPONSIBILITY TO DISTRIBUTE THE WRISTBANDS/PATCHES to their individual participants in advance.

PLAN YOUR VISIT

GENERAL INFORMATION

HOW WILL CAMPSITES BE ASSIGNED AND ORGANIZED? Campsites will be assigned, by unit, on a “closest to Program Area” based on the date/time of the unit’s registration. **There is a definite benefit to registering early.** The camping area will be divided into six Sub-Camps, each with a Sub-Camp Headquarters Tent. Unit check-in will be at that tent, and Camp Commissioners will be available throughout the campsites for unit assistance. The campsites are on grass.

WHERE CAN I PARK? Vehicles/trailers may park within their campsite, within limits. Your unit’s campsite space is allocated based on number of paid participants as of October 21st. The space formula provides for a *reasonable* number of cars.

CARPOOLING IS STRONGLY ENCOURAGED FOR ALL UNITS

If based on the number and size of vehicles, you feel “crowded,” **PLEASE DO NOT ENCROACH ON YOUR NEIGHBORING UNIT’S SPACE.** If you need more grass for tents and people, please take advantage of the remote/overflow parking area and move some vehicles outside the campsite.

**IF YOU ANTICIPATE DRIVING YOUR VEHICLE DURING THE WEEKEND,
YOU NEED TO PARK IN THE REMOTE/OVERFLOW PARKING LOT**

CAN I DRIVE IN AND OUT OF THE CAMPSITES AT WILL? **NO.** For safety, all cars in the campsites will be considered “QUARANTINED” until departure time. Units camping either Friday or Saturday night only will be located in an area where they can access their campsite directly from a perimeter road and not drive through the interior of the campsites.

**IF YOU ANTICIPATE DRIVING YOUR VEHICLE DURING THE WEEKEND,
YOU NEED TO PARK IN THE REMOTE/OVERFLOW PARKING LOT**

WHERE CAN I FIND WATER AT CTX2? **THE CAMPSITES and Program Area at Texas Motor Speedway are DRY, DRY, DRY!** **UNITS NEED TO BRING SUFFICIENT WATER FOR THEIR OWN DRINKING, COOKING and CLEANING NEEDS.** There are no water spigots available for refills or a ready water supply at TMS. Meal planning should be done with consideration of water needs and planned water supply provided by the unit.

ALL ATTENDEES are encouraged to carry drinking water with them *at all times* for proper hydration.

Use of non-disposable containers is recommended. However, if used, please crush disposable plastic water bottles to compact waste.

WHAT ABOUT FOOD? ALL FOOD AND MEALS are the responsibility of the unit. Units may cook, bring pre-prepared meals, or purchase concessions from TMS (read on). Please consider water supply (unit provided) and distance between the campsite and program area when planning meals.

SIMPLE MEALS AND MINIMAL COOKING ARE ENCOURAGED.

BAG-LUNCHES for Saturday, carried by individuals/families, will save walking back to campsite for lunch.

For **dinner Saturday evening**, something quick & easy that has been all/mostly prepared in advance will save time and allow unit participants to eat/clean-up and still attend the arena PRE-SHOW (6:00 p.m.) and Arena Show (7:00 p.m.). **There will be limited transportation available to the main track arena; most will need to walk the 1 mile plus to the show. Please factor walking time to the main track into unit meal planning.**

WHAT CAN I USE AS A HEAT SOURCE TO COOK? **ABSOLUTELY NO GROUND FIRES OF ANY KIND ARE PERMITTED.** Units may use:

- **PROPANE** – recommended.
- **CHARCOAL** – No charcoal may touch the ground. Use metal BBQ grills with lid or other metal sheets (Dutch Oven purposes only). An adult must attend charcoal fires at all times and remain until coals are “out cold.”

All used coals/ashes must be placed in a UNIT-PROVED metal container and removed from TMS property by the unit with them upon departure. **NO ASHES IN TRASH CANS/RECEPTACLES** due to high fire risk. **No ground dumping of ashes allowed.**

PROPER FIRE SAFETY AND SAFE DISPOSAL/REMOVAL of used coals/ashes is the unit’s responsibility.

- **LIQUID FUEL** – Review liquid fuel information in The Guide to Safe Scouting. Only adults are allowed to handle liquid fuels.

All safety measures should be in place with water and/or fire extinguishers on hand. Any fire that gets out of control should be immediately and properly contained, and the incident, no matter how minor, reported to Sub-Camp HQ.

WILL THERE BE ANY FOOD FOR PURCHASE? **YES.** There will be concessions available for purchase near by the Program Area provided by various TMS contracted concessionaires. Details to be provided. However, think “food trucks” selling BBQ, corn dogs, snow cones, pizza and the like, with typical concessionaire prices.

Concessions (meals and snacks) will be available for purchase at the MAIN TRACK ARENA starting at 4:30 p.m. Units are encouraged to move over to the main track “early,” have dinner, and enjoy selected family friendly movies on BIG-HOSS while awaiting the start of the Arena PRE-SHOW at 6:00 p.m.

CAN I BUY FOOD OUTSIDE OF OUTSIDE TMS PROPERTY? YES, but an OFF-SITE FOOD RUN requires parking at least one vehicle OUTSIDE your CAMPSITE. Units wishing to drive off-property to purchase food must park a vehicle in the REMOTE/OVER-FLOW PARKING AREA and coordinate, as needed, with other Scouters/Scouts to carry food purchased back to campsite.

WHAT ABOUT BATHROOM FACILITIES? Portable toilets will be plentiful throughout the Sub-Camps and the Program Area. TMS has two separate indoor flush toilet/shower facilities, one proximate to Program Area and one in north end of camping area. These indoor facilities ARE VERY LIMITED, and Youth Protection policies will be observed.

WHAT ABOUT TRASH? Trash bags, a few per unit, will be provided for use with the existing trash cans at the campsites. Units, especially large units or those planning on using disposable plates/cups/etc., should bring additional trash bag supply with them. Please think GREEN and LEAVE NO TRACE – Keep trash to a minimum.

**TRASH DISPOSAL INSTRUCTIONS WILL BE DISCUSSED
AT EACH SUB-CAMP LEADER’S MEETING, FRIDAY NIGHT.**

The Campsite CHECK-OUT process will involve an “all-clear” clean, trash-free, campsite inspection.

A SCOUT IS CLEAN: All attendees are asked to help keep the TMS property free of litter by picking-up and properly disposing of all trash they come across on the property.

CAN I BRING MY PET? ABSOLUTELY NO PETS/ANIMALS are allowed. Credentialed service animals are permitted upon presentation of credentials at check-in. Service animals should be on a leash at all times, and clean-up after the animal is the responsibility of the owner.

CAN I CAMP IN MY RV? NO. Camping is tent only. Hey, you knew that one already! We’re SCOUTS!

WILL PHOTOGRAPHS BE TAKEN AT THIS EVENT? YES. Be advised photographs/video will be taken at this event for use on the BSA/Circle Ten Council website, for the press, BSA/Circle Ten Council marketing materials, and other publications. BY ENTERING THIS EVENT, YOU CONSENT TO BSA/Circle Ten Council (or other authorized entities) photographing and using your image and likeness. PLEASE SHARE THIS STATEMENT with your parents/Scouts to avoid any surprises among your families.

CAMPING UNIT PROCEDURES

HOW DO I ENTER TEXAS MOTOR SPEEDWAY? ALL VEHICLES SHOULD ACCESS TEXAS MOTOR SPEEDWAY via Highway 114, using the LONE STAR CIRCLE ENTRANCE. There will be electronic signage to direct you upon arrival.

For driving directions, please use this address with your navigation system:

Texas Motor Speedway
3545 Lone Star Circle
Fort Worth, Texas

HOW EARLY CAN I ARRIVE ON FRIDAY, NOVEMBER 9?

Unit trailers are welcome to arrive **starting at noon** on Friday, November 9th, and **unit camping participants are welcome starting at 3:00 p.m.** **The Sub-Camp HQ Tents will be open at 3:00 p.m. for unit check-in.**

HOW WILL I KNOW MY CAMPSITE ASSIGNMENT? Camping units will receive their campsite assignment and an electronic copy of a printable placard (with the campsite assignment on it) no later than **November 5**. This communication will be sent via email to the unit leaders identified by the unit during the CampMaster registration process (the individual who made the reservation along with the second leader specified).

It is the unit leader's responsibility to distribute the placard with campsite assignment to all DRIVERS. Placard should be printed out by each driver and displayed on dashboard when entering TMS.

DISPLAYING THE PLACARD IN THE WINDSHIELD WILL GREATLY SPEED UP THE ARRIVAL PROCESS.

Campsites are identified by:

- a Sub-Camp COLOR (Red, Yellow, Orange, Blue, Green, Purple)
- a ROW designation. Red, Yellow and Orange campsites have LETTER designations for the rows. Green, Blue and Purple campsites have NUMBER designations for the rows.
- a series of numbered space assignments (for example, spaces 13 – 21).

In some cases, campsites will be assigned in a “block” and in other cases, a “strip.” **PLEASE BE MINDFUL OF YOUR CAMPSITE BOUNDARIES AND DO NOT ENCROACH ON YOUR NEIGHBORS.**

Additionally, the Circle Ten Hub app will have a searchable list of all units and their campsite assignments, so anyone can look up a particular unit's campsite location.

HOW WILL I FIND MY CAMPSITE? Upon arrival, all vehicles will be directed to a very large parking area beside the Dirt Track. Within that area, vehicles will sort themselves into lanes based on the “color” of their Sub-Camp HQ. There will be an abundance of volunteers directing vehicles to their campsites, using various “light-up” devices to help mark the way.

CAN WE PARK OUR CARS IN THE CAMPSITES? YES, butwithin limits. Your unit’s campsite space has been allocated based on the number of paid participants as of October 21st. The space formulas provided for a reasonable number of cars in the space.

CARPOOLING IS STRONGLY ENCOURAGED FOR ALL UNITS.

However, if you feel “crowded” and need more space for tents and people, **please take advantage of the overflow parking area**. DO NOT ENCROACH ON YOUR NEIGHBORING UNIT’S SPACE.

CAN I DRIVE IN AND OUT OF THE CAMPSITES AT WILL? NO. Post Friday night arrivals, all cars in the campsites will be considered “QUARANTINED” until final departure time Sunday. This is for safety considerations.

Units camping either Friday or Saturday night ONLY will be located in an area where they can access their campsite directly from a perimeter road and not drive through the interior of the campsites.

Cars parked in **overflow parking** may drive off TMS property and also drive to the arena show.

**IF YOU ANTICIPATE DRIVING YOUR VEHICLE DURING THE WEEKEND,
YOU MUST PARK IN THE OVERFLOW PARKING LOT.**

**CAN I DRIVE TO THE ARENA SHOW SATURDAY NIGHT? ONLY IF
YOU ARE PARKED in OVERFLOW parking.** Cars parked in Day-Visitor or OVERFLOW parking may drive to the arena show Saturday night. Those cars parked INSIDE of a designated campsite area may NOT.

For some/many campers it will be a shorter walk to overflow parking than to the main track for the arena show.

PLEASE CONSIDER PARKING IN OVERFLOW PARKING.

You will have more space for people and tents AND be able to drive to the arena show.

WHAT'S UP WITH THE SUB-CAMP HEADQUARTERS (HQ)

TENTS? There will be six separate SUB-CAMPS at CTX2, each designated by a color: Yellow, Orange, Red, Green, Blue, Purple. Each Sub-Camp is also associated with a “critter” and a very nifty patch. You’ll want to be sure to get your Sub-Camp’s patch at the Trading Post!

Each camping unit will be assigned to one of the colors, and that is the Sub-Camp color to which they should report for unit check-in upon arrival.

In addition, three consecutive **LEADER’S MEETINGS** will be held **Friday night at EACH of the Sub-Camp HQ Tents: 9:00 p.m., 9:30 p.m., and 10:00 p.m.** These meetings will deliver the same content, so choose the one most convenient. A minimum of one leader from each unit is required to attend ONE of these meetings. Important information will be delivered.

The Sub-Camp HQ Tents will be open for camper check-in and unit assistance as follows:

Friday, November 9

3:00 p.m. – 11:00 p.m.

LEADER’S MEETINGS: 9:00, 9:30 and 10:00 p.m.

Saturday, November 10

6:30 a.m. – 10:00 a.m.

4:00p.m. – 6:30 p.m.

9:30 p.m. – 11:00 p.m.

Sunday, November 11

7:00 a.m. – noon

WHAT DO I NEED TO DO TO CHECK-IN? Starting at 3:00 p.m. on Friday, November 9th, the 6 Sub-Camp HQ tents will be open for unit check-in and assistance. ONE LEADER for each camping unit is asked to attend to the check-in process by visiting the tent, bringing with them their roster of camping participants. At check-in, the unit’s paid invoice to date will be compared to their current roster of participants, and the unit may purchase additional admissions for last minute attendees (either campers or day-visitors) at the \$25 price and pay at that time (cash, check or credit card). *Remember: Paid admissions are transferrable but not refundable. **NOTE: no additional campsite space will be allocated to the unit for these additional participant admissions paid for at check-in.***

The unit leader will be given the camper wristbands and participant patches corresponding to the number of paid admissions. **It is the unit leader’s responsibility to distribute the wristbands/patches to individuals.**

WHAT DO I HAVE TO DO TO CHECK-OUT ON SUNDAY? All units need to check-out and receive the “all-clear” from a Camp Commissioner prior to departure. Commissioners will be roaming around, ready to come for the quick inspection when you beckon. To be all-clear, just be sure your campsite is free of all loose trash on the ground, and that trash has been bagged and disposed

of in accordance with instructions given at the Leader's Meeting Friday night. Once clear, the unit will be given their participation ribbon and is free to leave.

PLEASE DRIVE VERY CAREFULLY AS YOU DEPART.

PLEASE TURN-ON YOUR CAUTION LIGHTS (flashing blinkers) when driving in the CAMPING AREA. Drivers may be asked to have a ground guide if there is significant foot traffic.

WHAT IF MY UNIT IS CAMPING FRIDAY NIGHT ONLY? Units departing on Saturday should be sure to check-out through their Sub-Camp HQ before departure. We recommend, if you are staying for the arena show, that you pack-up and check-out BEFORE the show, allowing for a speedier departure after the show.

UNITS WHICH HAVE CHECKED OUT PRIOR TO THE ARENA SHOW are welcome to drive their vehicles to the main track for the arena show, and park in a designated area closer to the main track.

WHAT IF MY UNIT IS ARRIVING SATURDAY MORNING? Camping units arriving Saturday morning (to camp Saturday night only) will enter TMS via Lone Star Circle from St. Hwy. 114. Please follow directions given at that time.

We open for SATURDAY arrivals at 6:30 a.m. Please do not arrive earlier.

WHAT IF I AM JOINING MY UNIT WHICH ARRIVED ON FRIDAY?

If you have families arriving Saturday to join the unit already set-up in camp, we **STRONGLY RECOMMEND**:

- **Advance coordination to transport their gear with the unit arriving on Friday** (i.e., tents, sleeping, bags, personal duffle, etc.) so that the family/individual needs to only bring a day-pack with them Saturday.
- **Arriving Saturday morning and PARKING IN THE DAY-VISITOR PARKING**, having to carry only personal day-pack with water and lunch.
- Arranging with unit leader where to meet AND RECEIVE WRISTBANDS.

The above is the BEST PLAN and easiest, most convenient for everyone.

OTHERWISE, THIS COULD MEAN A LONG WALK (up to 1 mile) WITH GEAR.
Please avoid this by having gear brought in with your unit on Friday.

WHAT IF I AM DROPPING OFF A YOUTH MEMBER TO JOIN HIS UNIT?

In case of a youth member arriving Saturday, being dropped off by parents, to join unit, it is the family's and unit's JOINT RESPONSIBILITY to coordinate this process. Parents may drop off their youth at the Dirt Track Parking Lot, and park in Day-Visitor parking, to escort their youth to the unit campsite or other pre-arranged meeting spot as needed.

DAY-VISITOR PROCEDURES

HOW DO I ENTER TEXAS MOTOR SPEEDWAY? ALL VEHICLES SHOULD ACCESS TEXAS MOTOR SPEEDWAY via Highway 114, using the LONE STAR CIRCLE ENTRANCE. There will be electronic signage to direct you upon arrival.

For driving directions, please use this address with your navigation system:

Texas Motor Speedway
3545 Lone Star Circle
Fort Worth, Texas

WHERE DO I PARK? Day-Visitor parking will be in the large parking lot next to the Dirt Track Parking Lot. This area is right next to the Program Area. There will be individuals guiding you to park.

DO I NEED TO CHECK-IN SOMEWHERE? No. Day-Visitors should have already received their participant wristbands from their unit leader. Simply park and go start having fun!

WHAT IF I DIDN'T GET MY WRISTBAND OR LEFT IT AT HOME?

If you have paid for admission as a Day-Visitor, your unit leader should have provided us your name. The ticket booths at the Dirt Track will have an alphabetical listing of paid Day-visitor admissions and be able to reissue you a wristband.

PLEASE BRING YOUR WRISTBANDS TO AVOID HAVING TO WAIT IN LINE

WHAT DO I NEED TO BRING AS A DAY-VISITOR? Please bring drinking water for all members of your party. There is very little water available at TMS. Consider bringing a packed lunch (and dinner if you are planning on staying for the arena show). Concessions will also be available, at typical concession prices both in the Program Area during the day and at the Arena Show. Dress for the weather in layers and wear comfortable shoes for a large amount of walking. Also, neck gaiter or scarf, gloves, hat/beanie, rain gear, chap stick, and hand sanitizer are recommended. If you are staying for arena show, consider flash lights. It will be dark at 5:30 p.m.

IF MY UNIT IS CAMPING, HOW WILL I FIND THEM? Your unit leader should have advised you of their campsite assignment in advance. However, you may also locate any unit by using the CAMPING UNIT FINDER in the GUIDE YOUR XPERIENCE on the Hub.

SAFETY, LOST & FOUND (children & stuff), FIRST-AID, EMERGENCY PROCEDURES

HOW DO I STAY INFORMED OF EMERGENCY NOTIFICATIONS

DURING CTX2? During the event, CTX2 will utilize a CTX2 EMERGENCY NOTIFICATIONS channel on the Circle Ten Council Hub (web-based application). This channel will have emergency information and has the ability to send “push” notifications to subscribers’ cell phones in the event of an emergency situation.

THIS IS THE EMERGENCY COMMUNICATIONS SYSTEM IN PLACE FOR CTX2.

Every leader is advised (and at least one leader per unit is REQUIRED) to be subscribed and allow push notifications from the CTX2 Emergency Channel. All parents and appropriately aged youth may also subscribe to this channel. Instructions on how to JOIN the Hub and specifically this channel can be found at: circleten.org/CTX-info and follow the directions under the post “HOW DO I SIGN-UP FOR EMERGENCY NOTIFICATIONS?”

WHAT ARE THE PROCEDURES IN EVENT OF A WEATHER OR OTHER EMERGENCY?

In the event of a weather related or other emergency, the CTX2 Emergency Notification Channel will send “push” notifications to all subscribers with instructions. Also, the Texas Motor Speedway Public Address system will be used as appropriate.

WHERE ARE THE DESIGNATED EMERGENCY SHELTERS AT TMS?

The concourse under the north-west section of the MAIN TRACK grandstands has been designed as the emergency shelter for this event. Other shelter is also available for inclement weather not requiring evacuation to the designated shelter.

WHAT ELSE DO I NEED TO KNOW ABOUT SAFETY DURING CTX2?

Safety at all venues and activities is a primary consideration, and we ask all leaders to remind Scouts and families of “SAFETY FIRST” and to use the **buddy system** throughout their stay at CTX2. In the event of an emergency (for example, need to take cover in severe weather), units should designate a meeting place to reunite AFTER the emergency is over.

Also, units should bring standard safety items, such as a unit first-aid kit and a fire extinguisher, to the event.

Texas Motor Speedway is very large, and we are anticipating 15,000 participants. Please use common sense precautions and do not leave valuables unsecured in tents or laying out in the open. For camping units, locking valuables inside vehicles is recommended.

ALL PARENTS in attendance with young children should be reminded, that they, as parents, are responsible for their children at all times.

WHAT ABOUT OTHER SECURITY ISSUES?

OTHER EMERGENCIES, including but not limited to: unauthorized persons, fights, parental issues, drug/alcohol use, weapons, etc. require immediate notification to CTX2 EVENT HQ or the SUB-CAMP HQ (during open hours). For nighttime security concerns, please call **Jon Lannon, Head of CTX2 Security at (214) 533-7905**. If no response, then contact Jimmy Greenwood, CTX2 Vice Chair Logistics at (214) 212-2627. Camp Commissioners are sleeping in personal tents beside the Sub-Camp HQ tent; they may be woken at night in the event of an emergency.

WHO NEEDS TO HAVE YOUTH PROTECTION TRAINING AT CTX2?

All registered adult Scouters are required to have current Youth Protection Training, and two-deep leadership is required at all times. Note, however, there will be other parents present at this event who are NOT registered adult leaders, and thus will not be YPT trained.

All units with female Scouts in attendance are required to have at least one FEMALE, adult leader, registered and YPT2 trained, and over 21 years of age, at the event.

WHAT SHOULD I DO IF A CHILD BECOMES SEPARATED FROM PARENTS/GROUP?

Parents are asked to complete the information on the INSIDE of their child's participant wristband (*unit type/number, cell phone number*) before affixing it to the child's wrist. This is **strongly recommended for any participant not old enough to know parents' names and cell phone numbers and/or unit numbers and leaders' names**. This will enable us to more quickly reunite lost parents to their "found" child.

In the event a child does become separated from their parent, or a Scout separated from his/her unit/buddy, please alert the closest CTX2 staff individual or proceed immediately to the FIRST AID tent.

Found children, not immediately reunited with nearby parent, will be escorted to the FIRST AID TENT to await their parents, and their parents notified by cell phone.

PARENTS PLEASE COMPLETE THE INSIDE OF YOUR CHILD'S PARTICIPANT WRISTBAND SO WE CAN CONTACT YOU.

WHERE CAN I FIND “LOST AND FOUND”? All attendees are encouraged to **LABEL** their equipment and belongings (including jackets, hats, gloves, etc.) with their last name and **UNIT NUMBER**. The addition of the UNIT NUMBER greatly increases the chance of ultimately reuniting the item with its owner. Lost and found items will be routed to either the MAIN CTX2 EVENT Headquarters or Sub-Camp HQ tent, depending on where they were found. Please check both places, if necessary, to retrieve your lost item.

WHERE CAN I FIND FIRST AID at CTX2? A **FIRST AID Station** will be available during CTX2, and it will be located beside the main CTX2 EVENT Headquarters tent.

The First Aid Station will be open on Friday from 5:00 p.m. to 9:00 p.m., Saturday from 8:00 a.m. to 10:00 p.m. and on Sunday from 8:00 a.m. to 1:00 p.m. However, for after-hours EMERGENCIES, it will be manned 24/7.

All units should bring a First Aid Kit of their own, and routine cases should be handled in the campsites. Each Sub-Camp HQ tent will also have first aid supplies for minor scrapes. BSA reporting guidelines should be followed.

Any illness/injury not able to be treated at the unit level should be taken to the First Aid Station for treatment. BSA reporting guidelines will be followed by the CTX2 medical staff.

If the serious illness/injury is such the individual cannot/should not be transported to First Aid Station, contact the CTX2 HQ or Sub-Camp HQ tent (whichever is nearest and open) or any radio equipped CTX2 staff member. If need be, runners (using buddy system) can be sent to First Aid Station. Runners need to know location of individual needing assistance and nature of emergency. First Aid Station/CTX2 HQ can dispatch EMS personnel to incident location and call 911.

During nighttime hours, Camp Commissioners, camping in tents next to each Sub-Camp HQ tent, can be woken for emergency assistance.

SERIOUS FIRST AID CASES and those that might require a hospital visit should be reported to and handled by the First Aid Station.

ALL YOUTH should be accompanied by an adult when visiting the First Aid Station.

ALL participants should complete the Annual Health and Medical Record (Part A and Part B), found at <https://www.scouting.org/health-and-safety/ahmr/>. Units should collect these forms from participants PRIOR to the event and bring them with the unit to CTX2. As with any Scouting event, Day-Visitors should carry their (and children's) forms with them.

SHOPPING

WHERE CAN I FIND THE TRADING POSTS AT CTX2? The MAIN Trading Post tent will be located on the north end of the Program Area, and a second trading post will be inside the Texas Motor Speedway trailer, located in the north end of the Dirt Track Parking Lot (Saturday only).

The trading posts will have exciting CTX2 themed merchandise for sale, including the beautiful Sub-Camp “critter” patches. Be sure to check it out.

TRADING POST HOURS

Friday

Main Trading Post Tent 3:00PM – 9:30PM

Saturday

Main Trading Post Tent 3:00PM – 9:45PM

Trailer Trading Post 9:00 AM – 4:00 PM

Sunday

Main Trading Post Tent 7:30 AM through 9:30 AM

WHAT MERCHANDISE IS AVAILABLE AT THE TRADING POST?

Lots of exciting CTX2 logo and themed merchandise is available! You’ll be surprised at what is ready and waiting for you.

- Event Patches
- Sub-Camp Patches
- Hats
- Apparel
- Accessories

OTHER

WHEN WILL MORE INFORMATION BE PROVIDED? The GUIDE YOUR EXPERIENCE will be updated again immediately prior to the event with the final MAPS, SCHEDULE OF ACTIVITIES and UNIT FINDER (campsite assignments).

WHAT IF I HAVE A QUESTION NOW? CONTACT US via email at:

circletenexperience2018@gmail.com