



Scouts BSA Leaders' Guide 2026



Black Warrior Council

Basics “At A Glance”

2026 Camp Dates

Sunday, June 7th – Saturday, June 13th

Camp Fees

IF PAID:	By May 26 th	After May 26 th
Scout, In-Council	\$275	\$300
Adult, In-Council *	\$100	\$125
Scout, Out-of-Council	\$300	\$325
Adult, Out-of-Council *	\$125	\$150

* One FREE Adult with every 6 paid Scouts.

Fee includes lodging, food Sunday supper through Saturday breakfast, program supplies, and a 2026 Summer Camp patch.

A limited number of Camperships are available for true need. Campership applications are due by April 30th.



Camp Horne

13633 Keenes Mill Rd.
Cottondale, AL 35453

Webpage: <https://www.bwc-bsa.org/summercamp2026>

Our Beliefs & Goals for Scouts Attending Camp Horne

The goal for Scouts BSA Resident Camp is that every Scout has a fun-filled experience embodied by the ideals of Scouting. As Scouts participate in camp programming, the patrol method is strengthened, essential outdoor skills are acquired, and Scouting's aims of developing youth who develop as good citizens, adopt positive character traits, and who are personally fit are advanced.

Scouting  **America**
Black Warrior Council

Camp Leadership

Our camp leadership represents a vast knowledge and high level of experience with Scouting programs. Our primary leadership staff are certified through Scouting America's National Camping School program. Our belief is that the Summer Camp program at Camp Horne is there to support, enhance, and inspire each troop's local efforts to provide the best Scouting experience possible for our Scouts.



Camp Director
Dr. Walter Davie

Walter.davie@scouting.org



Asst. Camp Director
Mr. John Godwin



Program Director
Mr. Charlie Plasters
woodstocktroop777@gmail.com



Asst. Program Director
Mr. Luke Lindsay



Important Resources

Three main resources for Unit Leaders to help prepare for a GREAT experience at Summer Camp!

1. Scouts BSA Camp 2026 webpage: <https://www.bwc-bsa.org/summercamp2026>
2. This Leaders' Guide
3. Registration portal to sign up your Scouts and Troop (to be used by the Troop leadership, not by individuals!): <https://www.scoutingevent.com/summercamp2026>

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GENERAL INFORMATION

Camp Horne has operated as a place for Scouts since 1922. As formal summer camp started in 1924, the Black Warrior Council has continued over the years to offer a variety of Scouting programs. The camp features two pristine lakes nestled within the rolling hills of West Alabama. Facilities and equipment are available for a number of outdoor activities including aquatics, climbing, rappelling, shooting sports and hiking. Livingston Chapel, whose open-air view of Horne Lake and the Alabama sky are unparalleled, serves as a place of prayer and reflection. Additionally, Camp Horne has an Olympic-length swimming pool and areas for outdoor skills and ecology instruction. Camp Horne is owned and operated by the Black Warrior Council and continues to annually be a Nationally Accredited BSA summer camp.

Leadership

Every Scouting activity requires adequate leadership, properly prepared to provide a safe and great experience for Scouts. Troops attend Scouts BSA Resident Camp under their own leadership. Troop leadership supervises their Scouts throughout the day and night. The camp staff will provide for meal preparation, programs, and the general operation of camp.

Troop leadership must:

1. Assure proper leadership for the duration of the camp. At least two currently registered adults must be present at all times.
2. Registered leaders must be current in Safeguarding Youth training.
3. Only registered leaders may stay overnight and each leader must be registered with the Troop they are joining. (A leader from another unit, even though they are registered in Scouting, may not stay overnight with another troop.)
4. Troop leadership must assure Youth Protection guidelines are enforced at all times.
5. ALL adults attending camp must be properly registered for camp and listed in the camp registration system (<https://www.bwc-bsa.org/summercamp2026>).

Registration

Scout troops register for camp using the Black Pug registration system. One primary contact needs to be identified to handle this process. Registration is by the TROOP ONLY, individual Scouts and families DO NOT register through this system.

Steps for Registration

1. System URL: <https://www.scoutingevent.com/summercamp2026> Register your Troop as soon as possible to hold your place! You can return to the system to add Scouts and adults.
2. Information to gather: (a) registration contact; (b) Scout name, age, gender; and (c) adult name, age, gender.
3. Once your registration record is created, you will be provided with a login and password so that you will be able to return to the system to make updates.
4. **ALL registration information should be completed by May 26th.**

Campsites

We understand that many troops enjoy staying in a particular campsite. Campsite requests are considered and should be entered when registering with the online system. However, please understand that campsite assignments are determined by the Camp Director based on: (1) unit requests; (2) attendance numbers by troop; and (3) Youth Protection Guidelines. We make every effort to honor your request but there are times when we cannot do so, typically due to the requirement to maintain Youth Protection Guidelines. Your final assigned campsite will be communicated to unit leaders a few days before camp begins.

Camp Fees

In-Council

- \$275 per Scout paid by May 26, 2026 (\$25 increase after that date)
- \$100 per Adult paid by May 26, 2026 (\$25 increase after that date) *

Out-of-Council

- \$300 per Scout paid by May 26, 2026 (\$25 increase after that date)
- \$125 per Adult paid by May 26, 2026 (\$25 increase after that date) *

* One FREE adult may attend with every 6 paid Scouts.

To submit fees, units may:

- Send a check to the Black Warrior Council office (P.O. Drawer 3088, Tuscaloosa, AL 35403)
- Pay in person at the Scout Service Center
- Call and make a payment over the phone

Supplemental Program Fees

Due to additional program costs associated with some merit badges, a supplemental fee is assessed for Scouts taking certain badges. These costs will automatically be added in the Black Pug system when a Scout is enrolled in one of the badges in the chart below.

Program/ Merit Badge	Cost		Program/ Merit Badge	Cost
American Indian Culture MB	\$15.00		Leatherwork MB	\$15.00
Archery MB	\$10.00		Rifle Shooting MB	\$10.00
Basketry MB	\$18.00		Shotgun Shooting MB	\$10.00
Fishing MB	\$ 5.00		Wood Carving MB	\$15.00
Fly Fishing MB	\$ 5.00			

Camperships

A limited number of camperships are available for true need. Applications are due by April 30th. A copy of the Campership application is available on the Scouts BSA Resident Camp webpage and contained at the end of this guide.

Refund Policy

Requests for refunds will only be accepted for medical illness or injury to the Scout, medical illness or injury to an immediate family member, or mandatory attendance to summer school during the scout's scheduled summer camp week. Requests for refunds for these reasons must be submitted **within 10 days after the unit attended camp**, with supporting documentation to the Black Warrior Council Service Center (by email: walter.davie@scouting.org, or by mail: PO Drawer 3088, Tuscaloosa, AL 35403). Written refund requests should be submitted to the Council Service Center and should include the Scout's name, unit number, date of attendance, reason for refund, and documentation to support refund request.

Due to commitments made by the Council to hire staff and purchasing of program supplies, camp materials, and food for summer camp, refund amounts will only be available for those funds not already obligated and unrecoverable to the camp. Refunds will be issued to the unit via check or will be moved into the unit's account after the unit has attended camp. No refunds will be issued for unsupported requests.

Policies

- One-on-one contact between youth and adults is never permitted.
- Youth may only share Adirondacks or tents with other youth (who are no more than 2 years apart in age) or their parent/legal guardian.
- NOT ALLOWED AT CAMP: fireworks, alcoholic beverages, any kind of illegal substance, firearms, or pets (unless it is a service animal – contact Camp Director BEFORE arrival if this is a need).

Camp Arrival

Units should plan to carpool to camp as parking space is extremely limited. If your unit travels to camp in personal vehicles, coordinate to ensure that the entire unit arrives at the same time as check-in is a group process. Only one vehicle will be allowed in the campsite at a time so it is advisable to load gear into a single vehicle prior to arrival to ensure the easiest possible check-in. Upon arrival, you will receive additional directions and information from a staff member located at the front gate. Your check-in guide will greet you in the parking area. Each step of the check-in process is critical, and your guide will help you complete it in a timely manner. The Scoutmaster or a designated leader should report to the Hulsart Center to complete the registration process.

Each unit will be assigned a specific arrival time a few days before your session begins. Units arriving after their assigned check-in time may face longer wait times during the check-in process.

What to Expect Sunday Afternoon for Check-in

1. Staff guide meets troop in parking area and then will start the camp tour.
2. Unit Leadership are to be at the Hulsart Training Center for check-in meeting.
3. Unit will go with guide to campsite to change for swim recheck. Unit will begin tour. Guide should have physical forms, any swim forms and buddy tags.
4. Swim tests are administered, or rechecked and swim test forms reviewed.
5. The unit will complete the tour.

Needed Paperwork & Information from the Unit Leader at Check-In

1. Unit Leadership Roster and Unit Roster
2. Swim check forms (if swim check is performed before camp – see below)
3. BSA Health and Medical forms (Parts A, B, & C for everyone staying 72 hours or longer; anyone staying in camp less than 72 hours must submit Parts A & B)
4. Shared Full-Time Leader Days and Part-Time Leader Days schedule

Vehicles in Camp

Each unit is responsible for the safe transportation of its members to and from camp, and for making sure that all vehicles meet BSA national insurance requirements. Vehicles are not allowed in campsites and must be parked in designated parking areas.

ATVs are not allowed and if an adult has a medical need for a golf cart, that must be discussed well in advance with the Camp Director. Any golf cart approved to be in camp must meet all manufacturer's standards and be inspected upon arrival in camp by the Camp Ranger. Golf carts must have headlights, first aid kit, and a fire extinguisher. Individuals are responsible for the golf cart; the camp does not have any available for individual use. Only the person approved for use of the golf cart may be transported.

At no time, may anyone be transported in the back of a pickup truck or in a trailer.





Swimming Pool Orientation & Swim Tests

All Scouts and adults who participate in any aquatic activity must take a swim test so that they may be assigned an appropriate classification (Learner, Beginner, Swimmer) of their swimming ability.

Units may choose to arrange for these swim checks to be completed before they arrive at camp. Units wishing to do so must follow the guidelines listed below and use the Swim Classification Form located on the webpage and at the back of this Leaders' Guide.

1. Every person participating in any aquatic activity must have an annual swim test conducted during the calendar year (January 1 - December 31).
2. The requirements for swim qualification for Beginner and Swimmer must be conducted exactly as stated on the Swim Classification form.
3. A currently certified BSA lifeguard, BSA Aquatic Instructor, YMCA lifeguard, or American Red Cross lifeguard must conduct the test. A copy of the instructor's certification showing the expiration date must be provided.
4. The unit swim classification record must be used and signed by the certifying lifeguard.

The Camp Horne Aquatics staff reserves the right to retest any individual to assure the standards have been met.

Campsites

Each campsite offers Adirondacks with four (4) bunks and mattresses. Usually, more than one unit will be in a campsite during each session of camp. Priority for campsite assignments are made based on unit leader requests, National Camp Accreditation Standards (NCAP), and Youth Protection Standards (YPT). While every attempt will be made to honor requests, they are not guaranteed. Campsites do not have electricity but have gas-powered hot water heaters for showers.



Visitors Policy

Our greatest concern is the safety and well-being of the Scouts under our care. Adult visitors may be asked to present a valid form of identification upon check-in. Visitors should remain with the Troop during their stay and remain in the main areas of the camp. Visits to the campsites are discouraged, but if planned, the regular camp leaders must be present. No visitor will be allowed to use the aquatics areas without a complete BSA Health and Medical form on file with the Health Officer.

Children, Brothers, and Sisters – While we recognize that Camp Horne is a great place to be, we must limit camp participation to registered participants. For non-Scout siblings to visit along with parents/legal guardians, they must be accompanied by a parent at all times. Only registered Scouts are allowed to participate in programs.

Visitors MUST sign in at the camp office and obtain a visitor's pass and parking permit. Once they have moved their vehicle to the appropriate area, they may meet their Scout or Scouter. All visitors over the age of 18 may be asked to show some form of identification when checking in. All visitors must depart the camp by 9 pm. Any exceptions to this must be approved by the Camp Director in advance.

Check-Out

In the event a Scout, Scouter, or other adult needs to leave camp temporarily, or permanently, before the end of the session, he must check in and out through the Hulsart Center with a member of the camp administrative staff. When an individual checks out of camp, even for a temporary absence, they must turn in their identification lanyard. It will be re-issued upon their return. It is essential for the safety of the youth in our care that camp management knows who is always in camp.

1. Check-in and out times must be limited to the hours between 8:15 am and 9:30 pm. If Scouts cannot return before this time, parents should bring them back to camp the next morning.
2. While we will assist in locating Scouts for check out in the event of an emergency, extra staff members are NOT available to search for Scouts who are leaving for non-emergency events.
3. Scouters should be aware of each Scout's schedule for checkout. If at night, someone should meet and walk with the returning Scout back to the campsite. Camp Horne uses the Buddy System. Please review this with Scouts and Scouters prior to arrival.
4. Scouts may only be released to the parent or legal guardian. If another person is checking a Scout out from camp, they provide written permission from the parent or legal guardian.
5. All Scouts and Scouters must check in and out through the Hulsart Center. The person picking up the Scout must sign him out.

Any camper who needs to leave for medical purposes must visit and/or inform the Health Officer of the reason. If returning, the camper must check in with the Health Officer before returning to his campsite and schedule.

Units are encouraged to remain in camp through Saturday morning.

Detailed instructions will be discussed at the Leader's meeting. Basic check-out procedures are listed below.

1. Unit leader informs Camp Director of departure time (availability determined by schedule).
2. Unit cleans general campsite area, stores equipment and cleans Adirondacks.
3. Any camp equipment that has been checked out is returned to Hulsart Center.
4. The Camp Director, Program Director, Commissioner or designee inspects the campsite with a unit leader, and both verify the campsite inspection is completed.
5. Arrangements are made for unit and personal equipment to be hauled out to the designated parking area.
6. Unit Leader picks up medical forms from the Health Officer.
7. All medical forms not picked up will be destroyed at the end of camp.

Important “Things to Know”



Hey! What’s for Dinner? Where Do We Eat?

All meals are prepared by professional cooks and served in our Dining Hall. Menus are balanced for the dietary needs of your Scout and approved by a certified dietician. Any dietary restrictions need to be emailed to the [Camp Director](#) no later than May 26, 2026. Please be sure you receive confirmation that your request was received.

This year, our dining hall will be air conditioned! Thanks to the generosity of the Pass family and a few others, we are able to make this much needed upgrade to our dining hall and camp participants can enjoy their meals in a cooler environment!

Trading Post

Camp Horne's Trading Post is open daily. Scouts can make purchases from its assortment of cold drinks, snacks, gear, and camp souvenirs. Scouts are responsible for their own money. The Trading Post accepts Cash, Credit Cards, and Apple Pay.



Mail Service

The camp's mailbox stays busy during a typical camp session. Incoming mail will be delivered to unit leaders during meals. In order for mail to be delivered on time, it is suggested that mail is sent a couple of days before the start of the camp session. Mail to Scouts may be addressed as follows:

**Scout or Leader’s Name, Troop #
Camp Horne
13633 Keene’s Mill Road
Cottondale, AL 35453**

Commissioner’s Service

The Camp Commissioner is the concierge for your campsite. The Commissioner, along with volunteers recruited each week, will visit the campsites each day to conduct inspections, visit with leaders, etc. It is the commissioner's job to make sure you have all the supplies and equipment you need. If there is something broken or missing in your site, a member of the commissioner’s staff will work to fix it or replace it. If trash needs to be removed from your campsite, you may bring it yourself to the dumpster at the Hulsart parking lot or ask for the Commissioner for help in removing the trash.

Health Lodge & Medical Care



King-White Health Lodge

Camp Horne has a fully stocked Health Lodge and a certified health officer (EMT or above) is on-site during the entire session. The camp's medical procedures are approved by a local physician. Should a participant require care beyond that available at camp, he/she will be transported to DCH Regional Medical Center in Tuscaloosa. Before any such transport takes place, every reasonable effort will be made to contact the unit leader and parent.

All participants in camp are required to submit an Annual Health and Medical Record (AHMR), Parts A, B, and C upon arrival. Leaders are encouraged to set a date with your parents before camp to collect all of these and be sure it is current within one year and that it is properly signed.

ALL Health Records will be carefully checked for: (1) Parts A, B, & C completed; (2) parent signature; (3) dates current within one year; and (4) Part C must be signed/dated by a medical doctor, physician's assistant, or nurse practitioner within one year. **The official Scouting America "Annual Health & Medical Record" (AHMR) must be used – a sports physical or document from another agency/organization will not be accepted!** The reason for this requirement is that the AHMR has been specifically designed for this type activity.

Personal Medications

The taking of prescription medication is the responsibility of the individual taking the medication and/or that individual's parent or guardian. A leader, after obtaining all the necessary information, may agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but BSA does not mandate or necessarily encourage the leader to do so. As stated in Guide to Safe Scouting, all medications (including those which are part of first aid kits) must be kept secured when not in use except for inhalers, Epi-Pens, or a similar medical device, which should be with the Scout at all times and made known to leaders and health officer. If the leader does not want to take responsibility for the medication, it can be turned in to the health officer at the Health Lodge for dispersal.

Important reminders about prescriptions:

-Must be in the original container with the original label containing:

Prescription Number Patient Name Date Filled Physician's Name Dosing Prescribed

Lost and Found

A central Lost and Found area is located on the porch of the Hulsart Center and trading post. To simplify the recovery of lost items, Scouts should clearly mark their personal possessions with their name and unit number. This includes water bottles, clothing, gear, etc. All items are discarded or donated at the end of the Summer Camp season. Example: J. Horne, P 85.

Camp Office (Hulsart Center)



The Camp Horne Office is located in the Hulsart Center and is open from 8 am to 10 pm each day. Please limit check-in and check-out times between the hours of 8:15 am to 9:30 pm. The camp does not have a phone. If contact needs to be made within the time that camp is open, please contact the unit leader. If you are unable to contact the unit leader, please contact the Camp Director or Camp Ranger.

Charging Stations

There are three (3) charging stations for Apple and Android devices located at The Hulsart Center, outside of the Dining Hall, and at The Trading Post. Electronic devices are at the discretion of each participant. The camp is not responsible for loss or damage of any devices.

Chapel & Chaplaincy Services

Among the many wonderful facilities at Camp Horne is the Ponder-Livingston Chapel. This outdoor chapel is in a beautiful location overlooking our upper lake. Two camp-wide services will be held during your stay at camp. This service is led by our chaplain as well as Scouts in your units. In case of need, the chaplain can be available for counseling or other services.

All religious programs (vespers, devotionals, etc.) are inter-faith and are pre-approved by the Camp Director. Scouts are encouraged to practice their own personal faith during camp.

If you have any questions, please see the BSA Declaration of Religious Principle (BSA Charter and Bylaws; Bylaws Article IX, Section 1) The chapel is always available for individuals, small groups, or your entire unit. For a planned event, please schedule use through the Camp Director.



Dress Code

Uniforms: BSA Field Uniforms should be worn on arrival at camp and at evening meals (Sunday, Thursday, Friday), campfire, etc. Leaders are encouraged to work with their Scouts to ensure proper uniforms for camp.

Blue jeans and camouflage fatigues ARE NOT PART OF the Scout uniform. Only appropriate Scout hats should be allowed with a scout uniform. Consult the Insignia Guide for proper placement of patches or other insignia.

At other times Scouts and Scouters must wear a shirt and pants or shorts unless they participate in an aquatic activity where swim trunks are required. Sandals and Croc-style shoes should only be worn at the campsite for shower purposes. At all other times, close-toed shoes must be worn.



Assemblies and Flag Ceremonies

The entire camp will gather before breakfast and dinner for assembly and flag-raising and lowering ceremonies. The camp staff will lead flag ceremonies with various troops having the opportunity to participate. Those participating as part of the color guard should wear their Class A uniform for the evening flag ceremony.

Program Booklet

Each Scout and Scouter will be supplied with a program booklet detailing all pertinent program information for their week at camp. These booklets should always be carried as they contain schedules, forms, and programs for various events.

Range and Target Activities

Camp Horne is fully equipped to handle your Scouts' need for rifles, shotguns and archery, including ammunition. There is no need for any of this equipment to be brought to camp by Scouts or leaders. **Personal firearms and ammunition are prohibited at Camp Horne.**

Aquatic Activities

A favorite place at camp is in the swimming pool to learn aquatic skills, earn merit badges, or just have fun with friends. Scouts will have the opportunity to enjoy the cool water of our swimming pool each day. Certified lifeguards under the direction of a trained National Camp School Aquatics Director will conduct all aquatic activities. Anyone participating in an aquatic activity, at the pool or boating lake, must be properly registered as a participant in camp, have a medical form on file in the health lodge, and have a buddy tag issued after completion of a swim test.

Table Waiters

Camp Horne utilizes the Table Waiter system. Each unit will be responsible for setting their tables (10 people per table) with utensils, cups, and pitchers of drinks. At the end of the meal, the unit is responsible for clearing and cleaning their area. Kitchen staff will call items to bring to the service window one item at a time.

Conservation Practices and Leave No Trace

Leave No Trace is one of the many outdoor skills taught to Scouts of all ages. Please help us keep Camp Horne clean by putting your trash in designated trash cans. Units are highly encouraged to participate in a recycling program in their campsites. Please see the Camp Director, Outdoor Ethics Trainer, or Ranger for more information.

Wildlife

For many Scouts, Camp Horne is a great place to see many types of wildlife, from plants to animals. Please remind your Scouts that any food in the tents will attract unwanted ants and raccoons. Snakes are another form of wildlife often seen at camp. Scouts and Scouters of all ages should avoid picking up snakes as many in our part of the country are poisonous. It is also a good idea to familiarize yourself and your Scouts with poisonous plants and what they look like. A general rule is "leaves of three, leave them be." In other words, if the plant has clusters of three leaves, don't touch.

Prevention of Tick Bourne and Mosquito Diseases

Lyme disease, Rocky Mountain Spotted Fever, etc. are carried by ticks. West Nile, Zika, etc. are carried by mosquitoes. There are ticks and mosquitoes at Camp Horne and the best prevention is bug repellent. Please make sure your Scouts and adults utilize this prevention. Also make sure your participants check themselves regularly. If a tick does not remove easily, please go to the Health Lodge to have it removed.



CAMP PROGRAM

Advancement & Program Opportunities Something for Everyone!

A week at summer camp affords Scouts the rare opportunity to have extended time to complete work toward needed advancement. While advancement is only one part of the summer camp experience, and should not overshadow all else that is available, it is a great time to make significant progress. There is something for everyone at summer camp whether they are a brand-new Scout or experienced and well on their way to Eagle! In addition to advancement opportunities, summer camp is a time to new explore areas of interest and learn basic skills just for fun.



In this section, you will find information on:

- Weekly Schedule
- Trailblazer program option for first year campers
- Merit Badge offerings
- Outpost Camping
- Older Scout Programs
- Afternoon & Evening Programs
- 250th Anniversary Celebration
- Honor Patrol & Honor Troop Awards
- 2026 SWAG

Camp Schedule – “Week at a Glance” –2026

SUNDAY

2:00	Check-In Begins
2:00-5:00	Camp Orientation Swim Test, Health Recheck, Camp Tour
6:00	Waiters Report
6:05	Flag Ceremony
6:15	Dinner
7:00	Leaders’ Meeting
8:00	Chapel
8:30	Opening Campfire
10:00	Taps/Quiet Time

SATURDAY

7:00	Reveille
7:30	Breakfast
8:00	Camp Clean-Up & Check-Out
10:00	All Units Have Departed

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
6:00	Mile Swim Practice	Mile Swim Practice	Mile Swim Practice	Mile Swim!	
7:00	Reveille	Reveille	Reveille	Reveille	Reveille
7:15	Waiters Report	Waiters Report	Waiters Report	Waiters Report	Waiters Report
7:20	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony
7:30	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast (*Ldr Meeting*)
8:30-9:30	MB/Adv Session 1	MB/Adv Session 1	MB/Adv Session 1	MB/Adv Session 1	MB/Adv Session 1
9:45-10:45	MB/Adv Session 2	MB/Adv Session 2	MB/Adv Session 2	MB/Adv Session 2	MB/Adv Session 2
11:00-12:00	MB/Adv Session 3	MB/Adv Session 3	MB/Adv Session 3	MB/Adv Session 3	MB/Adv Session 3
12:15	Waiters Report	Waiters Report	Waiters Report	Waiters Report	Waiters Report
12:30	Lunch	Lunch	Lunch	Lunch	Lunch
1:15-2:00	Free Time/Rest Volleyball Tournament	Free Time/Rest Volleyball Tournament	Free Time/Rest Volleyball Tournament	Free Time/Rest Volleyball Tournament	Free Time/Rest Volleyball Tournament
2:00-3:00	MB/Adv Session 4	MB/Adv Session 4	MB/Adv Session 4	MB/Adv Session 4	
3:00-5:00	Afternoon Activities: Free Swim A (3:00-3:50) Free Swim B (4:00-4:50) Free Shoot Handicraft Area (3:00-4:30) Service Projects	Afternoon Activities: Free Swim A (3:00-3:50) Free Swim B (4:00-4:50) Free Shoot Handicraft Area (3:00-4:30) Service Projects	Camp-Wide Game/Competitions Emer Disaster Serv Project Outpost Departs (3:00)	Afternoon Activities: Free Swim A (3:00-3:50) Free Swim B (4:00-4:50) Free Shoot Handicraft Area (3:00-4:30) Service Projects	Water Carnival (2:30-3:45) Free Swim (4:00-5:00)
6:00	Waiters Report	Waiters Report	Waiters Report	Waiters Report	Waiters Report
6:05	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony
6:15	Dinner	Dinner	Dinner	Dinner	Dinner
Evening Programs	250 th Anniversary Celebration Night Swims Trivia Contest	Ldr Program Mtg. – 7:15 OA Social Night Swims Troop Programming	Outposts: - Wilderness Survival - Trailblazers Cowboy Action Shoot Night Swims	7:30 Chapel 8:15 OA Campfire	8:15 Closing Campfire
10:00	Taps/Quiet Time	Taps/Quiet Time	Taps/Quiet Time	Taps/Quiet Time	Taps/Quiet Time

Trailblazer Program

The Trailblazer Program is designed to give first-year campers a “hands on” learning experience working with specially trained camp staff. Scouts will have plenty of time to practice and acquire the basic skills that are essential to scouting. Activities planned for Scouts participating in the Trailblazer program are based on Scout, Tenderfoot, Second Class and First-Class requirements. Actual accomplishments will vary according to the abilities of each Scout. Our staff realizes that youth learn and acquire skills at different paces. Trailblazer staff will be available from 2pm-3pm each day for additional help.

Scouts who participate in the Trailblazer program work with the Trailblazer staff ALL morning. Leaders DO NOT sign them up for any other badges during the morning hours. While there is a 4th merit badge slot right after lunch, it is highly recommended that leaders do not enroll Trailblazer Scouts in additional badges. They will be busy already!!!

Rank	Comments
Scout	Scouts will work toward the following requirements: 1a, 1b, 1c, 1d, 1e, 1f, 2a, 2b, 2c, 2d, 3a, 4a, 4b, 5
Tenderfoot	Scouts will work toward the following requirements: 3a, 3b, 3c, 3d, 4a, 4b, 4c, 5a, 5b, 5c, 7a, 8
Second Class	Scouts will work toward the following requirements: 2a, 2b, 2c, 2d, 2f, 2g, 3a, 3c, 3d, 4, 5a, 5b, 5c, 5d, 6a, 6b, 6c, 6d, 6e, 8a, 8b, 9a, 9b,
First Class	Scouts will work toward the following requirements: 3a, 3b, 3c, 3d, 4a, 4b, 5a, 5b, 5c, 5d, 6a, 6b, 6c, 6d, 6e, 7a, 7b, 7c, 7f, 9a,
First Aid MB	Scouts will complete as much as possible of this badge while in the Trailblazer program.
Instructional Swim Swimming MB	Scouts will be taken to the pool during the 3 rd session for instructional swim lessons. If a Trailblazer is classified as a “Swimmer”, he/she will be able to take Swimming MB during this time.
OUTPOST	Wednesday night!

Special Note: Just because a Scout is attending Summer Camp for the first time does not mean he/she has to be enrolled in the Trailblazer program. Whether or not to do that is up to each unit leader. Most leaders find that for a newer Scout, early in his/her Scouting experience, being enrolled in a more structured program such as Trailblazers helps them to have a much better first-time camp experience.



Merit Badge Program

The merit badge program at camp is taught by qualified camp staff members and on occasion, leaders attending with a troop will step in to offer a badge in which they have experience and knowledge. There are 4 sessions for merit badge classes (see “Camp Schedule ‘ Week at a Glance”).



When selecting merit badges for a particular Scout, the following guidelines are recommended.

1. Remember that resident camp is not all about merit badges and advancement; leave time for other activities and time for Scouts to simply have fun with their friends.
2. Be sure the Scout reviews the requirements for the badge before enrolling and completes any requirements that simply cannot be done at camp (or, understand that a partial will be provided at camp and the remaining requirements must be done after returning home).
3. Consider the age and maturity of each Scout to be sure they are in a good place to attain a merit badge and feel successful while in camp. Some merit badges are challenging physically, some require extra time, and some involve study and time writing. Be sure the Scout enrolled for a badge understands what is required and is up for the task!

There are four sessions during most days where a Scout can be enrolled for a merit badge. That does not mean every Scout needs to be enrolled in four badges. Again, consider the age and maturity of each Scout.

How to Enroll Scouts for Merit Badge Classes

Enrollment into a merit badge class is accomplished through the Black Pug system. Once a leader (who becomes the 'Registration Contact' sets up the initial troop registration for summer camp, Scouts' names may be entered and then merit badge classes selected.

Access to the Black Pug system for summer camp registration and to enroll Scouts into the entire advancement program is available through the 2026 Summer Camp webpage as listed below.

2026 Summer Camp Webpage: <https://www.bwc-bsa.org/summercamp2026>

Prerequisites

Leaders are encouraged to have Scouts review the current merit badge requirements as found on Scouting America's merit badge page (<https://www.scouting.org/skills/merit-badges/>). Information about the badge's prerequisites (requirements that cannot be completed at camp), a free online merit badge pamphlet, and useful digital resources may be found. Scouts are encouraged to prepare ahead for each badge!

Merit Badges Offered (03/25/2026)	Location	EAGLE	Class MAX	Session 1 8:30-9:30	Session 2 9:45-10:45	Session 3 11:00-12:00	Session 4 2:00-3:00 M-Th Only
American Indian Culture	Chapel		12		X		
Archery	Archery Range		12		X		
Art	Handicraft Area		16	X			
Basketry	Handicraft Area		16		X		
Camping	Scoutcraft Area	X	20	X			
Canoeing	Boating Area		16	X	X		
Chemistry	OA Lodge		12				X
Chess	Trading Post		12				X
Cit in Nation	Hulsart Side Room		20			X	
Cit in the Community	Hulsart Side Room	X	20		X		
Cit in the Nation	Hulsart Side Room	X	16				X
Climbing*	Climbing Tower		12	X	X		
Crime Prevention/Fingerprinting**	OA Lodge		16			X	
Emergency Prep	Hulsart Side Room	X	12	X			
Environmental Science	Ecology Cabin	X	20	X			X
First Aid	Health Lodge	X	16			X	
Fish/Wildlife Management	Ecology Cabin		12			X	
Fishing	Ecology Cabin		12		X		
Fly Fishing	Boathouse		12	X			
Insect Study	Ecology Cabin		10		X		
Leatherwork	Handicraft Area		16				X
Lifesaving	Swimming Pool	X	14	X	X		
Orienteering	Scoutcraft Area		16	X			
Pioneering	Scoutcraft Area		12			X	
Reptile and Amphibian Study	Ecology Cabin		12			X	
Rifle Shooting	Rifle Range		12	X			
Safety	Chapel	X	12			X	
Search and Rescue	Scoutcraft Area		12				X
Shotgun Shooting	Shotgun Range		12			X	
Space Exploration	OA Lodge		20		X		
Swimming	Swimming Pool	X	14	X			
Swimming (Trailblazer)	Swimming Pool		14			X	
Weather	Ecology Cabin		20			X	
Wilderness Survival	Scoutcraft Area		10		X		
Wood Carving	Handicraft Area		10			X	
Other							
Instructional Swim (Learner/Beginner)	Swimming Pool		12		X		

OUTPOST CAMPING

Two outpost experiences will be conducted during Summer Camp. Each will take place on Wednesday evening and complete details will be provided by the camp staff member in charge at the beginning of the week. Basic information about each experience is provided below.

“Trailblazers Outpost”

As Scouts progress to First Class, learning and enhancing their outdoor skills is a key component of the advancement program. The Trailblazer Outpost is designed for Scouts to have fun, practice the patrol method, learn to work as a team, and begin to develop leadership skills. The outpost experience is led by the Trailblazer Director and supported by the entire Trailblazer staff. Leaders from each unit are welcome to participate and have always been a great addition.

Prepare for the Outpost Experience

- Bring suitable clothing for an overnighner
- The troop needs to supply the tent to be used by the Scout
- Bring bug spray!
- Pack a sleeping bag or other suitable bedding for the evening
- Have a good flashlight with fresh batteries

What All is Involved?

Scouts will meet the camp staff team at a designated area late Wednesday afternoon. Their gear should be in a pack or other suitable bag for backpacking to the outpost site (located on Camp Horne property but will require a short hike to the area). Once at the outpost site, the Trailblazer group, already organized into patrols, will set up camp for the evening.

- Dinner will be cooked and enjoyed
- A campfire will be held
- Stories told, memories developed

Thursday morning, Scouts will pack up early and return to their troop campsites under the guidance of the Trailblazer staff.

“Wilderness Survival Outpost”

As part of the Wilderness Survival merit badge, Scouts must complete requirements that require an outpost type experience. Requirements include building and lighting fires without matches; improvise a natural shelter and spend the night in it; and demonstrate three ways to treat water found in the outdoors to prepare it for drinking.

This outpost will be led by the Wilderness Survival merit badge counselor and take place Wednesday evening. The outpost location will be on Camp Horne property.



Afternoon Programs

While each morning an emphasis on instruction is made, afternoons and evenings are primarily aimed at exploring new activities, having fun with friends, inspirational events, and maybe just getting some rest!

Most afternoons, Scouts can enjoy activities on their own and do not have to be “scheduled” to participate. Just show up and enjoy!



Volleyball competition returns for 2026!

A new volleyball court will be constructed on the parade field. Troops will be able to compete against each other after lunch and the staff may well “whip” the Scout leaders on Friday!

In addition to volleyball, Scouts will be able to play or compete in:

- horseshoes
- Basketball
- New! 9 Hole Disc Golf Course
- Gaga ball

P



Free Swims



Free Shoots
(Archery, Rifle, Shotgun)



Handicraft



The “Blob”!



Troop Service Projects

Emergency Disaster Relief Service Project



A special station will be set up with supplies for Scouts to rotate through to help assemble “Disaster Relief Kits” to be donated to emergency agencies for distribution as needed when a disaster strikes.

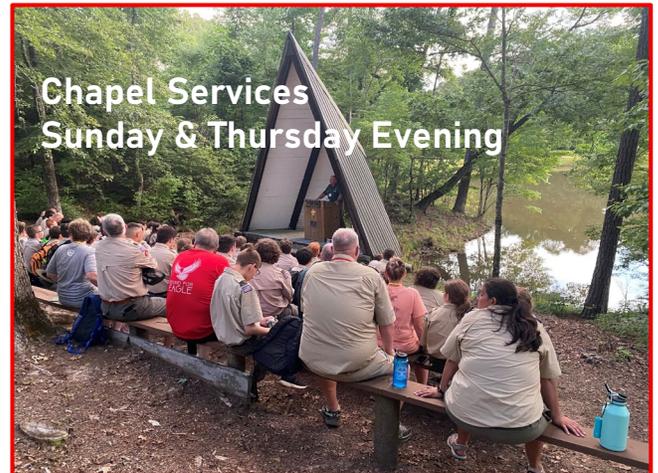
Water Carnival Friday Afternoon Troop Competition



Troops will have a wet afternoon in friendly competition at our Water Carnival. There will be competitive events for all classifications of swimmers and in the pool and at the lake.

AND MORE!

Evening Programs



Honor Patrol Guidelines

Every patrol will have the opportunity to earn the “Honor Patrol” award and be recognized at the Friday night Closing Campfire. Award criteria is listed below.



Criteria to meet:

1. Patrol develops and makes a patrol flag to have at camp. Brings flag to dinner meal Monday, Tuesday, and Thursday.
2. Patrol leader introduces himself/herself to the troop's Camp Commissioner. The patrol shares their patrol yell.
3. Patrol participates in service project during the week of camp.
4. Each member of the patrol completes at least 2 merit badges (to the degree possible at camp), or if in Trailblazers, completes a min. of 6 rank requirements.
5. SPL of troop recommends award based on spirit shown throughout the week of camp.

Contact: Your Camp Commissioner

Honor Troop Guidelines

Every troop will have the opportunity to earn the “Honor Troop” award and be recognized at the Friday night Closing Campfire. Award criteria is listed below.



Criteria to meet:

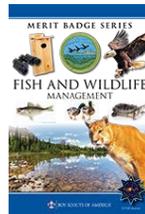
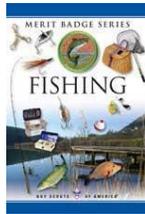
1. Senior Patrol Leader attends all camp SPL meetings.
2. SPL introduces himself/herself to Camp Commissioner.
3. Maintains a campsite inspection average of 85 for the week.
4. At least 50% of troop participates in the Disaster Relief Service project.
5. At least 50% of patrols earn the Honor Patrol Award.
6. Troop's waiters perform meal duties satisfactorily at every meal.
7. Troop prepares and performs skit at closing campfire.

Contact: Your Camp Commissioner

SPECIAL OPPORTUNITIES

BSA Complete Angler Recognition

(New Opportunity for Scouts!)



Requirements:

Earn the three Fishing related merit badges – Fishing, Fly Fishing, and Fish & Wildlife Management.

Fishing Merit Badge – Date earned	
--	--

Fishing merit badge was one of the original merit badges and by 2015 TWO MILLION SCOUTS have earned the Fishing MB. In a recent Boys’ Life survey, Fishing placed 4th overall as the preferred outdoor activity, surpassed only by camping, swimming and bicycling.

Fly Fishing Merit Badge - Date earned
--

This the newest angling merit badge and was introduced in 2002 and has had special interest and attention in recent years. The last three National Jamborees featured fly fishing with great success. The Fly Fishing Merit badge have had a recent 48% increase in completions.

Fish and Wildlife Management Merit Badge -Date earned
--

This merit badge was introduced in 1972 and was originally called Wildlife Management. Scouts earning Fish & Wildlife Management Merit Badge will be encouraged to help develop healthy fish and wildlife populations and to become better aware of how to protect our wildlife for generations.

Your last step is to successfully complete one or more of the following projects:

1. Teach a Fishing or Fly Fishing merit badge skill to your troop, crew or team as part of a unit program activity.
2. Help instruct Cub Scouts on fishing skills or fishery management as part of a Cub Scout meeting or outing.
3. Participate in a local fishing derby or tournament, either a Scouting or Community event.
4. Complete a conservation project that will benefit a local fishery.

Project Details –	Date completed
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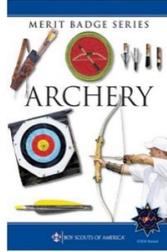
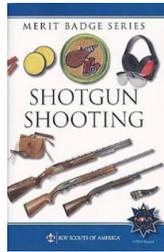
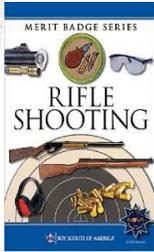
Scout’s Name:	Unit #
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This certifies this Boy Scout has completed the requirements for the BSA Complete Angler Award.

Unit leader’s signature:	Date:
--------------------------	-------

Camp Horne Complete Marksman Award

(New Opportunity for Scouts!)



Requirements:

I. Earn the three merit badges linked to target and range activities.

1. Earn Rifle Shooting Merit Badge Date earned _____
2. Earn Shotgun Shooting Merit Badge Date earned _____
3. Earn Archery Merit Badge Date earned _____

II. Final step to obtaining the award is to complete one or more of the following:

1. Help instruct Cub Scouts on target and range activities at a district or council event.
2. Complete the State of Alabama Hunter's Education course
3. Participate in a school or community event linked to one of the recognized target and range sports.
4. Complete USA Archery Level I Online Training.

III. Describe which of the items you completed for Part II and what you learned from the project.

Scout's Name _____

Unit# _____

Unit Leader's _____

Date _____

Cowboy Action Shoot

What is 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 Venturers 14 years of age or older can take part in a special shooting experience with opportunities to shoot single-action .22-caliber pistols, lever-action. For the past couple of summers, the Cowboy Action Shoot has been one of the most popular and fun programs at camp. In various old-time western scenarios, Scouts play “good guys” who prove their accuracy by shooting at things like spinning metal targets where they hit the spinner to “ring the bell.” All shooters choose their own cowboy action names before starting so the NRA instructors—dressed in cowboy attire—can call them by those names.

The activity is scheduled, usually at night, so that it does not interfere with advancement opportunities. Leaders must register their Scouts for this activity.

Youth Requirements

Boy Scouts and Venturers who are over the age of 14, or are 13 and have completed the eighth grade, may participate in this activity. All youth participants are required to have written permission (form below) from their parent/legal guardian before they can take part in the program.

-----REQUIRED AUTHORIZATION – BRING TO CAMP WITH YOU! -----

Camp Horne (Black Warrior 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 be required to wear eye protection and hearing protection at all times 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 Scouting 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 (refunds will not be made) for failure to follow the rules below.

1. Complete a range safety briefing and follow all rules as explained.
2. Wear all safety gear at all times while on the range.
3. 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 _____

APPENDIX

In this section, you will find:

Camp Horne Map
Personal Gear Checklist
Emergency Procedures
Swim Test Classification Form
Campership Application

Camp Horne

(13633 Keenes Mill Rd., Cottondale, AL 35453)



- | | |
|-----------------------------------|----------------------------------|
| 1. Hulsart Training Center/Museum | 15. Old Dining Hall (Staff Area) |
| 2. Dining Hall | 16. Climbing/Rappelling Tower |
| 3. Program Storage Bldg. | 17. Warehouse |
| 4. Livingston Chapel | 18. Lower Hulsart Parking Lot |
| 5. Trading Post | 19. Scoutcraft Area |
| 6. Swimming Pool | 20. Boat Docks |
| 7. Health Lodge | 21. Trailblazer Pavilion |
| 8. Handicraft Pavilion | 22. Boat House |
| 9. Warren G. Finney Council Ring | 23. Program Pavilion |
| 10. Sunday Night Council Ring | 24. Range & Target Area Complex |
| 11. OA Lodge | 25. Pool Pavilion |
| 12. Hopi Cabin | |
| 13. Blackfoot Cabin | |
| 14. Ecology Cabin | |



Personal Gear Checklist

- COMPLETE Scout uniform
- T-Shirts, shorts, pants socks, underwear, hat, sweater, or jacket (it may be summer in AL but it can get cool at night) (Scouts need clean clothing for each day of camp)
- Swim trunks and towel
- Rain poncho or jacket
- Extra pair of shoes or boots (close toed)
- Sealable water bottle (Disposable cups will not be available)
- Watch
- Washcloth, towel
- Toiletries (soap, shampoo, toothpaste, etc.)
- Flashlight with new batteries
- Sleeping Bag, or sheets and blanket, and pillow
- Pocketknife
- Footlocker, suitcase, or backpack
- Spending money
- Sunscreen and Bug Repellent
- Bug spray
- Mattress for Adirondacks
- Completed Health and Medical Forms A, B and any personal medicines
*** (Medicines should be in original containers labeled & kept in a Ziplock bag. Epi-pens & inhalers should be carried at all times. Medicines requiring refrigeration may be stored in the Health Lodge refrigerator.)*

Be sure to out your name and Troop Number on any items possible.

Optional Gear

- Compass
- Sunglasses
- Camera
- Musical Instrument
- Twine Rope
- Shower shoes
- Fishing gear
- Religious book
- Hammock
- Camp Chairs

Emergency Procedures

We use cell phones and the Group Me/Remind messaging system to communicate with all leaders. An Emergency Drill will be conducted each session. It will occur within 24 hours of your unit's arrival at camp. Participation in the Emergency Drill is required.

Severe Weather (Scattered Thunderstorm or severe lightning watch/warning)

1. If needed, alarm will be sustained ringing of the dining hall bell.
 - Unless unavailable, a text message will be sent via the emergency messaging system to clarify what precautions should be taken.
2. All aquatic areas will be closed, and campers will be moved away from open water.
3. All campers will be instructed to stay away from clearings and solitary trees.
4. Take cover – do not try to get to your campsite and remain with your group.

Severe Weather (Severe Thunderstorms and Tornado watch/warning)

1. Alarm will be sustained ringing of the dining hall bell.
 - Unless unavailable, a text message will be sent via the emergency messaging system to clarify what precautions should be taken.
2. When a Severe Thunderstorm Warning, Tornado Watch, or Tornado Warning is issued, all campers will be instructed to report to the Dining Hall unless otherwise instructed by camp management. **No one should remain in campsites.**
3. If weather conditions make it unsafe to move to emergency shelter location, move to lowest, safest area with protection. If you must take this action, notify camp management immediately. *This is a last resort.*
4. Stay with your group. Unit leaders will be asked to give a full head count accounting for every member of their units.

Severe Weather (Flash Flood watch/warning)

1. If needed, alarm will be sustained ringing of the dining hall bell.
 - Unless unavailable, a text message will be sent via the emergency messaging system to clarify what precautions should be taken.
2. All aquatic areas will be closed, and campers will be moved away from open water.
3. Avoid low lying areas and areas near water.

Fire (Minor)

1. Put out fire with equipment and manpower available on site.
2. Send for staff help if needed.
3. *Do not attempt to contact outside emergency services.* The Camp Director **will** contact any needed emergency services.
4. Inform Camp Director and Camp Ranger for further evaluation.

High Temperatures, Humidity Problems

1. Camp administration will monitor weather conditions. In situations of high temperatures or high humidity where activities should be limited, all leaders will be informed via announcements, leader's meetings, and/ or emergency messaging system.
2. Program Director will work with unit leaders and staff to schedule alternate programs.
3. Hiking and activities that require physical exertion will be postponed.

Serious Accident or Illness

1. Start first aid at site – do not try to move a seriously injured person.
2. Send for staff-help. Send a runner to health lodge.
3. Do not start rumors; all unneeded people will be kept away from the area of the incident.
4. Inform Camp Director **IMMEDIATELY**. Do not attempt to contact outside emergency services. The Camp Director **will** contact any needed emergency services.
5. Complete notes of incident will be recorded.

Major Fire, Missing Person, Lost Swimmer

1. Alarm will be sustained ringing of the dining hall bell.
 - Unless unavailable, a text message will be sent via the emergency messaging system to clarify what precautions should be taken.
2. All program areas will be closed in an orderly fashion.
3. All campers (youth and adult) and staff must move to Parade Field *immediately* in an orderly manner and using the buddy system.
4. Campers will line up by unit. Unit leaders will conduct head counts. All campers will wait for instructions from camp management.
5. Unit leaders will report missing campers to the staff.
6. *Do not attempt to contact outside emergency services.* The Camp Director **will** contact any needed emergency services.

Intruder/Active Shooter

1. Report any unauthorized person to the Camp Director.
 - All visitors must check-in through the Hulsart. Anyone who is not a camper or registered visitor will be considered an intruder.
2. All program areas will be closed and locked down.
3. Depending on the situation, **run** away, or **hide**. As a last resort, **fight** or defend yourself.
4. *Do not attempt to contact outside emergency services.* The Camp Director **will** contact any needed emergency services.

Lost Person

1. Emergency bell will be sounded and all will gather on parade field for unit roll call.
2. Runners will be sent to campsite and all program areas.
3. Vehicles will be dispatched throughout all roadways.
4. Contact will be attempted by cell phone.
5. Last know whereabouts of missing person will attempt to be determined.
6. If necessary, a camp-wide search will be conducted. Assistance from outside agencies will be requested.

Communicable Disease Outbreak

1. Health Officer and Camp Director are immediately identified.
2. Isolate patient and determine who he/she has been in close contact with in last 24 hours.
3. Isolate unit where patient is registered. Determine if there are any others who have symptoms now or before coming to camp.
4. Health Officer completes health assessment.
5. Contact camp health supervisor, Scout Executive, and Alabama Department of Public Health.
6. Follow all recommended steps from health professionals.

Hazardous Materials

1. Remove all campers from area of concern and in an area uphill and upwind from site.
2. Attend to any immediate health needs of any affected camper.
3. Determine type of hazardous material.
4. Contact Scout Executive, camp Health Supervisor, and local emergency management agency.
5. Make camp-wide notification of area to be avoided.
6. Follow all recommendations of professional agencies.

Dangerous Encounter with Wildlife

1. Move campers from area where dangerous animal is believed to be inhabiting.
2. Attend to any health needs. If any camper was injured, immediately contact camp Health Supervisor.
3. Contact Scout Executive.
4. If needed, contact local agency (Alabama Forestry Commission, Sheriff's Department) to assist with relocation of dangerous animal.

Natural Man-Made Hazards

Currently, there are no exceptional hazards identified at Camp Horne. Typical hazards to caution all campers are:

- No running in camp.
- Watch for areas with loose gravel or pine straw.
- Camp Horne is hilly! Take extra precaution going up and down steeper trails and be especially cautious during times of wet weather.

Equipment/Restricted Areas without Staff Supervision

For safety reasons, the following areas may only be used when camp staff or approved adult leaders are present and conducting the program.

- Climbing tower
- Aquatics
- Shooting Sports ranges
- ATV program

ALWAYS USE THE BUDDY SYSTEM WHILE AT CAMP HORNE

Swim Test Classification Form

All Guidelines MUST be followed as listed or Scouts will have to retake the swim test during check-in.

1. An annual swim test is required for ALL Scouts and leaders, regardless of ability. Based on BSA policy, swim tests expire at the end of each calendar year.
2. A currently certified BSA Lifeguard, Aquatics Instructor BSA, YMCA Lifeguard, or Red Cross Lifeguard must conduct the swim tests. A copy of the instructor's certification (showing expiration date) must be attached to this form.
3. The Camp Horne Aquatics Director has the authority to require re-testing of any individual.

Beginner's Test: Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to the starting point.

Swimmer's Test: Jump feet first into water over the head in depth, level off, begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breast stroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be swum continuously and include one sharp turn. After completing the swim, rest by floating.

Scout's Name (Please Print)	Swim Classification (Please initial)			Youth or Adult
1	Learner	Beginner	Swimmer	
2	Learner	Beginner	Swimmer	
3	Learner	Beginner	Swimmer	
4	Learner	Beginner	Swimmer	
5	Learner	Beginner	Swimmer	
6	Learner	Beginner	Swimmer	
7	Learner	Beginner	Swimmer	
8	Learner	Beginner	Swimmer	
9	Learner	Beginner	Swimmer	
10	Learner	Beginner	Swimmer	
11	Learner	Beginner	Swimmer	
12	Learner	Beginner	Swimmer	
13	Learner	Beginner	Swimmer	
14	Learner	Beginner	Swimmer	
15	Learner	Beginner	Swimmer	

A copy of the person conducting the test's certification (unexpired, showing expiration date) MUST be attached to this form or it will NOT be accepted.

Person Conducting Test (Print Name)	Signature	Date
Unit Leader Name	Signature	Date

HARRY E. BOVAY, JR. FOUNDATION CAMPERSHIP
RESIDENTS OF ALL COUNTIES
Camp Home Scouts BSA Resident Summer Camp 2025

Applicant Information			
Last Name:	First Name:	M.I.:	
Address:			Apt #:
City:	County:	State:	ZIP Code:
Troop:	District: (circle) River Mountain Prairie	School:	Date of Birth:
Parent's Name:		Emergency Phone:	
Email Address:		Annual Household Income:	

Camperships are ONLY for registered Scouts and will be allotted under the direction of a volunteer committee and the Council Program Director, to families who need the help. A Scout can attend only one week of summer resident camp with a campership.

Campership funds are provided by the Harry E. Bovay, Jr Foundation and other gifts made by Friends of Scouting.

SCOUT OBLIGATION

Prior to submission of application, carry out a Service Project for a Church, the community, an elderly person, a sick person, handicapped person, the unit's charter organization or a Black Warrior Council camp to earn the campership. Have project approved by unit leader.

PARENT OBLIGATION

- Register the Scout in the troop through which he is applying for the campership.
- Obtain a medical examination by a physician before the Scout attends camp and have the BSA Health and Medical Record parts A, B, and C filled out, including shot record, and signed.
- Provide spending money.
- Provide personal equipment. (See Scoutmaster for list of supplies needed.)
- No more than \$125.00 will be provided for a campership.
- Pay balance of \$275 camp fee.

COUNCIL AND CAMP RESPONSIBILITY

1. Provide tents and health service at camp
2. Camp provides 3 meals each day in the dining hall
3. Camp provides opportunities for swimming, Scout activities, rifle range, archery, hiking, and campfires
4. Provide a campership in the amount not to exceed \$ 125.00. Amount requesting \$ _____

I (We) have read the above requirements for the campership and agree to the provisions.

Date: _____ Signature: _____ Signature: _____
Parent/Legal Guardian Scoutmaster

Signatures REQUIRED!

****ALL Campership Applications must be received no later than May 5, 2026 at the Council Office.****