

LOST PINES SCOUT RESERVATION



WINTER CAMP 2024 LEADER GUIDE

Session 1: December 27-30, 2024

Session 2: January 3-6, 2025

Version 1.0

Camp Director Welcome

Welcome to Lost Pines Scout Reservation! The staff have been working hard over the past year to provide you and your Scouts with a great Winter Camp experience. Your Scouts will advance along the trail to Eagle by completing key Eagle-required merit badges – many that are not offered at any area Winter Camp. They'll also be able to take a variety of elective merit badges and participate in a few special programs. Most of all, they'll have a great time and will come home with a real feeling of accomplishment.

Adult leaders will find Winter Camp a pleasant experience (the winter weather at Lost Pines is generally mild), and a great opportunity to take or renew training.

During your stay at Lost Pines Scout Reservation, you will notice that the staff is committed to providing an unparalleled program, quality leadership, and instruction to your Scouts. You will also find something that we are very proud of, outstanding customer service. If at any time you, or your Scouts, need assistance, please do not hesitate to see any staff member.

Each year we carefully examine our leader's guide to make sure it has the most up to date information possible. This is especially true as we deal with the everchanging procedures with the current health situation. This guide is a living document, and we will adjust it as necessary as the need presents itself. We will do our best to make sure we have as much information as possible here for you and it should answer most of your questions and address most of your concerns. If, however, you can't find what you are looking for, let us know.

On behalf of Capitol Area Council, and the camp staff, thank you for choosing Lost Pines Scout Reservation for your Winter Camp experience.

Yours in Scouting,

Toni Nelson

Camp Director

General Information

Welcome to Lost Pines Scout Reservation, or LPSR! LPSR covers nearly 542 acres on the northern shores of Lake Bastrop and is the home of the tallest climbing tower in Texas, excellent catfish and largemouth bass fishing, and the best Winter Camp experience you'll find anywhere!

We are dedicated to offering a robust Winter Camp program that supplements the year-long programs of every Scouts BSA unit. We look forward to providing every participant with a mountaintop experience right here in the Lost Pines Forest of central Texas.

We have six program areas, filled with diverse merit badge offerings, staffed by fellow Scouts and Scouters who are ready and eager to help your youth on their trail to Eagle. These areas include:

- Climbing
- Eagle-Required Academy
- Living History
- Nat-E-Con
- Scoutcraft
- Shooting Sports

In addition to our program areas, we offer an ATV Safety Program for your more experienced Scouts, and a suite of adult leader training opportunities. We hope all participants take advantage of all the Winter Camp experience at Lost Pines Scout Reservation has to offer!

Why are they “Lost Pines”?

Lost Pines Scout Reservation is part of a 75,000-acre area of central-eastern Bastrop County which contains a substantial population of loblolly pines*. Early settlers referred to this area as the “Lost Pines” because it is separated from the pine forest of East Texas by eighty miles. These tall pines are possibly the remnant of a larger pine forest along the Colorado River, which shrank during, or soon after, the Pleistocene, or Ice Age, an epoch stretching from about 1.65 million to 10 thousand years ago. Some ancient, possibly geological event such as a moving glacier, worked to separate the Lost Pines from their East Texas cousins. In other words, these pines have been “lost” since long before Europeans came to Texas!

***Loblolly** A species of pine with flaky bark, spiny-tipped cones, and long needles in groups of three, are found throughout the southern United States.

Fees

Scouts BSA Youth \$240 (\$260 after December 6th)
 Adult Participant \$120 (\$140 after December 6th)
 Provisional Scout \$270 (\$290 December 6th)

Partial Week Adults \$40 for each night at camp

Registration closes on December 6th.

Payment Schedule

	Payment Due Start	Payment Due	Scouts BSA Youth	Provisional Scout	Adult Participant
Deposit	At registration	-	\$25	\$100	\$25
First Payment	10/01/2024	10/31/2024	\$115	\$100	-
Final Payment	11/01/2024	12/06/2024	\$100	\$70	\$95

Mailing Address

All Scouts love getting mail, and Scouts away at camp are no different. We encourage you to have parents send letters and/or packages to their scout while away at camp. Please make sure that the unit number and a return address are present, in case the package is received after the scout has gone home.

Please note that you may have to send/ship letters/packages before camp starts to ensure that they arrive while your unit is at camp.

Lost Pines Scout Reservation

Scout's Name / Unit Number
 785 FM 1441
 Bastrop, TX 78602

Emergency Telephone Numbers

Please note, the numbers below are for medical and family emergencies only. Lost Pines Scout Reservation is not equipped with a paging system. If a parent calls with a non-emergency, that message will be communicated at the next meal.

Camp Leadership

Camp Director

Toni Nelson

txtoni@gmail.com

(512) 736-2806

Director of Support Services

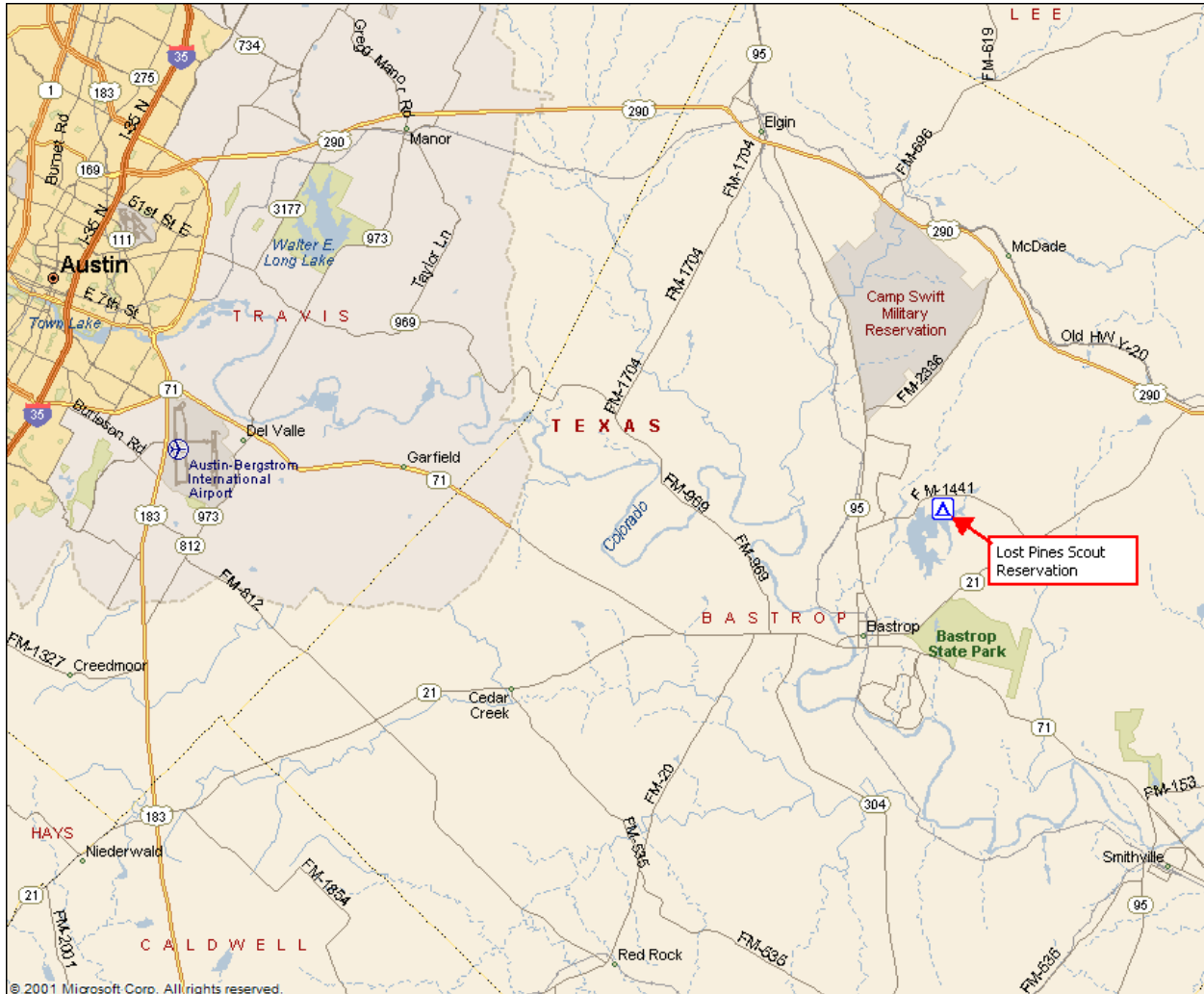
Ron Settele

ron.settele@scouting.org

(972) 822-0984



Map to Lost Pines Scout Reservation



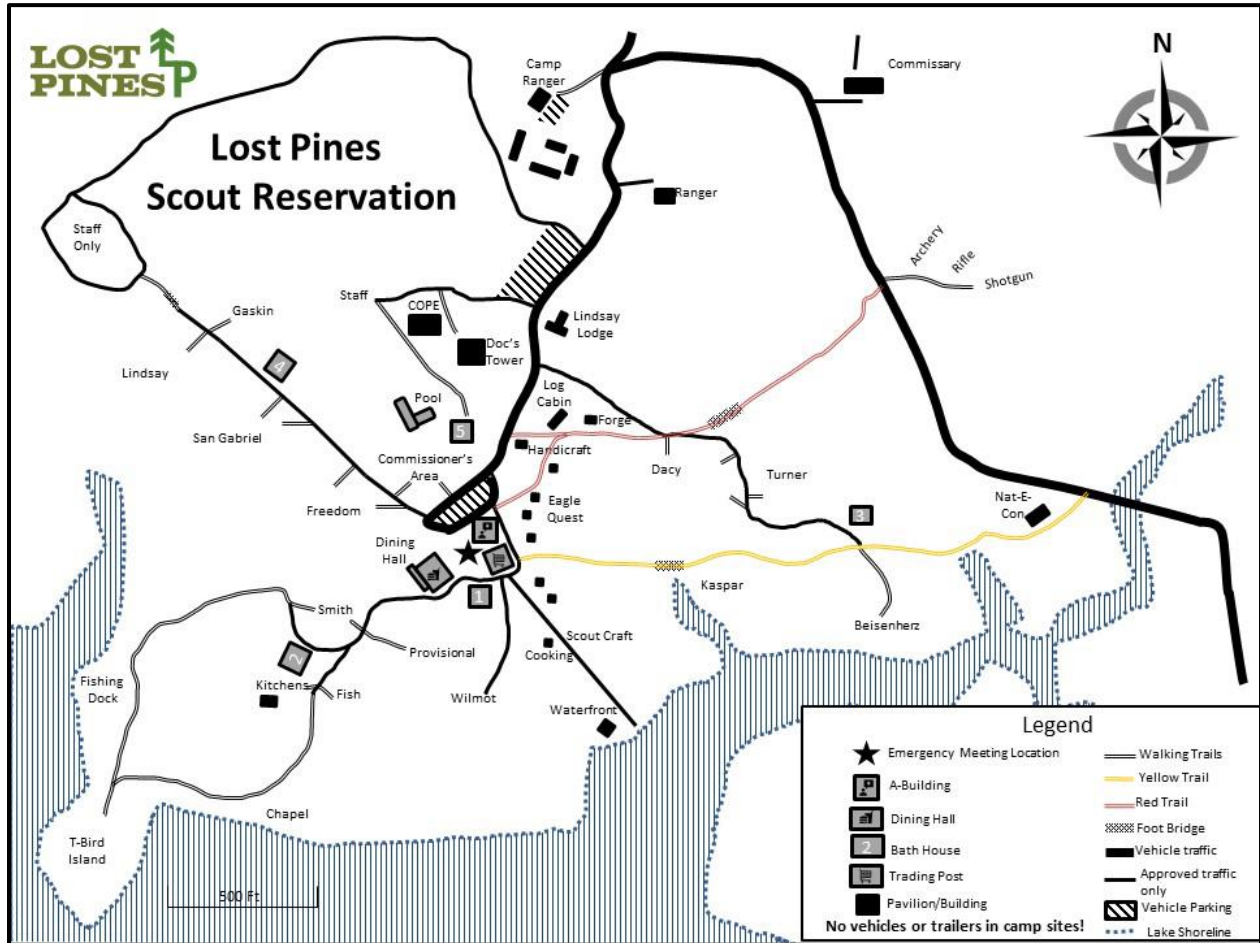
To reach Lost Pines Scout Reservation from Austin using Hwy 290:

- East on Highway 290 to Elgin
- Right on Highway 95 South, approximately 12.8 miles to FM 1441
- Left on FM 1441 East, approximately 3.4 miles to Lost Pines Scout Reservation
- Turn right into Lost Pines Scout Reservation

To reach Lost Pines Scout Reservation from Austin using Hwy 71:

- East on Highway 71 to Bastrop
- Right on Highway 95 North, approximately 3.8 miles to FM 1441
- Right on FM 1441 East, approximately 3.4 miles
- Turn right into Lost Pines Scout Reservation

Map of Lost Pines Scout Reservation



Lost Pines Camp Apparel!

Pre-order your Winter Camp T-shirts!

Your order will be waiting for you at the Trading Post!

5-ounce, 100% polyester jersey knit, moisture-wicking, anti-odor properties!



Size	Quantity
Youth M	
Youth L	
Adult S	
Adult M	
Adult L	
Adult XL	
Adult 2XL	
Adult 3XL	



\$19.99 plus tax

Unit Contact	Contact Email	Contact Phone

Council	Summer Camp Week	Unit #

Complete, scan and email this form to CACShop@scouting.org or call the Capitol Area Council Scout Shop at (512) 617-8630 to place your order.

Payment **MUST** be made over the phone or in-person. **NO EXCEPTIONS.**

Orders must be placed, and paid for, before November 15, 2024.

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Preparing for Camp

This guide is intended to provide important information to assist leaders and Scouts as they prepare for a safe and enjoyable Winter Camp at Lost Pines Scout Reservation. While the information contained here is comprehensive, we know there are some questions left unanswered. If you have any urgent questions, please don't hesitate to contact Ron Settele, ron.settele@scouting.org, Director of Support Services.

Youth Protection Barriers to Abuse

As of September 1, 2023, all adults staying overnight in connection with a Scouting activity must be currently registered as an adult volunteer or an adult program participant. Adult volunteers must register in the position(s) they are serving in. Registration as a merit badge counselor position does not meet this requirement.

Here are a couple of Frequently Asked Questions, with answers, to keep in mind as you plan your Winter Camp excursion.

Q1: Our Scouts BSA boy troop and our Scouts BSA girl troop are linked and would like to host a joint outing or activity. Do we have to provide adult leadership from each troop?

A1: Yes, each troop is a separate unit, and therefore, each troop/unit must provide its own two-deep leadership, meeting the leadership requirements outlined in Scouting's Barriers to Abuse. And in the case of Winter Camp at Lost Pines Scout reservation, each troop MUST have its own reservation.

Q2: Can Scouts BSA girl and boy troops share a campsite?

A2: Yes, if the campsite's layout and amenities meet all the requirements of Scouting's Barriers to Abuse, including privacy and separate accommodations. Each unit must also meet adult supervision requirements, providing two-deep leadership for each unit.

Please refer to the BSA's [Youth Protection and Barriers to Abuse FAQs](#) for more information.

Online Registration

Reserving Your Spot

Units can access more information about Winter Camp, and register online, by going to <https://scoutingevent.com/564-LPSRWinter2023>.

Do the best you can to accurately estimate the number of youth and adults who will be attending when you make the reservation. During registration a **non-refundable** deposit of \$25 per participant will be collected. You can add participants at any time. However, requests can only be accommodated based on availability. A waitlist will be available.

To release youth or adult from your reservation, please go to the Capitol Area Council refund page (<https://www.bsacac.org/refund-policy/>), scroll to the bottom of the page, and complete the form. This is the only way to remove unneeded/unused youth or adult slots from your roster.

Selecting a Campsite

Lost Pines Scout Reservation, LPSR, provides you with the choice of camping at a site where tents are provided. Tents will be provided at a fee of \$10 per tent. Please plan for two participants per tent. Remember, per BSA policy, youth and adults cannot share a tent, and youth sharing tents must be no more than two years apart in age.

The reservation system will ask you to prioritize your campsite choices. We will do our best to accommodate your request. It is very likely that smaller units will be sharing their campsite with others.

Campsites with tents include:

- Dacy
- Fish
- Freedom
- San Gabriel
- Smith
- Turner
- Wilmot

Be advised that while you have the option of choosing a campsite with tents, LPSR does not provide a cot or other sleeping equipment.

If your unit wishes to bring your own tents, select campsites where tents are not provided by LPSR.

Campsites without tents include:

- Beisenherz
- Gaskin
- Kaspar
- Kitchens
- Lindsay

Electricity Usage Guidelines

Campsites at Lost Pines Scout Reservation do NOT have electrical power.

- Power strips are provided on the Administration Building porch and at the Dining Hall where leaders may charge their phones and other electrical devices.
- In the campsites, CPAP machines must run on a portable power source. Portable power sources may be charged at the Administration Building and the Dining Hall on the power strips provided.
- Running extension cords to tents is prohibited.
- It is prohibited to run a generator on Capitol Area Council properties.

Dietary Needs

LPSR strives to provide options to fit the dietary needs/restrictions of our campers with every meal.

Upon request, we can provide the following options:

- Gluten-free
- Chicken Only (No Beef and/or No Pork)
- Vegetarian

In the online registration system, please be sure to indicate which members of your unit will require these dietary options. We do acknowledge that we cannot accommodate every dietary need or

restriction. For those cases, microwave ovens and refrigerators/freezers are available in the Dining Hall for campers who may need to store and prepare food brought from home. Please ensure that items stored in the refrigerators/freezers are labeled with name and unit number.

Merit Badge Selection

It's not too early to ask your Scouts what merit badges they would like to work on while at Winter Camp. In preparation, collect a prioritized list of merit badges from each Scout planning to attend. This will simplify the process of making merit badge selections on the registration system run that much smoother. **Merit badge selections can be made in the system starting on November 8th starting at 8:00 a.m., provided your unit account is up to date per the Payment Schedule (found on page ii).**

Go to the "Advancement and Other Programs Detail" section for merit badges offered. Please pay special attention to age requirements and requirements that may not be completed at camp. Be sure to register for merit badges early as classes fill up quickly!

On December 16th, online merit badge selection will close, and all merit badge requests must be submitted to Ron Settele, Director of Support Services. He can be reached at ron.settele@scouting.org or (972) 822-0984.

If availability of merit badges is an issue, please contact Ron Settele. We MAY have some flexibility to accommodate your Scouts.

Once arriving at camp, changes to merit badge classes will only be permitted in rare circumstances. For example, a Scout does not meet the age requirement for a merit badge or has a medical reason necessitating the change.

No changes will be made after lunch on the first day of your Winter Camp session.

Paperwork

Adult Leaders

Two registered adult leaders 21 years of age or over are required to be always on camp, per BSA policy. Additionally, there must be a registered female adult leader 21 years of age or over in every unit serving females.

If adults are only coming for part of a session, they should register as "Adult Partial Week" and indicate the nights they will be staying on camp. This allows us to plan appropriately for dining hall seating.

All adults staying overnight with a unit must submit the following items.

Current BSA Membership

Each unit must bring a printed unit roster from <https://my.scouting.org/>. Highlighting those youth and adults who are attending camp expedites the check-in process. A unit roster from our registration system, ScoutBook, or any other troop management software is not sufficient.

Current Youth Protection Training (YPT) Certification

Each unit must bring a printed YPT Aging Report from <https://my.scouting.org/>. Again, highlighting those adults who are attending camp expedites the check-in process. In lieu of a YPT Aging Report, a printed copy of the Youth Protection Training Certificate for each adult is sufficient.

Texas Youth Camps Health and Safety Act Form

Texas state law requires that background checks be run **BEFORE** you arrive at camp. *Texas Youth Camps Health and Safety Act Forms* to 564roster@scouting.org no later than **November 15th**. Click [here](#) to download the form.

Per Texas state law, leaders will not be permitted to enter camp unless their sex offender database inquiries and criminal background checks have been completed. These can be run at camp but not until after unit check-in has been completed. Until that time, the leaders will need to wait in the camp parking lot.

Medical Forms

Every youth and adult participant attending Winter Camp will need to have a completed *Annual Health and Medical Record* (Parts A, B, and C), including a physician signature, dated within the last twelve months. If you have any questions, refer to the *Annual Health and Medical Record FAQ webpage* - <https://www.scouting.org/health-and-safety/ahmr/medical-formfaqs/>.

Make a copy of all medical forms! Leave the originals at home. For all participants, bring the copies to camp in a three-ring binder. Alphabetize the forms, with youth in front and adults in back. The binder will remain in the Health Lodge for the duration of camp and be returned when you depart.

Special Note for Out-of-Council Units

All registered members (youth and adult) of the Capitol Area Council are covered by the council's accident and sickness insurance policy. Out-of-council units must provide proof of insurance at check-in. Your home council should be able to provide guidance on obtaining this information.

Provisional Scouts

While it is preferred that Scouts attend Winter Camp with their unit, we recognize that there are Scouts who would like to come to Lost Pines when their unit doesn't attend. Provisional Scouts will be placed with other Provisional Scouts, and a staff member(s) who serves as the Scoutmaster(s) for the week of Winter Camp. They will be assigned their own campsite and tents will be provided.

Registration may be denied when four or more Scouts from the same unit attempt to register as Provisional Scouts.

Provisional Scouts must register through the online registration system. A \$100 non-refundable deposit is required at the time of registration. If a parent is attending camp with a Provisional Scout, they must be a registered leader with the Boy Scouts of America. These adult leaders may be asked to serve as a scoutmaster for the troop of Provisional Scouts.

Camperships

A limited number of camperships are available for Scouts, registered with the Capitol Area Council, who have financial hardships. Unit leaders should encourage their Scouts to earn their way to camp through participation in unit fundraisers.

Camperships cover up to 50% of the camp fee. Please use the *Request for Campership Assistance* to apply. **This form must be submitted to the Capitol Area Council office by October 31st.** If you have any questions, please contact Ron Settele, Director of Support Services, at ron.settele@scouting.org or (972) 822-0984.

Refund Policy

The refund policy is posted on the Capitol Area Council website - <https://www.bsacac.org/refund-policy/>

Pre-Event Medical Screening

Preparing for a campout or other event takes a lot of planning. One way to make sure everyone has fun and stays healthy while participating is to use the Pre-Event Medical Screening Checklist before getting in those vehicles.

Before leaving, you should do a quick health check for every participant. This includes:

- Reviewing each participant's *Annual Health and Medical Record (AHMR)* with them. Make sure all sections are completed and identify any potential medical issues.
- Checking to make sure participants have enough medication for the entire length of the trip including all emergency medications, such as asthma rescue inhalers and EpiPens, if needed.
- Determining if everyone is healthy enough to travel and attend the event.

Use the *Pre-Event Medical Screening Checklist* as a fast way to do a medical check. Eight quick questions can help to stop the spread of common communicable diseases to others in attendance. If someone responds "yes" to a question, the checklist provides guidance on what to do.

It is not required that these forms be submitted upon arrival at camp. The form is a tool to identify those youth or adults who might not be healthy enough to attend Winter Camp.

Arriving at Camp

Checking In

Camp check-in begins at 9:00 a.m. on the first day of your session. Lunch will be served in the dining hall at 12:00 p.m.

Upon arrival at camp, please park all vehicles in the designated lot. Staff will be available to escort your unit's trailer to your campsite or assist in transporting gear for units without a trailer.

Unit leaders must report to Lindsay Lodge for unit check-in and the Medical Lodge for medical recheck. Outside of Lindsay Lodge, there will be an easily identifiable camp staff member who will connect your Scouts with their Troop Guide and direct the adult leaders to the appropriate location. You will have the option of:

- a. leaving your Scouts outside Lindsay with their Troop Guide(s) or,
- b. allowing the Troop Guide(s) to take them on a camp tour while you complete the check-in process.

If you have two adult leaders, you can speed up the process by having one leader handle the unit check-in, and one leader report to the adjacent Medical Lodge for medical recheck with the medical forms.

Unit Check-In

Unit check-in is a multi-step process where you will do the following:

- Verify adult leader paperwork (proof of BSA membership, current YPT certification, and submission of a *Texas Youth Camps Health and Safety Act Form*)
- Verify camp attendance (vs. registered)
- Provide on-site adult leader contact information
- Sign up for flag ceremonies, grace before meals, and helping with the worship services
- Turn in *All-Terrain Vehicle (ATV) Program Participation and Hold-Harmless Agreement* (for youth participating in the ATV Safety Course). Click [here](#) to download the form.

Following check-in, if not already done, a staff Troop Guide will take your unit on a camp tour of the main camp area. The tour will include the dining hall, where the Scouts will be shown their assigned table, how to enter for meals, as well as how to clean up and dispose of trash after meals.

Medical Recheck

Please refer to the *BSA Medication Use in Scouting* before departing for camp. Click [here](#) to download the reference.

At the medical recheck, you will need to provide the following:

- Provide a copy of *Annual Health and Medical Record* (Parts A, B, and C) for all attendees.
- Provide a completed *Unit Health Screening* form.
- Provide a *Unit Medication Log*, summarizing medication to be administered to each youth in the unit during camp. All medication must be managed by an adult leader. You will also be asked to verify medication will be stored behind two locks, as per BSA requirements.
- Any youth/adults with EpiPens or inhalers will need to see the camp health officer at this time.

At a minimum, the camp health officer shall follow a screening protocol that makes him/her aware of:

1. medications being taken by the participant,
2. special health needs that limit participation, and
3. allergies to food or medicine, as well as,
4. emergency medications that may be needed and maintained by the participant.

Additionally, the camp health officer will ensure that the appropriate permissions for participation have been granted by both the parent/guardian and the examining physician. At the time of the screening, arrangements are made for the secure storage and dispensing of any medications.

During the screening, the camp health officer will prepare a list of special health needs (those that affect participation in camp activities or require medication or other attention) and review them with the camp director and appropriate staff members on a need-to-know basis only.

The camp health officer will also verify that the appropriate unit leaders are informed of

1. campers with limitations, special needs, or life-threatening conditions, should they not already be informed, and
2. ensure that emergency medicine (epinephrine, asthma inhalers, etc.) is present and not expired.

Identifying significant circumstances arising after completion of the health history is critical, but flexibility is allowed in how this information is obtained and documented. Pertinent information includes

1. any visit to a doctor or clinic since the last exam;
2. any recent illness, injury, rash, or allergic reaction;
3. fever or other signs of illness or infection in the last 48 hours (i.e. nausea, vomiting, diarrhea, cold);
4. contact with sick friends or family members in the last 48 hours;
5. any ongoing treatment or medication;
6. any medication taken 30 days prior to camp; and
7. if the person feels and looks fine at present.

Generally, face-to-face screening of individual participants should be done by a health-care professional or other adult designated and trained by the camp health officer. In some circumstances, it may be sufficient for screening purposes for the unit leader or other adult familiar with the individual participants to identify anyone needing special health or medical consideration or limitation of activities. To be sufficiently informed for this assessment, the adult leader should personally observe and talk to each participant. If the unit leader or camp leadership is not confident with the assessment, the camp health officer should designate an adult to interview and assess the participants.

Other Things to Know

Vehicles

No vehicles will be allowed in the campsites. You may park one trailer, with attached vehicle, outside your campsite as identified by the camp. If you require assistance in transporting gear to your campsite, please make a request during check-in.

Sharing Campsites

All units should expect to share their campsite with another unit. Please be courteous when setting up camp. Fire rings, picnic tables, pavilions, and tents are for the use of all units assigned to your campsite.

Flag Retreat/Dinner

All units should report to the parade ground flagpole by 5:45 p.m. in field uniform (Class A) for the formal flag retreat and any announcements. The flag ceremony starts promptly at 5:50 p.m.

If you arrive at the parade grounds while the flag ceremony is in progress, please stop your unit and wait for the ceremony to finish before proceeding. Units are released from the flag assembly to go to the dining hall for dinner.

Please make sure your Scouts walk from the flag assembly to the dining hall!

During your Stay at Camp

Policies

Boy Scouts of America Scouter Code of Conduct

Our expectation is that the leaders attending Winter Camp are setting a positive example for the youth. Adherence to the *Scouter Code of Conduct* is mandatory while at Lost Pines Scout Reservation.

On my honor, I promise to do my best to comply with this Boy Scouts of America Scouter Code of Conduct while serving in my capacity as an adult leader:

1. *I have completed or will complete my registration with the Boy Scouts of America, answering all questions truthfully and honestly.*
2. *I will do my best to live up to the Scout Oath and Scout Law, obey all laws, and hold others in Scouting accountable to those standards. I will exercise sound judgment and demonstrate good leadership and use the Scouting program for its intended purpose consistent with the mission of the Boy Scouts of America.*
3. *I will make the protection of youth a personal priority. I will complete and remain current with Youth Protection training requirements. I will be familiar with and follow:*
 - *BSA Youth Protection policies and guidelines, including mandatory reporting: www.scouting.org/training/youth-protection/*
 - *The Guide to Safe Scouting: www.scouting.org/health-and-safety/gss*
 - *The Sweet Sixteen of BSA Safety: www.scouting.org/health-and-safety/gss/sweet16*
4. *When transporting youth, I will obey all laws, comply with Youth Protection guidelines, and follow safe driving practices.*
5. *I will respect and abide by the Rules and Regulations of the Boy Scouts of America, BSA policies, and BSA-provided training, including but not limited to those relating to:*
 - *Unauthorized fundraising activities*
 - *Advocacy on social and political issues, including prohibited use of the BSA uniform and brand*
 - *Bullying, hazing, harassment, and unlawful discrimination of any kind*
6. *I will not discuss or engage in any form of sexual conduct while engaged in Scouting activities. I will refer youth with questions regarding these topics to talk to their parents or spiritual advisor.*
7. *I confirm that I have fully disclosed and will disclose in the future any of the following:*
 - *Any criminal suspicion, charges, or convictions of a crime or offense involving abuse, violence, sexual misconduct, or any misconduct involving minors or juveniles*
 - *Any investigation or court order involving domestic violence, child abuse, or similar matter*
 - *Any criminal charges or convictions for offenses involving controlled substances, driving while intoxicated, firearms, or dangerous weapons*

8. *I will not possess, distribute, transport, consume, or use any of the following items prohibited by law or in violation of any Scouting rules, regulations, and policies:*
 - *Alcoholic beverages or controlled substances, including marijuana*
 - *Concealed or unconcealed firearms, fireworks, or explosives*
 - *Pornography or materials containing words or images inconsistent with Scouting values*
9. *If I am taking prescription medications with the potential of impairing my functioning or judgment, I will not engage in activities that would put youth at risk, including driving or operating equipment.*
10. *I will take steps to prevent or report any violation of this code of conduct by others in connection with Scouting activities.*

Unit Conduct

The conduct and discipline of the youth in your unit are YOUR responsibility. Please be vigilant in making sure your Scouts' behavior is consistent with the Scout Oath and Law. This is a camp policy that we have found to be of mutual benefit. The camp staff will not discipline your Scouts unless it is a case of imminent bodily injury or property damage.

Your campsite is your home. Entering or loitering around another campsite without that unit's permission invites problems. "Raiding" of campsites or staff areas by campers or staff is not permitted.

Taps is at 10:30 p.m. All campers are expected to be in their own campsite by that time. Unit activities such as night hikes, astronomy, etc., are encouraged and would constitute an exception. These activities must have appropriate adult supervision. Youth campers found outside their own areas after 10:30 p.m. will be escorted back to the campsite by a staff member.

Please abide by the outdoor code while at camp. Do not cut or mar trees. Help your Scouts understand the importance of caring for trees and all property. **Capitol Area Council prohibits the use of hammocks on all our properties, including Lost Pines Scout Reservation.** We appreciate your cooperation.

Uniforms and Shoes

The field uniform is to be properly worn by youth and adult leaders at flag retreats and dinner. For safety reasons, closed shoes (sneakers or boots) are to be worn at all times (except in your tent, at the pool, or in the shower). Please, no Crocs or hiking sandals. Also, a shirt with sleeves must be worn at all times except during aquatic program time. Swimsuits should be one-piece, or tankinis that cover the midriff, no bikinis.

Bicycles and Helmets

Bicycles with helmets are permitted on camp roads only. The rider must always wear a helmet and proper clothing and yield the right of way to individuals who are walking. If you plan to ride after dark, your bicycle must be equipped with a working headlight and red taillight.

While bicycles will be provided for those taking the Cycling merit badge, we do not rent bicycles at camp. **For the safety of all, we do not allow Segways, scooters (of any kind), hoverboards, skateboards or similar wheeled items at LPSR, unless medically necessary.**

It is our expectation that all follow Bicycle Safety from the Guide to Safe Scouting.

Bicycle Safety

Follow these basic safety tips when you ride.

- Wear a properly fitted helmet. Protect your brain; save your life! Bicycle helmets can reduce head injuries by 85 percent, according to the National Highway Traffic Safety Administration (NHTSA).
- Adjust your bicycle to fit. Make sure you can stand over the top tube of your bicycle.
- Assure bicycle readiness. Make sure all parts are secure and working well. Assure that tires are fully inflated, and brakes are working properly.
- See and be seen. Wear clothing that makes you more visible, such as bright neon or fluorescent colors. Wear reflective clothing or tape. Avoid riding at night.
- Watch for and avoid road hazards. Always stay alert. Be on the lookout for hazards, such as potholes, broken glass, gravel, puddles, leaves, animals, or anything that could cause you to crash. If you are riding with friends and you are in the lead, call out and point to the hazard to alert the riders behind you.
- Follow the rules of the road. Check and obey all local traffic laws. Always ride on the right side of the road in the same direction as other vehicles. Go with the flow—not against it! Yield to traffic and watch for parked cars.

Fires & Fuels

Ground fires are permitted during Winter Camp in the fire ring, provided a burn ban is not in place. If your unit wishes to have a fire, the unit leaders must complete the *Ten Steps to a Safe Fire* form (available in the Administration Building), and have it, and your Unit Fireguard form posted in the campsite.

Liquid or propane fuels are to be used only under adult supervision and must be stored under lock and key. Liquid fuels cannot be used on open fires or to start a fire. National policy prohibits the use of open flames in tents. This includes mosquito coils, catalytic heaters, gas lanterns, stoves, candles, and smoking materials.

Prohibited Items

Adult leaders should not allow the use of tobacco/vape products at any BSA activity involving youth participants. In addition, tobacco use in the presence of Scouts is not permitted at camp. Adult leaders wishing to use tobacco products or vape may do so only in the Commissioners Area.

The consumption, possession, or use of any alcohol, illegal drug or controlled substance is strictly forbidden on any Capitol Area Council property. We will enforce all local, state, or federal laws where violations involving the above are reported.

Fireworks, pets, personal firearms and ammunition, and personal bows and arrows, of any type are not allowed at camp. In addition, camp policy prohibits the carrying of fixed-blade knives except for the purposes of Order of the Arrow ceremonies and Living History night.

Do not take home any wild animal. Pets of any kind are not allowed on camp unless they are a service animal. Violators will be asked to leave camp.

Visitors

All visitors to the camp must park in the main parking lot and walk to the Administration Building to check in immediately upon their arrival at camp.

Camp Staff Areas

Scouts are not allowed in the camp staff area at any time. We ask unit leaders to help enforce this policy.

Resources

Camp Commissioners

One of the most important resources at camp is the Camp Commissioner staff. They are experienced Scouters who have volunteered their time to assist your unit during your Winter Camp adventure. They will be available to answer questions and to help coordinate the various activities during the week. Camp Commissioners are a tremendous resource – if you need help with anything, please don't hesitate to ask them!

Tools and Service Projects

Camp Commissioners have an assortment of tools for your use as well as a list of available service projects. Check them out when you need them and return promptly after you have finished with them so others can use them. All equipment checked out to your unit must be returned, or paid for, before you leave camp.

Other Things to Know

Bathhouse Cleaning

The campsite your unit is in determines which bathhouse you use and are responsible for helping to keep clean. The chart of the bathhouse assignments and cleaning schedule will be provided at check-in. Units are responsible for cleaning the bathhouse in the morning and afternoon. When sharing a time slot, ask the Senior Patrol Leaders to meet and coordinate cleaning. Instructions are posted at each bathhouse inside the supply closet.

If repairs or supplies are needed at the bathhouse, please inform the staff at the Administration Building. If damage from vandalism occurs, your unit could be financially responsible for the cost of repairs, allocated between the units assigned to the bathhouse.

Lost and Found

Lost and found will be kept at the Administration Building. Please take only what belongs to you. Unclaimed items will be kept at the Capitol Area Council office for 30 days before being donated to a charitable organization.

Trading Post

Ask your Scouts to use discretion when buying drinks and candy at the Trading Post. Please help us keep the drink containers, papers, and trash picked up. Various handicraft kits and supplies are offered along with T-shirts, mugs, and literature such as handbooks and merit badge books. The Trading Post accepts major credit cards.

Bags of ice can be purchased at the Administration Building using the ice tickets received at check-in or for \$2 per bag.

For the Leaders

Visit classes periodically to observe your Scouts. Check your mailbox in the Administration Building every morning and afternoon for announcements, as well as any mail you may receive.

Even during Winter Camp, watch your Scouts for dehydration. If they get headaches, homesick, or aren't hungry – have them drink water. They are very likely to be dehydrated. Scouts should be drinking at least eight ounces of water per hour. That's a full, one-liter water bottle between breakfast and lunch, and another between lunch and dinner.

Coffee & Internet

With coffee always on, and Wi-Fi readily available, adult leaders can congregate in the dining hall for refuge and a chance to catch up on some paperwork, as well as to socialize with other leaders. There are picnic tables, with Wi-Fi service and a place to charge your electronic devices, on the Administration Building porch, too.

Volunteering

Each adult leader who comes to camp brings special skills or teaching abilities that can benefit the camp program. If you can assist in teaching or want to instruct a merit badge, please talk with the Program Director when you arrive. Or, if you are a carpenter, electrician, plumber, or handyman, our camp can sure use your skill during the week. Bring your tools and feel as if you're still at home! Check with the Program Director or Camp Director at check-in, or any time during the week.

Leader Meeting

Adult leader meetings are held daily at 10:00 a.m. in the Dining Hall. This meeting provides unit leadership the opportunity to discuss upcoming activities, sign up for various activities, problem solve, and learn more about Winter Camp at LPSR. **It is very important that one or more adult leaders from each unit be present at this daily meeting.** If possible, all adults should attend this meeting.

Senior Patrol Leader (SPL) Meetings

Make sure your SPL (or his designee) attends the daily Senior Patrol Leaders Meetings. This meeting takes place in the Commissioner's Area at 1:15 p.m. This meeting serves to provide SPLs with the information they need regarding campsite inspection, changes to the camp program, and other important information. **It is mandatory that each unit be represented at this meeting each day.**

Training

Each week, classes including Introduction to Outdoor Leader Skills, Troop Committee Challenge and First Aid/CPR are taught to Scout leaders. The exact offerings will vary based on trainer availability. If you are interested, please consult the adult training schedule provided at check-in, or ask a commissioner.

Health and Safety

The health and safety of the Scouts and Scouters is a primary consideration at LPSR. We provide a Health Lodge staffed with one or more persons trained to handle minor accidents or illness. Special arrangements for the treatment of more serious cases have been made with physicians in Bastrop.

In the event such treatment is required, the camper's parents will be notified by telephone giving the nature of the emergency and their desires concerning further treatment. It is the responsibility of unit leadership to provide transportation for unit member(s) to a doctor or hospital. Two adults from the unit should accompany the unit member(s) to the doctor or hospital and are asked to take insurance forms with them. The leader must obtain the injured scout's health record from the Health Lodge before going to the doctor or hospital. The camp will provide transportation only when a unit is not able to provide it. Directions to doctors' offices and hospitals are available at the Health Lodge.

Medication Use in Scouting

The following guidance from the Boy Scouts of America on medication use in BSA-related activities has been developed for youth, parents or guardians, and adult leaders. Planning and preparation are key components.

The BSA's guiding principles for the safe use of medications include:

- All medication is the responsibility of either the individual taking the medication or that individual's parent or guardian.
- An adult leader, after obtaining all the necessary information and permission, can agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but the BSA does not mandate or necessarily encourage the leader to do so.
- BSA council camps may have their own standards and policies regarding the administration of medications.
- State or local laws that are more limiting than camp policies supersede any BSA guidance and must be followed.

Guidance—Eight Elements of Safe Medication Use

Annual Health and Medical Record

- All participants in the BSA are required to complete an Annual Health and Medical Record (AHMR).
- Participants must be candid when listing their medications in the Health History section in Part B of the AHMR. No medications should be kept secret.
- A parent or guardian completing the form may authorize the administration of over-the-counter (nonprescription) medications.
- In addition to the parent or guardian signature, some Scouting areas may require a signature from your health-care provider to permit over-the-counter medications to be given. Check with the camp you are attending for its requirements.

Plan

- Parents are cautioned against using a BSA event as a "drug holiday" by suspending administration of medications taken regularly by their youth member unless there are specific instructions from a health-care provider.

- Before the event and before an adult leader becomes involved in medication management for any youth member, the youth, the parent or guardian, and the adult leader should have a pre-event discussion that includes the reason for use and specifies the medication(s) that will be self-administered or kept by the youth member.
- Plans may be simple or more complex based on the length of the outing, the maturity of the youth, and the complexity of the medications being taken.
- Plans may include agreement on the participant's competency to self-administer; how the medicine will be accounted for; the quantity, labeling, and storage of the medication; and the protocol for emergency situations.
- All information on administration, including any specialized equipment or medication (e.g., insulin injections, insulin pumps, and emergency medications) should be provided to leaders.
- Special arrangements may be needed for events such as Order of the Arrow weekends, jamborees, Scouting contingents, and other events not unit-based.

Supervision of Medication Administration

- Based on agreement that includes the degree of the individual's capacity for self-care, a decision is made on who is responsible for supervising the administration of the medication.
- The youth participant with the agreed-upon capacity for self-care may be the best person to manage their own medication.
- For the youth participant who is self-administering medication, there should be agreement on the method of supervision.
- A parent or guardian who is present should assume responsibility.
- If a parent or guardian isn't available during the event, a willing adult leader may take responsibility for medication administration to any youth who cannot self-administer the medication.
- The identified leader must be informed by the youth and the parent or guardian about any special circumstances.
- Special care must be given by the responsible adult to correctly identify the youth with assurance that the right medication is being administered at the right time in the right amount.
- A process should be developed for the possibility of having to hand off the responsibility to another adult (e.g., a leader rotates home or must leave due to an emergency).
- No adult leader should assume the responsibility unwillingly.

Labeling

- Medication sent on an outing should preferably be in its original container and labeled with the name of the participant, medication, dose and strength, prescribing health-care provider's name, date of prescription, current instructions for use, special storage, etc.
- If a prescription label is missing or placed on an external package, the internal item (such as a tube or inhaler) should be, at a minimum, labeled with the participant's name, name of the medication, and directions for use.

Storage

- Medications must be stored securely, either under lock and key (e.g., a locking bank bag) or direct observation.
- Security is especially important for controlled substances.

- Most medications should be kept by an adult with some or full control of the process. (See “6. Emergency Medication” below for an exception for the youth participant.)
- Special medication storage requirements by the manufacturer, such as protection from light or the need for refrigeration, should be discussed during the planning stage. Storage containers or coolers should be provided by the parent or guardian if possible.
- To protect the medications, be sensitive to providing storage for medications in a controlled environment, e.g., avoiding a hot car or an environment where liquid medications might freeze.

Emergency Medication

- Medications that may be needed for an emergency or on an urgent basis may be carried by the youth participant. A buddy or the responsible adult should be sure the youth has the emergency medication.
- The youth participant must notify the adult leader immediately upon self-administering the emergency medication.
- In many cases, an evaluation or further treatment by a health-care provider may be needed after the use of some emergency medications, e.g., epinephrine, even if the youth member feels OK. It may also be necessary to obtain an additional supply if no additional doses are available.
- Planning should address how emergency medication will be administered and include how to develop the adult leader’s comfort in assisting the youth if necessary.
- The parent or guardian should be notified of the use of emergency medication.

Nonprescription/Over-the-Counter Medication

- Those nonprescription medications taken routinely or authorized for giving should be listed on the AHMR.
- Nonprescription medications may be kept by youth with the capacity to self-medicate.
- Limited supplies of similar medication (use approved by parent) may be kept by the adult leader.

Accountability

- The pre-event discussion should include an agreement between the parent or guardian, leader, and participant on some method of keeping track of medication administration.
- Accountability could range from none—although this may not be the best practice—to the use of the Routine Drug Administration Record form (see “Resources” below).
- No specific form or process is mandated, but some approach is encouraged.

A Scout is Reverent

Grace

During check-in, units will be asked to volunteer to lead the camp in grace before meals; after evening flag ceremonies or in the Dining Hall line before breakfast is served. The Lost Pines Grace or the Philmont Grace is always appropriate, but other graces may be used if they are appropriate for the variety of religious beliefs that are present. If you have any questions, you may check with the Camp Chaplain, the Program Director, or Camp Commissioners.

Lost Pines Grace

For the opportunity to serve others,
For the fellowship of friends,
Thank you for bringing us together, O Lord
And for guiding us with your hand.
Amen

Interfaith Services

Please encourage Scouts to attend the Catholic or interfaith services offered on Day 2 of your Winter Camp session. If your Chaplain's Aide or other Scouts wish to participate in the services, please see the Camp Chaplain at check-in. We encourage all camp participants to attend one of the services.

There will be a Chaplain on call during the week to assist units with issues including homesickness, and in selecting a grace for meals.

Schedule Overview

Program Areas

Merit badges and related activities at LPSR are designed to fit into a full three-day schedule. Classes begin at 2:00 p.m. on Day 1, where 4th and 5th periods will be held. For Days 2 and 3, all five periods will be held – three in the morning and two in the afternoon. On Day 4, the morning periods will be held.

We recommend that Scouts obtain the merit badge pamphlets (available at the Scout Shop) prior to camp so that they can do advanced study to be well prepared for camp.

Merit badge courses have minimum and maximum participant limits built into the event registration system. If demand is low for a particular course, it may be cancelled. Every possible effort to alert the unit contact person of changes will be made. Eagle-required merit badges are the priority at this camp and will not be dropped.

In some cases, merit badges cannot be completed during camp. Scouts will receive “partial” credit for any merit badge showing the requirements they completed. Units should plan their program to help their Scouts complete the merit badges after camp.

Troop Tower

Each unit will have the opportunity for a “Troop Tower Night”, by campsite. You will share the tower with other units.

Dining & Diet

Meals are served cafeteria style in our Dining Hall. To avoid crowding, your unit will have an assigned table(s). Menus will be posted and should be reviewed for possible allergies. A refrigerator/freezer and microwave will be provided for individuals with special dietary needs. Food should be in Ziploc-style bags labeled and dated with individual’s name and unit number. All Scouts must be accompanied by an adult when getting food in the kitchen area.

Camp Schedules

Daily Schedule

Time	Activity
7:00 a.m.	Breakfast
7:50 a.m.	Flag Ceremony (All troops)
8:30 – 9:30 a.m.	1 st Class Period
9:40 – 10:40 a.m.	2 nd Class Period
10:00 – 10:30 a.m.	Leader Meeting
10:50 – 11:50 a.m.	3 rd Class Period
12:30 p.m.	Lunch
1:15 p.m.	SPL Meeting
2:00 – 3:00 p.m.	4 th Class Period
3:10 – 4:10 p.m.	5 th Class Period
4:10 – 5:10 p.m.	Open Area Time (Days 1 and 3)
5:00 – 5:40 p.m.	Interfaith Service (Day 2)
5:50 p.m.	Flag Ceremony (All troops)
6:00 p.m.	Dinner
7:00 p.m.	Evening Programs
10:30 p.m.	Taps – Lights Out

Schedule

Day	Time	Activity
Day 1	9:00 a.m. 2:00 p.m. 5:00 p.m. 5:15 p.m. 6:30 p.m. 7:00 – 8:30 p.m. 8:40 p.m.	Check-In Classes begin (4 th and 5 th periods) OA Brotherhood Candidate Meeting (A-Building) Leader Meeting (Dining Hall) All Cooking MB classes meet behind Dining Hall Living History Night (Dining Hall) OA Social (Log Cabin)
Day 2	1:00 – 1:50 p.m. 5:00 - 5:40 p.m. 5:00 – 5:40 p.m. 7:00 p.m. 7:30 – 9:30 p.m. 7:30 p.m. 9:00 p.m.	Camping MB Rappelling Interfaith Service (Chapel, near Fish campsite) Catholic Service (Lindsay Lodge) Astronomy MB classes (Lindsay Lodge) Movie Night (Dining Hall) OA Brotherhood Ceremony (Log Cabin) Wilderness Survival Night (A-Building porch)
Day 3	1:00 – 1:50 p.m. 7:30 p.m.	Camping MB Rappelling Closing Campfire
Day 4	7:50 – 8:50 a.m. 9:00 – 10:00 a.m. 10:15 – 11:15 a.m. 12:00 p.m.	1 st period class 2 nd period class 3 rd period class Checkout

Order of the Arrow Tonkawa Lodge No. 99

Order of the Arrow Members in Camp

All Order of the Arrow, or OA, members are encouraged to pack their OA sash right next to their Scout Spirit of cheerfulness and service and bring it all to camp! During Winter Camp at Lost Pines Scout Reservation, the Order of the Arrow has several duties and activities. Primarily, they run and facilitate inductions and act as an information link into Tonkawa Lodge for visiting units. They also provide units with the knowledge they need to help their OA members grow into quality youth leaders through the Order.



Ice Cream Social

The evening of Day 1, the Order of the Arrow ice cream social will be held. During this time the OA members on staff will give a quick synopsis of the OA's programs and exciting upcoming events. They will inform members of how to get more involved and how the OA fits into Boy Scouting in general. OA members from any lodge are welcome to join us for the social!

Brotherhood

On Day 2, Ordeal members are inducted into Brotherhood membership. A member is eligible to go through the Brotherhood Ceremony if it has been more than 10 months since they completed their Ordeal Weekend AND they are a paid member of Tonkawa Lodge. Eligible Ordeal members will meet with a Brotherhood member to fulfill further requirements at Winter Camp. If there are members who meet these requirements but cannot attend Winter Camp, they are invited to come out to take part in the ceremony. The cost will be \$20, which includes a sash.

National policy restricts Brotherhood candidates at Winter Camp to only those Ordeal members that are registered in Capitol Area Council units.

Call-Out

The last night at camp is the most exciting for OA members. This is the night of the call-out, held during the closing Campfire Ceremony. Units who had new member elections during the previous year submit the names of those elected who have not been recognized or inducted yet. This is done in front of the entire camp and serves as a glimpse into our order for non-members and as an impressive way to recognize the Scouts and Scouters who have exemplified the Scout Law and Scout Oath in their everyday lives.

Those elected to be eligible to become members, called "Candidates," have a period of one year from the date of their elections (not from the date of their call out) to complete the Ordeal weekend. If a candidate does not complete their Ordeal weekend within one year from the date of election, they must be reelected to become a candidate again. All units are requested to bring a copy of their completed unit election form to Winter Camp to ensure that all candidates receive proper public recognition.

Camp Promotions

OA Chapter representatives are available as a resource that can be called upon by each unit for Winter Camp promotions at any time during the year. This is an ideal program for a Parent's Night or Court of Honor. Please contact your Chapter Chief for details – contact information is available at

<http://www.tonkawa99.org>.

For more information, check at the Administration Building for the name of the Camp Chief and set up a time to meet.

Advancement and Other Programs Detail

New merit badge offerings for 2023!


- American Cultures
- American Heritage
- Animal Science
- Photography

Eagle Quest (First Year Camper Program)

This is a ½-day program offered in the morning and is targeted for the scout that is in their first six months in the Scouts BSA program. Their time there will be spent focused on basic Scouting skills and having FUN!!!

We know that many Scouts expect Winter Camp to be an opportunity to earn merit badges. Therefore, this program will have the opportunity to sign up for merit badges, too!


Eagle Quest concentrates on several scout skill areas; first aid, knots, knife and ax use and safety, and fire making. If time permits additional requirements will be explored.



Rank or Certification	Details
	Requirements 3a, 4ab, and 5 Patrol method, knots & whip and fuse, pocketknife safety.
	Requirements 3abcd, 4abcd, 7a, 8 Tools, first aid and nature, citizenship, and leadership.
	Requirements 2abcdfg, 3abcd, 4, 6, 8ab, 9ab Cooking and tools, navigation, nature, citizenship, and personal safety awareness.
	Requirements 3, 4, and 7 Knots, orienteering, first aid.

Eagle-Required Academy

As previously mentioned, one of the focus areas for Winter Camp at Lost Pines are Eagle-required merit badges. Here are the offers that are available.

Please note that our time at Winter Camp is brief. The Winter Camp staff will cover as much material as possible during the three full days of classes.




Merit Badge/Award	Details
	<p>The Citizenship in the Community merit badge emphasizes how a Scout can participate in society at a local level where the biggest impact tends to occur. The requirements help a Scout become familiar with local government, services, and issues, as well as understanding the influence a person can have.</p> <p>Eagle-required.</p>
	<p>The Citizenship in the Nation merit badge will teach you what it means to be a good citizen and give you the knowledge and means to create a positive change in your country.</p> <p>Eagle-required.</p>
	<p>The focus of the Citizenship in Society merit badge is to provide you with information on diversity, equity, inclusion, and ethical leadership. You'll learn why these qualities are important in society and in Scouting, as well as how to help other people at all times and serve as a leader and an upstander.</p> <p>Eagle-required.</p>
	<p>In earning the Citizenship in the World merit badge, you'll learn about various institutions that promote world peace, the different forms of government that exist internationally, as well as ways that you can support our planet as a global citizen.</p> <p>Eagle-required.</p>
	<p>The ability to communicate clearly and effectively is essential for achieving success in the 'real world'. To earn the Eagle-required Communication merit badge, you'll need to examine your own communication methods, deliver a speech, conduct an interview, organize an event, and much more!</p> <p>Eagle-required.</p>

Merit Badge/Award	Details
	<p>Taking charge of your personal fitness is one of the most important decisions you can make in life. The Personal Fitness merit badge will teach you the knowledge and habits necessary to stay physically fit and healthy as you grow older.</p> <p>Eagle-required.</p>
	<p>The Personal Management merit badge is earned by Scouts who have mastered long-term and short-term life planning. This badge is primarily for Scouts to understand how to prepare for life events, budget, and the value of money.</p> <p>Eagle-required.</p>




Living History

The Living History program is designed to provide a taste of Early American culture. We offer the merit badges listed below, as well as lots of fun demonstrations and activities on Living History Night. The Living History program area is located at the log cabin, across from the pool.

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Merit Badge/Award	Details
	<p>The United States is a nation of immigrants. While earning the American Cultures merit badge, Scouts will learn that every person came to America from somewhere else—or their ancestors did—and understanding these various cultural backgrounds can help Scouts to live in harmony with others in our varied and increasingly multicultural society.</p>
	<p>Every Scout swears to an oath that includes duty to his country. A better understanding of American Heritage, the ways in which the past has led to our present nation, is key to truly knowing what it means to be an American.</p>
	<p>By working on the requirements for the Basketry merit badge, Scouts learn how to safely weave items from natural materials. They make a square basket, a round basket, and a camp stool seat.</p> <p>Scouts will be provided needed materials.</p>

Merit Badge/Award	Details
	<p>The size of the Cycling merit badge class is restricted due to bikes and equipment required. If the class is full additional Scouts can be added if they bring their own bike and helmet. Requirements 4 and 7d not completed at camp.</p> <p>Cycling is a daily two-period class.</p> <p>Eagle-required.</p>
	<p>The Fire Safety merit badge gives Scouts to opportunity to learn important fire safety information.</p>
	<p>Scouts working on the Indian Lore merit badge learn about the rich cultural history of Native Americans. They learn about the history of the interactions between native people and European settlers and later the US government. They also explore how Native Americans continue to express their cultural history today.</p>
	<p>While doing the requirements for the Leatherwork merit badge, Scouts learn to safely handle tools. They explore different leatherwork techniques by making their own project and compare different types of leather and synthetic materials.</p> <p>Scouts will be provided needed materials but can purchase additional leather kits from the Trading Post.</p>
	<p>Scouts will begin their work on the Metalwork merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will use these tools and techniques in either the foundry or blacksmith options. This is a physically demanding merit badge requiring repetitive strikes with a hammer.</p> <p>Metalwork is a daily two-period class.</p>
	<p>While earning the Photography merit badge, Scouts will learn to use lighting, composition, depth, color, and content to create photographs that are much more than snapshots!</p>

Merit Badge/Award	Details
	<p>While working on the Signs, Signals, and Codes merit badge, learn a wide variety of ways to simple communications that we use every day or for emergencies. Discuss some old ways we used to communicate and how secret codes have been made and how to make your own.</p>
	<p>While working on the Textile merit badge, Scouts learn about the many uses of fabrics and fibers. They investigate how textiles are manufactured and the properties of different materials and explore careers related to the production of textiles.</p>
	<p>Scouts need to bring their knife and Totin' Chip (Requirement 1b) to work on the Woodcarving merit badge. Kits are available in the Trading Post but blocks of wood are available from the instructor.</p>



Nature – Environment – Conservation (Nat-E-Con)

Follow the yellow trail located behind the Trading Post to the Nat-E-Con program area.

Please note that our time at Winter Camp is brief. The Winter Camp staff will cover as much material as possible during the three full days of classes.

Merit Badge	Details
	<p>While earning the Animal Science merit badge, Scouts will learn why cattle, horses, sheep, goats, hogs, poultry, and other domesticated animals are important to people for many reasons. They supply us with food and clothing, we use them for recreational purposes, they work with and for us.</p>
	<p>In learning about Astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.</p> <p>The merit badge requires additional night activities; observation requirements may not be possible to complete if the weather is cloudy.</p>
	<p>The Bird Study merit badge allows Scouts to learn about these amazing creatures. Earning it requires displaying knowledge of birdwatching with binoculars, identifying different species, and more!</p>
	<p>Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen—but can be proven to exist—and you become a chemist.</p> <p>Class size is limited because of the number of experiments that need to be completed.</p>
	<p>Learn why electricity plays a significant role in the economy and how energy consumption impacts our daily lives with the Electricity merit badge. Scouts will demonstrate how to respond to electrical emergencies, explain how a fuse blows or a circuit breaker trips, and complete an electrical home safety inspection. The Electricity merit badge is an excellent opportunity for Scouts to learn how to read an electric meter and determine their household's energy cost from meter readings.</p>





Merit Badge	Details
	<p>The Environmental Science merit badge includes a great deal of paperwork; some can be done at home. Plan for two added hours per day for field study and paperwork. This is a very challenging merit badge and involves a significant amount of writing.</p> <p>Eagle-required.</p>
	<p>Wildlife management is the science and art of managing wildlife – both animals and fish. While earning the Fish & Wildlife Management merit badge, learn how you can put these practices in place, projects at camp and in your own backyard.</p>
	<p>Scouts must catch one fish (Requirement #9) to complete the Fishing merit badge. Please encourage your Scouts to bring their fishing pole and supplies to compliment the equipment provided by camp.</p>
	<p>While earning the Fly-Fishing merit badge, learn the basics of fly-fishing, special knots used, types of flies used, how to cast, and what is the meaning and importance of catch and release.</p> <p>Scouts must catch one fish (Requirement #10) to complete the merit badge.</p>
	<p>Plan on extra time for collecting leaves. It helps to bring a blank photo album or other binder to display your Forestry collection.</p>
	<p>Get back to Nature! Learn about the natural world all around us – plants, animals, insects, spiders and more!</p>
	<p>Learn more about the wide variety of reptiles and amphibians found in Central Texas. Requirement #8 of the Reptile and Amphibian Study merit badge cannot be completed at camp.</p>


Merit Badge	Details
	<p>In Soil and Water Conservation, be able to explain what a watershed is, how to protect it from erosion and what is water pollution. Learn about what we can do to help.</p>
	<p>Build and fly your own model rocket! Space Exploration participants launch rockets at the assembly field on the afternoon of Day 3 and the morning of Day 4.</p>

Scoutcraft

You'll find the Scoutcraft area along the path toward the waterfront! We've created separate areas for each badge. Each of these areas has a different flavor just waiting to be explored by ambitious Scouts. Practice cooking in a Dutch oven, use a compass, or use lashings to make a bridge.

Please note that our time at Winter Camp is brief. The Winter Camp staff will cover as much material as possible during the three full days of classes.

Merit Badge	Details
	<p>The Camping merit badge cannot be completed at camp. It is helpful to do as much of the paperwork at home, as possible, and bring to camp. Requirement 8d & 9a must be completed outside of Winter Camp, although the nights at LPSR may be counted toward the 20 days/nights required for 9a. Requirements 5e, 7b, and 9b2 can be completed at camp, if the scout brings their backpack and goes on a 4-mile hike. Requirement 9b6 (Rappel down a rappel route of 30 feet or more) can be completed at camp.</p> <p>Eagle-required.</p>
	<p>Cooking is a great course for those extra-hungry Scouts and represents an excellent experience for any scout. This merit badge requires some cooking at home, thus Requirements 4, 6 & 7 cannot be completed at camp.</p> <p>Cooking is a daily two-period class.</p> <p>Eagle-required.</p>
	<p>The Emergency Preparedness merit badge cannot be completed at camp unless Requirement 2c is prepared at home and brought to camp to show the instructor. Requirement 1 (earn First Aid merit badge) is not checked off by the camp unless the scout/unit has documentation.</p> <p>Eagle-required.</p>
	<p>Completing all the first-aid requirements for Tenderfoot, Second Class, and First Class are a prerequisite. The first session is demonstration by each scout as described in Requirement 1 and Scouts not having these skills will be removed from the class. The First Aid merit badge can be completed at camp if the scout brings items from home to make a personal first aid kit, not a store purchased kit. The material for this merit badge is not difficult, but there is a lot to do!</p> <p>First Aid is a daily two-period class.</p> <p>Eagle-required.</p>

Merit Badge	Details
	<p>The word Geocaching is a combination of "geo" which means "earth", and "cache" which means "a hiding place." Requirements 7 and 8 will not be completed at camp.</p>
	<p>While earning the Orienteering merit badge, learn about using a map, compass and what a 100-meter pace is. Identify map symbols and practice. There may be enough time to do all the courses required for this merit badge. If you have already participated in some orienteering events, bring documentation to the instructor for credit.</p> <p>Orienteering is a daily two-period class.</p>
	<p>Pioneering - the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars - is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings allows Scouts to connect with past generations who used these skills as they sailed the open seas and lived in America's forests and prairies.</p> <p>Pioneering is a daily two-period class.</p>
	<p>Learn about what a Search and Rescue team encounters, first aid skills needed, demonstrate readiness, hazards, and practice a scenario about finding your patrol using clue awareness, evidence preservation, tracking the subject and locating.</p>
	<p>Bring materials for making a basic survival kit – Requirement. For the Wilderness Survival merit badge, Scouts will spend Wednesday night away from your unit camp in a shelter they build themselves!</p>




Shooting Sports

The Shooting Sports Area offers Scouts an opportunity to participate in exciting activities, with an emphasis on safety. Come learn a new skill or master one you already have, and of course, have a good time.

For safety reasons, visitors are not allowed in the Shooting Sports area, only staff members and Scouts registered for merit badge courses. Scouts not currently registered for the merit badges, but needing to work on completing badges begun earlier, should get permission from the staff.

Course sizes will be limited so that everyone will have plenty of time to shoot.

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Merit Badge	Details
	<p>Archery is great fun – some experience with previous range time and skill is desirable.</p>
	<p>Rifle Shooting is a challenging merit badge, and most Scouts will find it difficult to qualify - to earn the merit badge they must not only learn safety, gun cleaning, etc. but must also achieve a reasonably high score on 5 targets with 5 shots each. For experienced Scouts. Must be at least 12 years old.</p> <p>Program Supply Fee - \$10</p>
	<p>Please be aware that the shotguns are heavy. Physically small Scouts may not be able to hold the shotgun and if so, will not be able to complete the Shotgun Shooting merit badge! Scouts must hit 24 out of 50 targets to qualify, and this can take considerable time. Scouts must be at least 13 years old and physically capable of handling the shotgun.</p> <p>Program Supply Fee - \$30</p>

Tower

Do you love to climb? Do you feel freedom in leaving the flat earth behind? Do high and windy places invite you to come and explore? Maybe you've climbed trees and hiked to the tops of hills. Perhaps you've made your way up the stairs of a fire tower or to the observation floor of a tall building. If you've felt the excitement of being above it all, then climbing may be for you – find out on the tallest climbing tower in Texas!

Climbing allows you to challenge yourself – it is a sport that does not require great physical strength, but it does demand mental toughness and the willingness to practice hard to master a set of skills. Class size is limited to 8 Scouts. Climbing participants must have shorts/pants with belt loops. For safety reasons, we cannot allow nylon running/basketball style shorts/pants. In addition, shoes with good soles that are flexible are preferred.

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Merit Badge	Details
	<p>Come and learn to climb and rappel on the highest climbing tower in Texas! If you read the merit badge book in advance and learn the knots, you'll have more time at camp for actual climbing. The Climbing merit badge is for Scouts 13 and older.</p> <p>Climbing is a daily two-period class.</p> <p>Minimum age: 13</p>

Other Older Scout Program Opportunities

ATV Safety Course

Scouts must receive parental permission, and turn in the [All-Terrain Vehicle \(ATV\) Program Participation and Hold-Harmless Agreement](#) at check-in. Class size is set by the ATV Safety Institute based on the age of the participants. Scouts must also wear long sleeve shirts, long pants and over the ankle boots or they will not be allowed to participate in this introduction to safe operations of ATV.

Scouts 14 years and older can participate in the ATV Safety Institute beginning rider course.

There is a \$50/youth fee to participate in the ATV Safety Course.

COPE – Challenging Outdoor Personal Experience

COPE, or **Challenging Outdoor Personal Experiences**, is a Scouting program that includes group initiative games, trust events, and challenges that reach from the ground to the sky. COPE uses mental and physical challenges, low and high above ground to teach confidence, self-esteem, trust, leadership, team building and problem solving. Participants climb, swing, balance, jump and think of solutions to a variety of activities.



Scouts 14 years and older can participate in the COPE program.

End of Camp

Merit Badge Completion Reports

Each day adult leaders should check merit badge completion in Black Pug. The last day of camp is the best time to resolve any problems you may see. Questions can be answered at the A-Building.

Any requirements not completed at camp become the responsibility of the unit and its leaders and merit badge counselors to verify. An example of this would be the requirement for the Camping merit badge that the Scout show experience by completing 20 days and nights of camping. As this obviously cannot be done during the one camp week, the adult leaders are responsible for marking the completion status of the requirement from unit records in writing so it can be filed with the other records.

Checkout Process

Prior to checkout, each unit will be provided a Checkout Checklist to be signed off by camp staff as they complete the process. This sheet also contains reminders of the checkout process steps.

On the morning of Day 4, when your unit gear has been loaded for departure from Lost Pines, leaders should send a representative to their bathhouse where they can find a Camp Commissioner to inspect the bathhouse and campsite for cleanliness and, after the inspection is complete, release the unit to finish the checkout process.

Once your unit has been released, make a quick trip to A-Building to check your mailbox one last time and pick up your patches for Scouts and adult leaders.

While you are at the A-Building, be sure to check the lost and found to see if any of your Scouts' belongings are there.

Finally, as you are leaving camp, stop at the Health Lodge to pick up unit medical forms. Any medical forms left at camp will be shredded for privacy protection. In addition, please make sure you pick up medications that were given to the Health Officer.

Be careful going home!

Scout's Packing List for Winter Camp

Individual Scout Equipment

- Field uniform (Scout uniform) and belt
- Activity uniform (Scout t-shirts)
- Clothing appropriate for weather
- Long sleeve shirts
- Socks
- Pants
- Shoes (closed-toe) or hiking boots
- Cap or hat
- Underwear
- Pajamas or sleeping clothes (wool, polypropylene, or polyester, never cotton), hat and clean socks for sleeping
- Rain gear (pants and jacket)
- Winter coat
- Work gloves
- Cot, pad, or air mattress
- Sleeping bag
- Pillow
- Personal first aid kit
- Flashlight and extra batteries
- Water bottle
- Portable chair or camp stool
- Pocketknife and Totin' Chip
- Towels and washcloth
- Soap and shampoo
- Comb, brush, mirror
- Personal medications
- Merit badge books
- Merit badge prerequisite work
- Scout Handbook
- Spending money

Optional

- Daypack
- Camera
- Bible or prayer book
- Work gloves
- Dirty clothes bag
- Fishing pole

For First Aid, Emergency Preparedness, Camping, and Wilderness Survival merit badges, review requirements for kits. Assemble at home and bring to camp.

For ATV Safety Course and Metalworks merit badge, bring boots that cover your ankle, long sleeve shirt, and long pants.

MARK EVERYTHING WITH SCOUT'S NAME AND TROOP NUMBER

Personal valuables (watches, wallets, money, cell phones, chargers, etc.) should not be left out in the open at camp.

Closed-toed shoes are to be worn at all times unless you are in your tent, or in the shower.