

LOST PINES SCOUT RESERVATION



WINTER CAMP 2025 LEADER GUIDE

Version 1.6



Revision Highlights

Version 1.0	Initial Release
Version 1.1	Added Lost Pines Camp Apparel
Version 1.2	Added American Business, American Labor, Art, Chess, Crime Prevention, Collections, Energy, Insect Study, Oceanography, Sustainability, and Theater merit badges. Minor corrections.
Version 1.3	Removed Geocaching merit badge. Defined two tracks for Eagle Quest. The full-day program now includes, either, First Aid or Emergency Preparedness merit badges. Minor corrections.
Version 1.4	Corrected Zoom link for Registrant Contact Meeting.
Version 1.5	Added detail for adult leader training opportunities. Minor corrections.
Version 1.6	Minor corrections.

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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 ever-changing 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

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!

This year's shirt features Lost Pines' iconic Dok's Tower, the tallest climbing tower in Texas.

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, 2025.



Key Resources

Safety Resources

[Scouting Safely](#)

- [Guide to Safe Scouting](#)
 - [Scouting America Scouter Code of Conduct](#)
 - [Camping](#)
 - [Medical Information and First Aid](#)
 - [Youth Protection and Adult Leadership](#)
- [Annual Health and Medical Record \(AHMR\)](#)
 - [Download AHMR Form](#)

[All-Terrain Vehicle \(ATV\) Program Participation and Hold-Harmless Agreement](#)

[Texas Youth Camps Health and Safety Act Form](#)

Program Resources

[Complete Angler Award](#)

[Merit Badge Requirements](#)

[Tonkawa Lodge](#)

[Winter Camp 2025 Registration](#)

Miscellaneous Resources

[Capitol Area Council Refund Policy](#)

[Request for Campership Assistance](#)

Key Dates for Winter Camp

<u>Date</u>	<u>Details</u>
June 1, 2025	Registration opens
October 1, 2025	First Payment window opens
October 23, 2025	Winter Camp Registration Contact Meeting
November 17, 2025	Online merit badge selection opens at 7:00 p.m.
November 18, 2025	Texas Youth Camps Health and Safety Act Form due
December 1, 2025	Final Payment window opens
December 13, 2025	Registration and online merit badge selection closes
December 13, 2025	Final Payment due
December 14, 2025	Late Fee applied (\$25) for those not fully paid
December 18, 2025	Winter Camp On-Site Leader Meeting
December 27, 2025	Winter Camp Session 1 starts
January 2, 2026	Winter Camp Session 2 starts

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:

- COPE & 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 adult leaders, 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!

Sessions

The two sessions straddle New Year's Day. Choose the one that best fits your school district's winter break schedule, and that of your troop families.

Session 1: December 27th through 30th

Session 2: January 2nd through 5th

Fees

Scouts BSA Youth	\$240
Provisional Scout	\$270
Adult Participant	\$120
Partial Week Adults	\$40 per night

Midnight on December 13, 2025, is an important time and date to remember as it is a deadline for the following:

- Registration closes
- Late Fee (\$25) charged for participants not paid in full

Payment Schedule

	Payment Window	Youth	Provisional Scout	Adult
Deposit	Before 10/01/25	\$25	\$100	\$25
1st Payment	10/01/25-11/21/25	\$115	\$100	-
2nd Payment	11/22/25-12/13/25	\$100	\$70	\$100

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

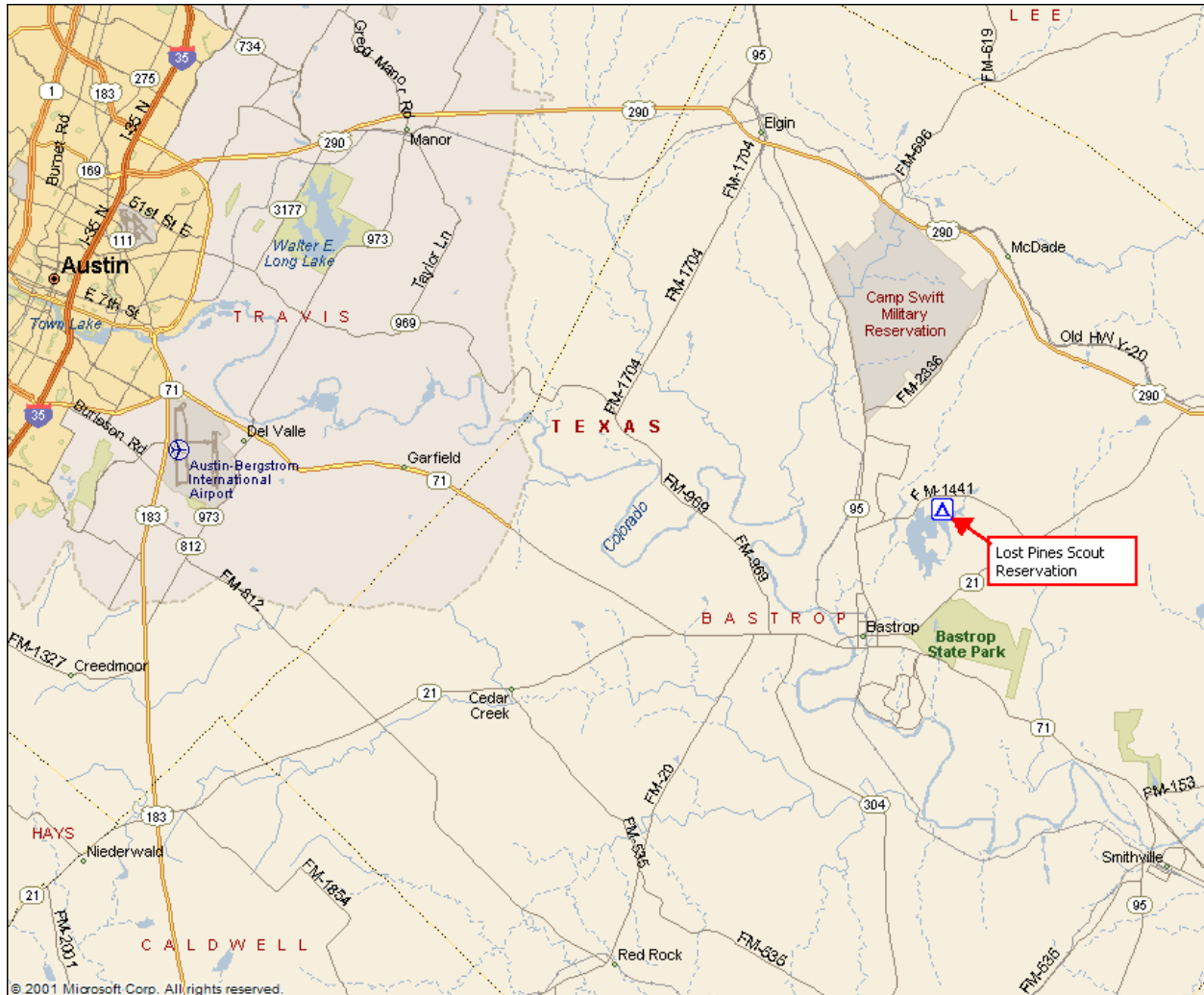
Director of Support Services

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

**LOST
PINES**



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.

Leader Meetings

Online Registration

Reserving Your Spot

Units can access more information about Winter Camp, and register online, by going to <https://scoutingevent.com/564-LPSRWinter2025>.

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, according to 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 2
- Freedom
- Provisional
- Turner
- Wilmot

Be advised that while you have the option of choosing a campsite with tents, LPSR does not provide cots 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
- Fish 1
- Gaskin
- Kaspar
- Kitchens
- Lindsay
- San Gabriel
- Smith

Electricity Usage Guidelines

Most of the campsite pavilions at Lost Pines Scout Reservation have electrical power. These campsites include:

- Beisenherz
- Dacy
- Freedom
- Gaskin
- Kaspar
- Kitchens
- Lindsay
- Provisional
- San Gabriel
- Smith
- Turner

The running of extension cords is strictly prohibited. CPAP machines must run on a portable power supply. Electronic devices (i.e. laptops, tablets, phones) and portable power supplies may also be charged at the Administration Building and the Dining Hall on the power strips provided.

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

In the online registration system, please be sure to indicate which members of your unit will require these dietary options. Use the radio buttons in the "Update Information" area to make the appropriate selection.

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 Summer 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 much smoother.

Merit badge selections can be made in the registration system starting on November 17th starting at 7:00 p.m.

Please note that the deposit plus the first payment needs to be made before merit badges or classes can be selected for youth and adult leaders.

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!

Watch for the **Class Schedule** to be posted on the registration site under Attachments - <https://scoutingevent.com/564-LPSRWinter2025>. This matrix will illustrate when each merit badge is offered and has proven helpful when collecting which merit badges the Scouts would like to earn at camp. Another valuable tool is the **Class Attendee Counts** report, found in the same area. This report provides a real-time snapshot of every merit badge and how many seats are available.

On December 13th at 11:59 p.m., 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.

Once arriving at camp, changes to merit badge class schedules will only be permitted in rare circumstances.

Parent Portal

Parent Portal is an optional feature that allows the Registration Contact to provide your parents with access to just their Scout's part of the registration, to make payments, and complete data entry. Use of this feature is **HIGHLY** recommended.

To activate Parent Portal, access your reservation, click "Additional Actions" in the Registration Contact box, and select Parent Portal from the dropdown menu. The [Parent Portal FAQ](#) is an excellent resource!

Paperwork

Adult Leaders

Two registered adult leaders 21 years of age or over are required to be always on camp, according to Scouting America 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.

Scouting America Membership and Safeguarding Youth Training

Each unit MUST bring a printed unit roster from <https://my.scouting.org/>. Remember, not all troop leaders have the privilege to pull the unit roster from my.scouting.org. Please ensure that it is pulled in advance and sent to camp with one of the on-site leaders. Highlighting those youth and adults attending camp expedites the check-in process. A unit roster from ScoutBook, or any other troop management software, is not 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 18th**.

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, B1, B2, and C), including a physician signature, dated within the last twelve months.

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.

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 session of Winter Camp. They will be assigned their own campsite and tents will be provided.

Registration will be denied when five 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. While not required, we do encourage a parent to attend camp with their Provisional Scout. 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/>

Leader Meetings

Meeting for Registration Contacts

A Registration Contact meeting is scheduled for Thursday, October 23rd, starting at 7:00 p.m. The purpose of this meeting is to provide an overview of camp, and answer any questions regarding the following:

- Waitlist Processing
- Payment Schedule
- Participant Roster
- Merit Badge Scheduling
- Older Scout Program Opportunities
- Paperwork... Paperwork... Paperwork...

<https://us06web.zoom.us/j/89645650556>

Meeting ID: 896 4565 0556

Meeting for On-Site Leaders

An On-site Leader Meeting is scheduled for Thursday, December 18th, starting at 7:00 p.m. This meeting is intended to answer any logistical questions those planning to be at camp may have – arrival, check-in, campsite-related topics, etc. Bring a list of your last-minute questions and click the link below to join the meeting.

<https://us06web.zoom.us/j/81090894271>

Meeting ID: 810 9089 4271

Arriving at Camp

Checking In

The 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 12:30 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 Scouting America membership, current SYT certification, and submission of a *Texas Youth Camps Health and Safety Act Form*)
- Verify camp attendance (vs. registered)
- Sign up for flag ceremonies, grace before meals, and help with the worship services
- Turn in *All-Terrain Vehicle (ATV) Program Participation and Hold-Harmless Agreement* for youth participating in the ATV Safety Course.

Your Troop Guide will take your unit on a tour of the main camp area. The tour will include the dining hall, where you will be shown your assigned table, how to enter for meals, as well as how to clean up and dispose of trash after meals.

Medical Recheck

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

- Provide a copy of the *Annual Health and Medical Record* (Parts A, B1, B2, and C) for all attendees.
- 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 Scouting America requirements.



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

1. medications being taken by each 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.

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 designated adult 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 an attached vehicle, outside your campsite in a location identified by camp staff. 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 other units. 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.

During your Stay at Camp

Policies

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 at 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.

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 e-bikes, scooters (of any kind), hoverboards, skateboards or similar wheeled items at LPSR.

It is our expectation that everyone follows 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 the tires are fully inflated, and the 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 out 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 and bring it to the Administration Building.

Liquid or propane fuels are to be used only under adult supervision. 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 Scouting America 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 animals. 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 them 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

Each campsite is assigned to a specific bathhouse. A chart of bathhouse assignments and a 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" items will be kept at the Administration Building. Please take only what belongs to you. After camp has ended, 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, are 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 with the opportunity to discuss upcoming activities, sign up for various activities, solve problems, 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, a variety of classes will be available for the leaders during Summer Camp. They may vary from week to week, depending on instructor availability. Some classes are offered free of charge; others have an associated fee. Some will require you to sign up in the registration system, some won't.

Introduction to Outdoor Leader Skills (IOLS)

This hands-on program gives adult leaders a practical introduction to the patrol method of a Scout-led troop by teaching many of the practical outdoor skills they need to lead Scouts in

the outdoors. In addition, the teaching methods, activities, and games model the variety of teaching used in effective and engaging Scouting programs.

Introduction to Outdoor Leader Skills (IOLS) is required position-specific training for Scoutmasters and Assistant Scoutmasters.

This training will take place on Days 2 and 3 of Winter Camp. Please plan to spend the entirety of these days in the Commissioner Area.

There is no fee for this course.

Wilderness and Remote First Aid

Designed for Scouts and leaders, outdoor enthusiasts and anyone who works or spends time in remote environments, this course teaches advanced skills to be used in emergencies when help from professional first responders may be far away. Based on the Boy Scouts of America Wilderness First Aid Curriculum and Doctrine Guidelines



**American
Red Cross**

Adult CPR/AED certification is required to complete Wilderness and Remote First Aid certification.

Registration for this course is required. There is a \$150 fee for this course that will be held periods 4 and 5 on Day 1, periods 1 through 5 on Day 2, and periods 1 through 3 on Day 4.

CPR/AED Certification

Get CPR/AED certified and learn how to help when it's needed most.

Registration for this course is NOT required. There is a \$25 fee for this course.

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 people trained to handle minor accidents or illnesses. 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.

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 and/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.

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 class periods will be held. For Days 2 and 3, all five class periods will be held – three in the morning and two in the afternoon. On Day 4, the morning class 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.

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.

Dietary options will be provided for those with the following restrictions/needs:

- Gluten-free
- Vegetarian
- Chicken Only (no beef, no pork)

Please indicate your dietary preference in the registration system. A selection can be made by clicking the "Update Information" button for each participant (youth or adult).

Refrigerators/Freezers and microwaves are available for individuals with special dietary needs not met with the options offered above. Food items should be in Ziploc-style bags labeled and dated with the individual's name and unit number. All Scouts must be accompanied by an adult when getting food in the dining hall serving area.

Camp Schedule

Time	Activity
7:00 a.m.	Breakfast
7:50 a.m.	Flag Ceremony, except Day 4
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, except Day 4
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
6:00 p.m.	Dinner
7:00 p.m.	Evening Program
10:30 p.m.	Taps – Lights Out

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) Order of the Arrow (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 (Tower) 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 (Tower) Closing Campfire
Day 4	7:50 – 8:50 a.m. 9:00 – 10:00 a.m. 10:10 – 11:10 a.m. 12:00 p.m.	1 st Class Period 2 nd Class Period 3 rd Class Period 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 Programs Detail

New merit badge offerings for Winter Camp 2025!

- American Business
- American Labor
- Art
- Chess
- Collections
- Crime Prevention
- Energy
- Insect Study
- Oceanography
- Sustainability
- Theater

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

Eagle Quest

This is now an **all-day program** offered for Scouts in their first year in the Scouts BSA program. Their time there will be spent focused on basic Scouting skills and having FUN!!!

Eagle Quest concentrates on several skill areas; first aid, knots, knife and ax use and safety, and fire making. If time permits additional requirements will be explored. Based on the selected track, **Scouts will also earn the First Aid or Emergency Preparedness merit badge.**

Remember, the First Aid merit badge is a prerequisite for Emergency Preparedness.

What a great way for your Scouts to start their time in the Scouts BSA program.



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, 3acd, 4, 6, 8ab, 9ab Cooking and tools, navigation, nature, citizenship, and personal safety awareness.
	Requirements 3, 4, and 7 Knots, orienteering, first aid.
	Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning the Emergency Preparedness merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency. Eagle-Required.
	First aid—caring for injured or ill persons until they can receive professional medical care—is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life. Eagle-required.

Eagle-Required Academy

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

Merit Badge/Award	Details
	In Citizenship in the Community, Scouts will learn how a nation is a patchwork of communities that differ from each other and may be governed differently. But regardless of how local communities differ, they all have one point in common: In the United States, local government means self-government. Good citizens help to make decisions about their community through their elected local officials. Eagle-required. Partial.
	As Scouts fulfill the requirements for the Citizenship in the Nation merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens. Eagle-required.
	Realize the benefits of diversity, equity, inclusion, and ethical leadership with the Citizenship in Society merit badge. Scouts will research any individual who has demonstrated positive leadership while making an ethical decision, explain what options the leader had when faced with a problem, why they believe they chose their final course of action, and the outcome of the leader's decision. Eagle-required.
	Scouts who earn the Citizenship in the World merit badge will discover that they are already a citizen of the world. How good a citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries. Eagle-required.
	This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication." Eagle-required. Partial.

Merit Badge/Award	Details
	Personal Fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities. Eagle-required. Partial.
	Personal Management is about mapping a plan for your life that will involve setting short-range and long-range goals and investigating different ways to reach those goals. Education, training, and experience all help make your goals become a reality. To achieve your goals, you will choose the best path and make a commitment to it, while remaining flexible enough to deal with changes and new opportunities. Eagle-required. Partial.

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.



Merit Badge/Award	Details
	Earning the American Business merit badge can help Scouts learn practical business matters that will be useful throughout life. Learning how businesses function will help you understand society and uncover a number of career options.

Merit Badge/Award	Details
	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. Offered as a “combo” with American Heritage .
	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. Offered as a “combo” with American Cultures .
	While working on the America Labor merit badge, Scouts will learn how labor movement in America seeks to ensure that the civil rights of laborers are protected in the workplace, especially in regard to wages, hours, and working conditions.
	The Art merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art.
	Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day’s fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends. Scouts will be provided needed materials.
	Chess is among the oldest board games in the world, and it ranks among the most popular games ever created. Chess is played worldwide—even over the Internet. Players meet for fun and in competitions, everywhere from kitchen tables and park benches to formal international tournaments.

Merit Badge/Award	Details
	Discover how collecting can be an educational and financially rewarding pastime with the Collections merit badge. Scouts will prepare a brief written report, give a detailed description, and explain the development of their collection while demonstrating the knowledge of preserving and displaying their most prized possessions.
	Crime Prevention , which can be as simple as reducing the opportunities for crime to occur, is far less costly than apprehending and bringing legal action against those who break the law, and it helps save people from the anguish of being victims.
	Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge. Cycling is a daily two-period class. Eagle-Required. Partial.
	
	The ability to use fire safely is essential to human survival. By earning the Fire Safety merit badge, Scouts will learn to uses fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety. Partial.

Merit Badge/Award	Details
	Fishing is one of Scouting's essential skills and teaches Scouts to feed themselves, their troops, and their families. In their pursuit of the Fishing Merit Badge, Scouts will demonstrate how to use fishing equipment properly, tie various fishing knots, identify natural fishing baits and artificial lures, and explain safety practices to follow while fishing.
	Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.
	Golf is unique because the players police themselves. Other sports depend upon referees or umpires to apply penalties when there are infractions of the rules. In golf, every player is expected to act honorably, and the welfare and integrity of the game relies on every player's honesty. This is why golf often is referred to as a "gentleman's game."
	Option 2: Disc Golf
	Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. In Indian Lore , learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.
	Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.
	Additional leatherwork projects are available for purchase at the Trading Post.

Merit Badge/Award	Details
	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. This is a physically demanding merit badge requiring repetitive strikes with a hammer. Bring boots that cover your ankle, a long-sleeved shirt, and long pants. Metalwork is a daily two-period class. Option 4: Blacksmith 
	Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.
	The Signs, Signals and Codes merit badge covers a number of the nonverbal ways we communicate: emergency signaling, Morse code, American Sign Language, braille, trail signs, sports officiating hand signals, traffic signs, secret codes and more.
	In Textile, Scouts will learn how people use countless fibers and fabrics in their everyday lives: clothes, carpets, curtains, towels, sheets, upholstered furniture. Add to that list boat sails, book bindings, bandages, flags, sleeping bags, mailbags, airbags, seat belts, backpacks, parachutes, umbrellas, basketball nets, and more.

Merit Badge/Award	Details
	While earning the Theater merit badge, Scouts will learn to appreciate live performances as members of the audience as well as go behind the footlights to see the view from the other side. Much more goes on in theater than ever meets the audience's eye.
	As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity. Additional wood carving projects are available for purchase at the Trading Post.

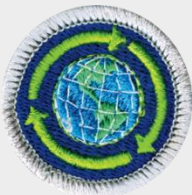
Nature – Environment – Conservation (Nat-E-Con)

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

Merit Badge	Details
	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. The merit badge requires additional night activities; observation requirements may not be possible to complete if the weather is cloudy.
	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.
	While earning the Energy merit badge, Scouts will learn how saving, producing, and using energy wisely will be critical to America's future. If we are to leave future generations with a world in which they can live as well or better than we have, Scouts and other potential leaders of tomorrow must begin the hard work of understanding energy and the vital role it will play in the future.

Merit Badge	Details
	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. Eagle-required.
	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.
	In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide humans and come to understand that people have a very large part to play in sustaining the health of forests.
	In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.
	Get back to Nature! There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.
	The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. In working on the Oceanography merit badge, Scouts will find that to study the oceans is to study Earth itself.

Merit Badge	Details
	Kids always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Taking the Reptile & Amphibian Study merit badge will help Scouts develop knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency. Partial.
	In Soil and Water Conservation, Scouts learn that conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.
	Discover the why and how we explore space. Learn about current and historic space systems along with how they work. Design a future station to survive in other worlds. In Space Exploration, gain hands-on experience in building and launching model rockets. Finish your studies learning about the careers that make space exploration possible.

Merit Badge	Details
	Learn to reduce waste and teach sustainable practices to others so you can help conserve Earth's resources with the Sustainability merit badge. Scouts will develop and implement a plan to reduce their water usage, household food waste, and learn about the sustainability of different energy sources, including fossil fuels, solar, wind, nuclear, hydropower, and geothermal. Eagle required.

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.

Merit Badge	Details
	Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too. Eagle-required. Partial.
	Cooking is a great course for those extra-hungry Scouts and represents an excellent experience for any scout. This merit badge requires some cooking on the trail and at home. Parts of requirement 4 will not be completed at camp. Cooking is a daily two-period class. Eagle-required. Partial.
	Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning the Emergency Preparedness merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency. Eagle-Required.

Merit Badge

Details



First Aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.

First Aid is a daily two-period class.

Eagle-Required.



Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

Orienteering is a daily two-period class.

Merit Badge

Details



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.

Pioneering is a daily two-period class.



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.



In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of **Wilderness Survival** can help make everything right again.

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. The scheduled course time is used for instruction. Scouts may also attend the Open Archery, Open Rifle, and Open Shotgun times scheduled each day to practice and work on qualifying.

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. Preference will be given to Scouts whose troops have pre-registered and provided merit badge selections in advance. Please be understanding if you are asked to change your schedule because the class is already full – this is necessary to provide quality experiences for all.

Please note that a charge for program supplies will be collected for Shooting Sports merit badges. These fees will be tallied by the registration system during merit badge selection. If a fee is applicable, it will be detailed in the descriptions below.

Merit Badge	Details
	Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow—but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.
	This 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. Scouts must be at least 12 years old. Program Supply Fee - \$10



Merit Badge	Details
	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. Program Supply Fee - \$30

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 top 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. The class size is limited to eight 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.

Merit Badge	Details
	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. Scouts must be at least 13 years old. Climbing is a daily two-period class.



Older Scout Program and Leader Opportunities

ATV Safety Course

Participants practice basic safety techniques with hands-on exercises covering starting and stopping, turning (both gradual and quick), negotiating hills, emergency stopping and swerving, and riding over obstacles. Particular emphasis is placed on the safety implications relating to each lesson.



Additionally, the course develops safety knowledge and awareness through interactive activities and video. The course covers protective gear (like DOT-compliant ATV helmets), environmental concerns, riding strategies, and local laws. The course also offers participants the opportunity to practice basic riding skills in a controlled environment under the supervision of our licensed Instructors.

Scouts must receive parental permission, and turn in the **All-Terrain Vehicle (ATV) Program Participation and Hold-Harmless Agreement** at check-in. Got to the Key Resources section to download the form. Class size is set by the ATV Safety Institute based on the age of the participants.

Bring boots that cover your ankle, a long-sleeved shirt, and long pants.

Scouts 14 years and older can participate in the ATV Safety Institute beginning rider course. Based on availability, this course is available for adult leaders.

For adult leaders registering for the course, add your name to the waitlist for one of the ATV Safety Course classes offered to the Scouts. Youth on the waitlist will be prioritized, but there have been instances where there have been open slots.



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

Complete Angler Award

This emblem signifies a comprehensive understanding of fishing techniques, equipment, and safety practices. Scouts must meet various requirements, including mastering casting techniques, identifying different fish species, and understanding aquatic ecosystems.

Did you know... Lost Pines Scout Reservation Winter Camp offers all three merit badges needed to earn the Complete Angler award?

Merit badges needed:

- Fishing
- Fly-Fishing
- Fish and Wildlife Management



The 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.

Click [here](#) to download the Complete Angler Award recognition form.

End of Camp

Merit Badge Completion Reports

Each day adult leaders should check the 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.

After camp is over, senior camp staff will audit the “paper” advancement records from camp with what has been entered into the registration system. It takes a couple of weeks to complete this effort. Please be patient as we go through this process.

Checkout Process

Prior to checkout, each unit will be provided with 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 the Administration 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!

Packing Lists for Winter Camp

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 washcloths
- Soap and shampoo
- Comb, brush, mirror
- Personal medications
- Merit badge books
- Merit badge prerequisite work
- Scout Handbook
- Spending money

Optional Scout Equipment

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

Troop Equipment

- Dutch oven
- First Aid Kit
- Lanterns
- Portable stove
- Tarps
- Tools (i.e. bow saws, axes, shovels)
- Water jug

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.