

LOST PINES SCOUT RESERVATION



SUMMER CAMP 2026 LEADER GUIDE

Version 0



Revision Highlights

Version 0 Initial Release

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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 summer camp experience. With over forty merit badges, Eagle Quest, our first-year camper program, and many other opportunities, we offer something for everyone. Yes, that includes the leaders! We provide training sessions, nap time, internet, and a leader's dessert cookoff just to name a few.

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, your Scouts, or your guests 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 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 Summer Camp experience.

Yours in Scouting,

Toni Nelson

Camp Director

Lost Pines Camp Apparel!

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](#)

[Summer Camp 2026 Registration](#)

Miscellaneous Resources

[Capitol Area Council Refund Policy](#)

[Request for Campership Assistance](#)

Key Dates for Summer Camp

<u>Date</u>	<u>Details</u>
June 1, 2025	Registration opens
March 5, 2026	Registrant Contact Meeting (via Zoom)
March 22, 2026	First Payment window opens
April 15, 2026	Online merit badge selection opens at 7:00 p.m.
April 26, 2026	Second Payment window opens
May 7, 2026	On-Site Leader Meetings (via Zoom)
May 15, 2026	Texas Youth Camps Health and Safety Act Form due
May 23, 2026	Online merit badge selection closes
May 23, 2026	Registration closes
May 24, 2026	Late Fee applied (\$25) for those not fully paid
May 31, 2026	Summer Camp Week 1 starts
June 7, 2026	Summer Camp Week 2 starts
June 14, 2026	Summer Camp Week 3 starts
June 21, 2026	Summer Camp Week 4 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 Summer Camp experience you'll find anywhere!

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

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

- Aquatics
- Climbing
- Eagle Quest
- 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 Summer Camp experience at Lost Pines Scout Reservation has to offer!

Sessions

Beat the July heat! All sessions are completed before the end of June!

Session 1: May 31 through June 6
Session 2: June 7 through June 13
Session 3: June 14 through June 20
Session 4: June 21 through June 27

Fees

Scouts BSA Youth	\$375
Maverick Scout	\$400
Adult Participant	\$200
Partial Week Adults	\$35 per night

Midnight of May 23, 2026, is an important date and time 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	Maverick Scout	Adult
Deposit	At registration	\$25	\$100	\$25
1st Payment	3/29/2026 – 5/2/2026	\$200	\$200	\$75
2nd Payment	5/3/2026 - 5/23/2026	\$150	\$100	\$100

Mailing Address

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

Lost Pines Scout Reservation

Scout's Name / Troop Number

785 FM 1441

Bastrop, TX 78602

Emergency Telephone Numbers

Please note, the numbers below are for medical and family emergencies only. Parents are asked to use this number only for emergencies. 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

txtoni13@gmail.com

(512) 736-2806

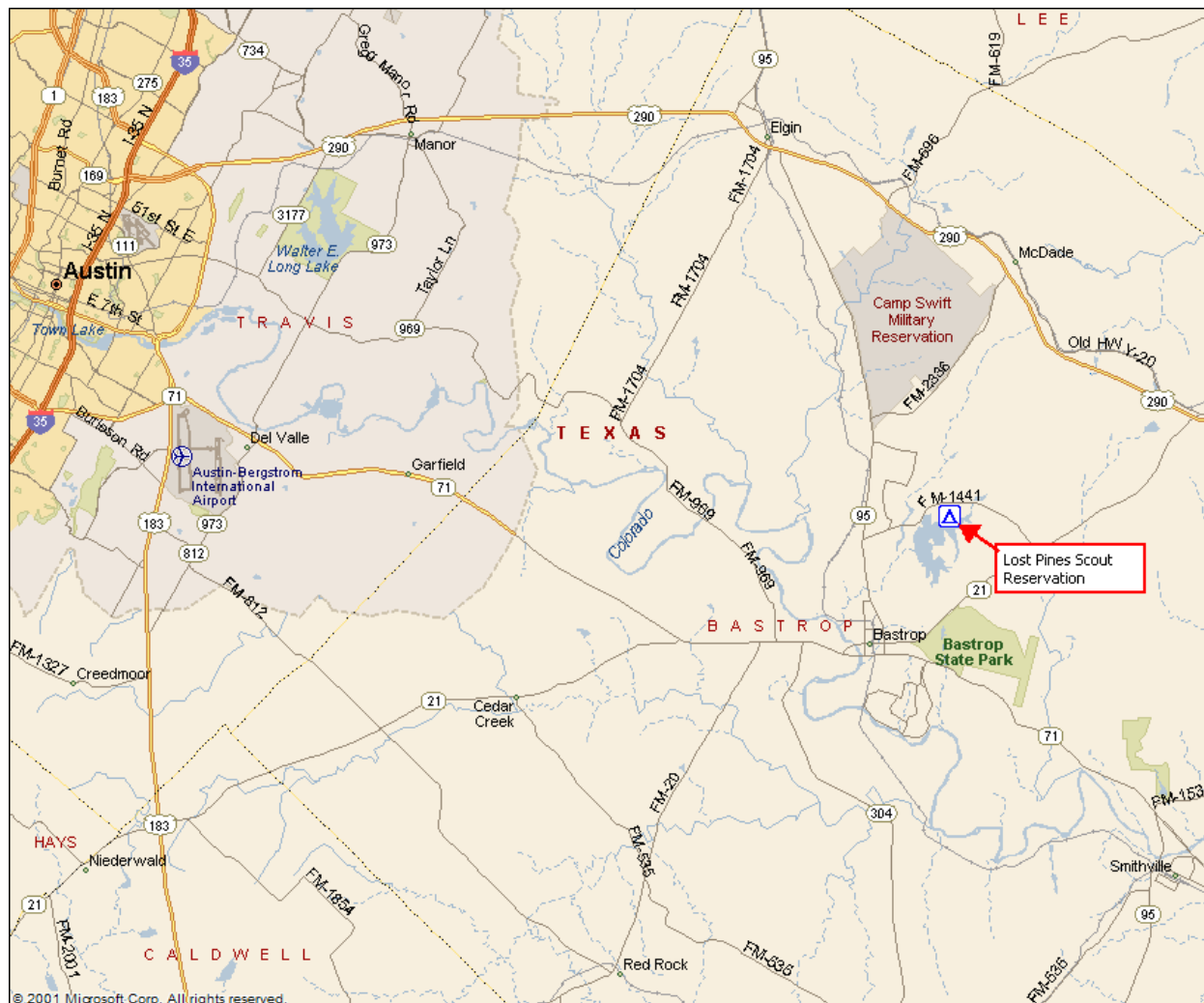
Director of Support Services

Ron Settele

ron.settele@scouting.org

(972) 822-0984

Map to Lost Pines Scout Reservation



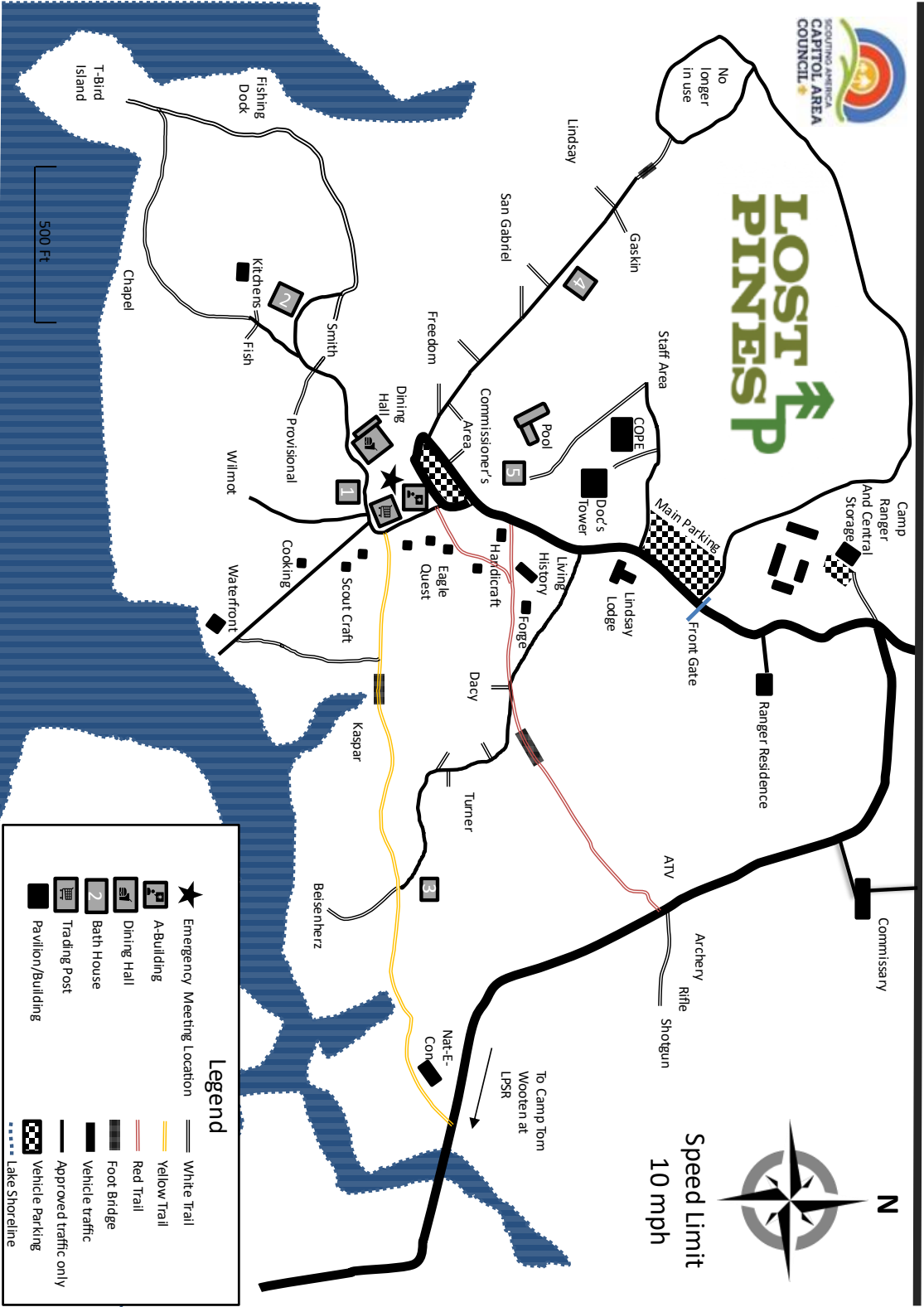
To reach Lost Pines Scout Reservation from Austin using Hwy 290:

- 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



Preparing for Camp

This guide is intended to provide important information to prepare leaders and Scouts for a safe and enjoyable Summer 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, Director of Support Services, at ron.settele@scouting.org.

Online Registration

Reserving Your Spot

Troops can access more information about Summer Camp, and register online, by going to <https://www.bsacac.org/activities/summer-camp/>. The following link will take you directly to the registration site <https://scoutingevent.com/564-LPSRSummer25>.

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 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
- Fish 1
- Gaskin
- Kaspar
- Kitchens
- Lindsay
- San Gabriel
- Smith

Electricity Usage Guidelines

Some of the campsites 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
- Poultry 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 April 15th 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-LPSRSummer26>. 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 May 16th 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 classes will only be permitted in rare circumstances. An example would be if a scout who does not pass the BSA Swimmer Test and is registered to take the Swimming merit badge. No changes will be made after 5:30 p.m. Sunday.

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.

Swim Test

Scouting America requires that ALL Scouts and adults wishing to participate in aquatics activities have completed a Swim Test within the last twelve months. All youth and adult participants are to be designated as swimmers, beginners, or nonswimmers based on swimming ability confirmed by standardized swim classification tests.



Swimmer Classification

Jump feetfirst into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stopping and must include at least one sharp turn. After completing the swim, rest by floating.

Beginner Classification

Jump feet first into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming, and return to the starting place.

Nonswimmer Classification

Anyone who has not completed either the swimmer or beginner tests is classified as a nonswimmer.

While we will offer these at camp check-in, you can save yourself time by completing this ahead of time. After administering the test, record the results in the [CAC Unit Swim Check Form](#) and bring it to camp. Be sure your test administrator signs the form and enters all necessary information.

Maverick Scouts (previously known as Provisional Scouts)

While it is preferred that Scouts attend summer camp with their Troop, we recognize that there are Scouts who would like to come to Lost Pines when their troop doesn't attend. These Scouts will be accommodated in Weeks 3 and later as Maverick Scouts. Maverick Scouts will be placed with other Maverick Scouts, and a staff member(s) who serves as the Scoutmaster(s) for the week of summer camp. They will be assigned to their own campsite with platforms and tents.

Maverick Scouts must register through the online registration system. A \$100 non-refundable deposit is required at the time of registration. The fee for individual (Maverick) Scouts is \$400. If a parent is attending camp with a Maverick Scout, they must be a registered leader with Scouting America and the \$200 leader fee will apply.

Troops who cannot meet the two-adult minimum requirement are encouraged to partner with another troop in advance to meet this requirement. Use this when registering for camp so that we can ensure partnering troops are placed in the same campsite. Registration may be denied when four or more Scouts from the same troop attempt to register as Maverick Scouts, as adult leadership is expected in this situation.

Camperships

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

Camperships cover up to 25% of the camp fee during Weeks 1 through 2, and up to 50% during Weeks 3 and later. Please use the [Request for Campership Assistance](#) to apply. **This form must be submitted to the Capitol Area Council office by April 15th.** 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, March 6th, starting at 6:30 p.m. and will be held via Zoom. The purpose of this meeting is to provide an overview, and answer any questions regarding the following:

- Payment Schedule
- Campsite Selection
- Your Roster
- Waitlist Processing
- Class Selections
- Parent Portal
- Paperwork... Paperwork...
- Advancement
- What's New!

<https://us06web.zoom.us/j/86782052764?from=addon>

Meeting ID: 867 8205 2764

Meeting for On-Site Leaders

An On-site Leader Meeting is scheduled for Thursday, May 15th, starting at 6:30 p.m., and will be held via Zoom. 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/83158403135?from=addon>

Meeting ID: 831 5840 3135

Arriving at Camp

Checking In

Camp check-in begins at 1:00 p.m. on Sunday afternoon and troops are asked to arrive before 3:00 p.m. Upon arrival at camp, please park all vehicles in the designated lot. Staff will be available to escort your troop's trailer to your campsite or assist in transporting gear for troops without a trailer.

Troop leaders must report to Lindsay Lodge for unit check-in and the Medical Lodge for medical recheck. At 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 Lodge 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 two books - one leader can handle the unit check-in with that book, and one leader can report to the Medical Lodge for medical re-check 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 (Youth Protection Training Certification, Texas Youth Camps Health and Safety Act Form)
- Verify proof of BSA membership for all participants
- Verify camp attendance (vs. registered)
- Turn in All-Terrain Vehicle (ATV) Program Participation and Hold-Harmless Agreement
- Turn in Unit Swim Check Form
- Sign up for flag ceremonies, grace before meals, and Scout's Own Worship Service

Following check-in, a staff Troop Guide will take your troop on a camp tour of the main camp areas. The tour will include the dining hall, where the Scouts will be shown their assigned table(s), 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 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 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.

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

Flag Retreat/Dinner

All troops 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 troop and wait for the ceremony to finish before proceeding. Troops are released from the flag assembly one at a time to go to the dining hall for dinner.

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

Troop Cracker Barrel

At 8:00 p.m. Sunday evening, your Troop Guide will bring snacks to your campsite and participate in cracker barrel with your unit. They will have information to share regarding breakfast, mile swim, adult leader training, troop challenges and other events taking place during the week.

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 camp parking lot.

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 troop during your summer 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 troop must be returned, or paid for, before you leave camp.

Recognition

Honor Troop

Honor Troop awards are being presented Friday night at the closing campfire. Criteria for achieving the Honor Troop award will be determined by the Program Director during Senior Patrol Leaders and Scoutmaster meetings. The primary criteria for earning the Honor Troop designation are the scores achieved on the daily campsite inspection.

It is recommended that the troop's daily score be posted on the troop bulletin board and/or announced during troop meetings. Scoring criteria will be provided at check-in.

Your Campsite

The troop's campsite arrangement and orderliness reflect upon the troop's standards. Living in a clean and well-organized site helps a scout feel pride in themselves and Scouting.

Listed below are aspects of a well-established troop campsite. A Camp Commissioner, and other troop leaders, will visit you and your site during the week. The Commissioner may share ideas with you about ways to improve your site. For your troop to win the Honor Troop award, your campsite should possess the attributes of a model site.

Model Campsite Checklist

- U.S. and Troop flags displayed with troop identification
- First aid kit available in a central location
- Campsite laid out with clear and safe traffic lanes
- Tents and flies pitched correctly, taut, and using proper knots

- Campsite clean — litter free; personal items stored, surfaces clean
- Trash bags emptied regularly (place in designated spot outside your bathhouse)
- Bulletin board with roster, fireguard chart, emergency procedures, schedule & program information posted
- Assigned bathhouse cleaning schedule
- Saw/axe yard separated from central site, marked, and adequate size (optional)
- Patrol flags or other markings so patrol areas are clearly identifiable

Your campsite is your home for the week so make it comfortable by bringing banners and flags to dress it up. Baden-Powell once said that the patrol was the secret of success in Scouting. There must be certain activities for which the patrol has complete responsibility such as camp craft, contest practice, camp improvement, hiking, basic instruction, and troop activities. Leadership development and an increase in Scout spirit are positive results from the use of the patrol method.



Tonkawa and Scoutmaster Challenges

The youth and adult leaders of each troop select the Honor Campers for their patrols near the end of the camp week. These campers should exemplify Scout spirit, a positive attitude, and should stand out from the other Scouts in the troop. Completion of the Tonkawa Challenge should be used as the baseline of all Honor Campers. The maximum number of honor campers for each troop is one per patrol.

The Tonkawa and Scoutmaster Challenges are designed to give all at LPSR a rounded camper experience. A distinctive patch will be awarded to each scout submitting the checklist for Tonkawa Challenge, and each adult submitting for the Scoutmaster Challenge to the Administration Building by Friday 2:00 p.m. Patches will be placed in the troop's check-out packet.

Other Things to Know

Bathhouse Cleaning

The campsite your troop is in determines which bathhouse you will use and are responsible for helping to keep it clean. The chart of the bathhouse assignments and cleaning schedule will be provided at check-in. Troops 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 A-Building. If damage from vandalism occurs, your troop could be financially responsible for the cost of repairs allocated between the troops 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 Fickett Center for 30 days before being donated to a charitable organization.

Trading Post and Cantina

Various handicraft kits and supplies are offered at the Trading Post, along with T-shirts, mugs, and literature such as handbooks and merit badge books.

Ask your Scouts to use discretion when buying drinks and candy at the Cantina. Please help us keep the drink containers, papers, and trash picked up.

The Trading Post and Cantina accept cash and major credit cards.

Bags and blocks 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

Scouting America policy requires two adult leaders over the age of 21 **MUST** always be on camp (leaders may rotate if necessary). Visit classes periodically to observe your Scouts. Check your mailbox in the Administration Building every morning and afternoon for status updates on your Scouts as well as any mail you may receive.

Watch your Scouts for dehydration. If they get headaches, are homesick, or aren't hungry – make them drink water. They are very likely to be dehydrated. Scouts should be drinking at least 8 ounces of water per hour. That's a full, one-liter water bottle between breakfast and lunch, and another between lunch and dinner.

Coffee, Tea, and Internet

With coffee and tea (hot and iced) 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 on Sunday. 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 troop leadership with the opportunity to discuss upcoming activities, sign up for various activities, problem solve, and learn more about summer camp at LPSR. **It is very important that one or more adult leaders from each troop be present at this daily meeting.** If possible, all adults should attend this meeting.

During this meeting, you will be asked to provide a head count for Tuesday night's Adult Leader Dinner and Friday's Family Dinner. It is important for us to have these numbers in advance to ensure we have enough delicious meals available.

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. Monday through Thursday. 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 troop be represented at this meeting each day.**

Adult Leader 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.

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.



There are two ways adult leaders can take the course:

1. Sign up for the Friday morning, "adults only" session. The ATV Safety Institute's online safety e-Course is a prerequisite. You must present the completion certificate at the start of class. There is no fee associated with the online training. Click the following link for access - [ATV Safety eCourse](#).
2. 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. **Completion of the safety eCourse is NOT required for this option.**

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



**American
Red Cross**

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.

Please register for this class. There is no fee for this course.

Wilderness and Remote First Aid

Designed for Scouts and scout 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

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

Philmont now requires that each crew have 3 participants who have completed Wilderness First Aid and 3 participants that have completed CPR training or hold a medical license.

Registration for this course is required. There is a \$150 fee for this 16-hour course.

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 troop leadership to provide transportation for troop member(s) to a doctor or hospital. Two adults from the troop should accompany the troop 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 troop 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, troops 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

Services

Please encourage Scouts to attend one of the available services offered on Wednesday at 5:00 p.m., before we retire the flags before dinner.

- Catholic Mass: Held in Lindsay Lodge
- Interfaith Service: Chapel (near Fish campsite)

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 five-day schedule. Classes are held in three sessions in the morning with two more in the afternoon, Monday through Thursday. Friday morning is make-up time for merit badge classes, and Friday afternoon there will be camp wide activities for all Scouts.

Troop Swim

Each Troop will have the opportunity for a "Troop Swim", by campsite. You will share the pool with other troops. To participate in Troop Swim, you must complete Safe Swim Defense training which is offered on Monday at 1:15 p.m. in the Dining Hall. This training will lay out ground rules for safety and determine leadership for each session. The troop must provide an over-21 adult, as well as additional designated lookouts for every ten swimmers.

It is recommended that you meet with the leaders of other troops that are swimming with you after the meeting to coordinate. The camp will provide one Aquatics staff member to assist with facility questions and ensure that troops are adhering to Safe Swim Defense. They do not act as lifeguards during troop swim. Please let the Aquatics Director know if you do not plan to take advantage of the troop swim. Your troop swim will conflict with other activities; and each unit will have to prioritize their time in this regard.

Troop Tower

Each Troop will have the opportunity for a "Troop Tower Night", by campsite. You will share the tower with other troops.

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.

Adult Leader Dinner and Dessert Competition

Tuesday evening, the adult leaders will be treated to a smoked prime rib roast dinner with all the fixin's. We will be accommodating those with dietary restrictions. So, don't let that stop you from attending.

What we won't be serving Tuesday night is dessert! That's where you come in! Make your favorite Dutch oven dessert and bring it to the dining hall for all to sample! Awards will be made at the closing campfire for the entry that "tickled the most taste buds."

Camp Schedules

Daily Schedule

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

All program areas are open Wednesday morning for “make-up” time. This will allow Scouts to spend time to catch up on merit badge requirements.

Wednesday afternoon has been reserved for camp-wide FUN, including a Cardboard Boat Regatta. Bring your supplies and build your boat at camp. The rules can be downloaded by clicking [here](#).

Schedule

Day	Time	Activity
Sunday	8:00 p.m.	Campsite Cracker Barrel with Troop Guide
Monday	7:00 – 8:30 p.m.	Adult Leader Action Archery Training
	7:00 – 8:30 p.m.	Adult Leader Open Rifle & Cowboy Action Shoot
	7:00 – 9:30 p.m.	Troop Tower
	7:00 – 9:30 p.m.	Troop Swim (two sessions)
	7:30 – 9:30 p.m.	Movie Night (Dining Hall)
Tuesday	6:00 p.m.	Adult Leader Dinner and Dessert Competition
	6:45 – 8:30 p.m.	Living History Night
	8:30 – 10:00 p.m.	Troop Swim (one session)
	9:00 p.m.	Astronomy Night (Lindsay Lodge)
Wednesday	7:00 – 9:00 p.m.	Action Archery
	7:00 – 9:30 p.m.	Nat-E-Con Night
	7:00 – 9:30 p.m.	Troop Tower
	7:00 – 10:00 p.m.	Troop Swim (two sessions)
	9:00 p.m.	Wilderness Survival Overnighter
Thursday	6:00 a.m.	SCUBA meets in Dining Hall
	7:00 p.m.	Volleyball Challenge
	9:00 – 10:00 p.m.	OA Brotherhood Ceremony & Ice Cream Social
Friday	6:00 a.m.	SCUBA and Cycling meet in Dining Hall
	9:40 a.m.	Collections Midway
	1:30 – 3:30 p.m.	Camp-Wide Fun
	3:10 p.m.	Collections Midway
	6:00 p.m.	Family Dinner
	7:45 p.m.	Closing campfire (Parade Ground)

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 Summer 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

Thursday night is the Order of the Arrow ice cream social. 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 Thursday, 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 Summer Camp. If there are members who meet these requirements but cannot attend Summer Camp, they are invited to come out Thursday night to take part in the ceremony. The cost will be \$16, which includes a sash.

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

Call-Out

Friday is the most exciting day at camp for OA members. This is the day of the weekly 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 summer 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 troop for summer 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 A-Building for the name of the Camp Chief and set up a time to meet.

Advancement and Programs Details

Eagle Quest

This is now an **all-day program** offered for Scouts in their first six months in the Scouts BSA program. Their time there will be spent focused on basic Scouting skills and having FUN!!! Eagle Quest concentrates on several scout skill areas; first aid, knots, knife and ax use and safety, and fire making. The Tenderfoot, Second Class, and First Class rank requirements covered at camp will depend on several factors and can vary from assigned patrol to assigned patrol.

Additionally, Scouts will have the opportunity to earn a pair of merit badges. Two different pairs of merit badges will be offered. Scouts can choose between the following options:

- **Eagle Quest A** offering Swimming and Woodcarving merit badges
- **Eagle Quest B** offering First Aid and Leatherwork merit badges

Eagle Quest A



To earn the **Swimming** merit badge, Scouts must be qualified as a "Swimmer" on their Swimmer Test. Those who do not pass the Swimmer Test prior to, or at the beginning of, camp, will get Swim Instruction until they are able.

Eagle-Required



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.

Eagle Quest B



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






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.

Aquatics (Pool)

Aquatic facilities are for the use of registered campers and adult leaders only. Each camper is required to take a swim test either before camp or during check in (swim check) to determine his swim classification. Scouts taking any aquatics merit badge or program other than Swim Instruction must be classified as a "swimmer".

Merit Badge or Program	Details
Swim Instruction	This class is aimed at Scouts who were classified as "Non-swimmers" or "Beginners" in the swim check. This basic swimming instruction is intended to build confidence and skill, with the goal of getting the scout to the point of being able to pass the swim check. <i>This is <u>not</u> a merit badge.</i>
	<p>Lifesaving is a very challenging merit badge, which requires a strong swimmer. You'll need to swim continuously for 400 yards using each of the following strokes in a strong manner for at least 50 continuous yards: front crawl, sidestroke, breaststroke, and elementary backstroke before Scouts start the merit badge, so make sure they are in good shape. Prerequisite: Must already have completed Swimming merit badge Requirement 2a.</p> <p>Lifesaving is a daily two-period class.</p> <p>Eagle-Required.</p>

Merit Badge or Program	Details
	The Mile Swim is recommended only for strong swimmers – requires additional practice time daily. Must be classified as a “Swimmer”. To complete the Mile Swim, Scouts must report to the pool each day before breakfast; they will start with shorter distances to gain strength and to practice, with the aim of achieving a mile on Thursday. <i>This is <u>not</u> a merit badge.</i>
	The SCUBA merit badge can be completed at Lost Pines. This class also includes PADI Open Water Diver certification. Participants will be in the pool each morning on Monday, Tuesday, and Wednesday. Thursday and Friday mornings, the participants will go off camp to conduct their open water certification dives. Minimum age: 13
	Snorkeling BSA is recommended for strong swimmers. This program will instruct Scouts in the skills needed to safely snorkel in open water. <i>This is <u>not</u> a merit badge.</i>
	To take the Swimming merit badge, Scouts must be qualified as a “Swimmer” on their BSA Swimmer Test. Swimming merit badge can be completed at camp if all the skills are demonstrated. Eagle-Required.

More on the SCUBA Merit Badge

Lost Pines Scout Reservation is proud to offer the SCUBA merit badge, with PADI Open Water Diver certification. This program is available for Scouts 13 years and older by the start of the camp session they attend. A limited number of slots will be open to adults wishing to become PADI-certified.

Scouts will be in the LPSR pool during the morning sessions on Monday, Tuesday, and Wednesday. On Thursday and Friday mornings, participants will be transported offsite for their open water dives.

There is an additional program fee of \$550 associated with this program. **Participants must prepay their SCUBA program fee by the final deadline of May 1st.** Participants will be contacted by the instructor and will be provided with course material that needs to be read/reviewed prior to arriving at camp.

In addition to the BSA Annual Health and Medical Record, SCUBA participants must download, and complete the [SCUBA Diving Medical Form](#). Please note that this form requires the signature of a parent/guardian and physician.

The following registration information is required for each SCUBA participant.

- Parent/Guardian Name
- Parent/Guardian Email Address
- Parent /Guardian Phone

Aquatics (Waterfront)

Lost Pines offers an array of merit badges: Canoeing, Motorboating, Rowing, Small Boat Sailing, and Kayaking. In addition, we offer Stand Up Paddle Board, a BSA Aquatic award. All Scouts must be classified as a "Swimmer" to participate in the class.







Merit Badge/Award	Details
	While canoeing on Lake Bastrop is great fun, it can be difficult for younger, smaller Scouts as physical strength is needed. When working on the Canoeing merit badge, Scouts should plan for an additional hour of practice daily during open boating time. Scouts must be classified a "Swimmer" and should have at least some previous canoeing experiences.
	Kayaking merit badge is offered at Lost Pines and Scouts must be classified as a "Swimmer" to participate. While kayaking on Lake Bastrop is great fun, it can be difficult for younger, smaller Scouts as physical strength is needed. Scouts should plan for an additional hour of practice daily during open boating time.
	Scouts must be classified as a "Swimmer" to earn the Motorboating merit badge. Learn how to steer small boats with outboard motors, properly coming alongside the dock and more. Minimum Age: 13
	The BSA Stand Up Paddleboarding award introduces Scouts to the basics of stand up paddleboarding (SUP) on calm water, including skills, equipment, self-rescue, and safety precautions. This award also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation. <i>This is <u>not</u> a merit badge.</i>




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.
	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.
	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.
	<p>The size of the Cycling merit badge class is restricted due to the bikes and equipment required. If the class is full additional Scouts can be added if they bring their own bike and helmet. Requires a 22-mile ride in six hours on Friday morning.</p> <p>Cycling is a daily two-period class.</p> <p>Eagle-Required.</p>
	<p>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.</p> <p>Partial.</p>
	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.

Merit Badge/Award	Details
	<p>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."</p> <p>Option 2: Disc Golf</p>
	<p>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.</p>
	<p>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.</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 the blacksmith option. This is a physically demanding merit badge requiring repetitive strikes with a hammer.</p> <p>Metalwork is a daily two-period class.</p>
	<p>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.</p>
	<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>

Merit Badge/Award	Details
	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.
	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.


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

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

Merit Badge/Award	Details
	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.
	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.
	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.




Merit Badge/Award	Details
	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.
	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 the wildlife – both animals and fish. While earning the Fish and Wildlife Management merit badge, learn how you can put these practices in place, projects at camp and in your own backyard. Offered as a "combo" with Nature .
	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 to 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! Learn about the natural world all around us – plants, animals, insects, spiders and more! Offered as a "combo" with Fish and Wildlife Management .


Merit Badge/Award	Details
	<p>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.</p>
	<p>Kids always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing 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.</p> <p>Requirement #8 of the Reptile and Amphibian Study merit badge cannot be completed at camp.</p>
	<p>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.</p>
	<p>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.</p> <p>Program Supply Fee - \$10</p>
	<p>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.</p> <p>Eagle required.</p>

Merit Badge/Award	Details
	Meteorology is the study of the earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

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
	<p>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.</p> <p>Requirement 9b6 can be completed during 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 on the trail and at home. Parts of requirement 4 will not be completed at camp.</p> <p>Cooking is a daily two-period class.</p> <p>Eagle-Required.</p> <p>Program Supply Fee - \$10</p>
	<p>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.</p> <p>Eagle-Required.</p>

Merit Badge	Details
	<p>Completing all the first-aid requirements for Tenderfoot, Second Class, and First Class are a prerequisite. The first session is a 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>
	<p>The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth—a hiding place you can find using a GPS unit.</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 troop 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. 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 troop has 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.


Action Archery for Scouts Wednesday night



Dinosaurs roaming the woods at LPSR? Only at the Action Archery range on Wednesday nights during summer camp!

The first 36 Scouts who sign up (individually) at the A-Building can participate in the shoot. Participants must be enrolled in the Archery merit badge (and have instructor approval) or have previously earned the badge. The event is held at 7:00 p.m. on Wednesday.

On Monday nights, we are asking every troop to send one adult to the archery range orientation so that they can assist in supervision of the action archery shoot on Wednesday night. The Monday training will run for an hour, and, as a bonus, the leaders will get an opportunity to experience shooting a few targets on the range themselves.

In addition, there is an open shoot for adult leaders on Monday nights during summer camp. The rifle and shotgun ranges will be open from 7:00 p.m. until dusk for leaders to come to the rifle and shotgun ranges and try their skills. Never shot before? No problem. We will have trained NRA rifle and shotgun instructors on hand to help you. The best shot each night will receive a "Top Shot" certificate. This may be your opportunity to help your troop get more involved.


Merit Badge	Details
	Archery is great fun – some experience with previous range time and skill is desirable. Earning the merit badge includes achieving a certain score on a series of targets, which usually takes considerable time.

Merit Badge	Details
	<p>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.</p> <p>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.</p> <p>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 climbing? 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. 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.

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.</p> <p>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

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. 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

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.

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.

Any requirements not completed at camp become the responsibility of the troop 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 troop records in writing so it can be filed with the other records.

Family Night Dinner

Each Friday night at 6:00 p.m., parents and family members are encouraged to take part in a Family Dinner and Campfire. The cost for the dinner will be \$10 for adults and \$5 for children under 11 years of age. **Please go to the Administration Building to inform us how many will be attending the dinner by Wednesday.** All guests must check-in at A Building upon arrival and pay for their dinner. Please plan to arrive before the flag ceremony at 5:45pm.

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.

Saturday morning, when your troop 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 troop to finish the checkout process.

Once your campsite and bathhouse are clean, make a quick trip to Administration Building to check your mailbox one last time, turn in your Scout and Adult Leader Survey forms, make reservations for next year, pick up your patches for Scouts and paid adult leaders as well as any Tonkawa Challenge and Scoutmaster Award of Merit patches earned by members of your Troop.

While you are at Administration 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 Troop medical forms. Any medical forms left at camp will be shredded for privacy protection. In addition, please make sure you pick up medication, Epi-Pens or inhalers that were given to the camp Health Officer.

Scout's Packing List for Summer Camp

Individual Scout Equipment

- Scout uniform and belt
- Socks and Scout socks (7 or 8 pairs)
- Shorts and Scout uniform shorts
- T-shirts (no tank tops) (2 or 3)
- Sturdy shoes or hiking boots
- NO CROCS or SANDALS
- Water shoes
- Cap/Hat for sun protection
- Underwear
- Pajamas or sleeping clothes
- Sleeping bag or two (2) blankets and sheet
- Pillow
- Cot
- Personal first aid kit
- Poncho or rain jacket
- Towels and washcloth
- Soap and shampoo
- Toothbrush and toothpaste
- Comb, brush, and mirror
- Flashlight and extra batteries
- Pocketknife and "Totin Chip"
- Insect repellent (non-aerosol)
- Swimsuit (one-piece suit for girls/women)
- Sunscreen
- Scout BSA handbook
- Water bottle or canteen and cup
- Spiral notebooks
- Pen or pencils
- Merit badge prerequisite work
- Spending money

Optional

- Backpack
- Fishing rod and tackle
- Camera
- Bible or prayer book
- Work gloves
- Dirty clothes bag
- Combination lock
- Mosquito netting
- Watch

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

For the **ATV Safety Course**, bring boots that cover your ankle, long sleeved 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 always worn unless you are in your tent, at the pool, or in the shower.

Important Links

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

[Annual Health and Medical Record](#)

[Annual Health and Medical Record Information and FAQs](#)

[CAC Unit Swim Check Form](#)

[CAC Refund Policy](#)

[Cardboard Boat Regatta Rules](#)

[Register for Camp](#)

[Request for Campership Assistance](#)

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

[Tonkawa Lodge Website](#)



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