

LOST PINES SCOUT RESERVATION



SUMMER CAMP 2027 LEADER GUIDE

Version 1.0



Revision Highlights

Version 1.0 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

Key Resources

Safety Resources

[Emergency Action Plan for CAC Camps](#)

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

[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](#)

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

Program Resources

[CAC Swim Classification Record](#)

[Cardboard Boat Regatta Rules](#)

[Complete Angler Award](#)

[Merit Badge Requirements](#)

[Summer Camp 2027 Registration](#)

[Tonkawa Lodge](#)

Miscellaneous Resources

[CAC Refund Policy](#)

[Request for Campership Assistance](#)

Key Dates for Summer Camp

<u>Date</u>	<u>Details</u>
August 1, 2026	Registration opens
March 4, 2027	Registrant Contact Meeting (via Zoom)
April 15, 2027	Online merit badge selection opens at 7:00 p.m.
May 6, 2027	On-Site Leader Meetings (via Zoom)
May 15, 2027	Texas Youth Camps Health and Safety Act Form due
May 29, 2027	Online merit badge selection closes
May 29, 2027	Registration closes
May 30, 2027	Late Fee applied (\$25) for those not fully paid
June 6, 2027	Summer Camp Week 1 starts
June 13, 2027	Summer Camp Week 2 starts
June 20, 2027	Summer Camp Week 3 starts
June 27, 2027	Summer Camp Week 4 starts

General Information

Welcome to Lost Pines Scout Reservation (LPSR)!

Nestled on nearly 542 acres along the northern shores of Lake Bastrop, LPSR is home to the tallest climbing tower in Texas, outstanding catfish and largemouth bass fishing, and one of the finest Summer Camp experiences you'll find anywhere.

Our goal is to provide a dynamic Summer Camp program that complements the year-round Scouting experience offered by every Scouts BSA unit. We are committed to creating a memorable, mountaintop experience for every participant in the heart of the beautiful Lost Pines Forest of Central Texas.

LPSR features six exciting program areas, each offering a variety of merit badges taught by dedicated Scouts and Scouters who are passionate about helping youth advance along their trail to Eagle. Our program areas include:

- Aquatics
- Climbing
- Living History
- Nat-E-Con
- Scoutcraft
- Shooting Sports

In addition to these program areas, we offer an ATV Safety Program for experienced Scouts and adult leaders, along with a variety of training opportunities designed specifically for adult volunteers.

Whether you're attending to earn merit badges, develop new skills, or simply enjoy the outdoors with fellow Scouts, we encourage every participant to take full advantage of everything Lost Pines Scout Reservation has to offer. We look forward to making your Summer Camp experience both rewarding and unforgettable!

Sessions

Session 1: June 6 through 12
Session 2: June 13 through June 19
Session 3: June 20 through June 26
Session 4: June 27 through July 3

Fees

Scouts BSA Youth	\$400
Maverick Scout	\$425
Adult Participant	\$225
Partial Week Adults	\$40 per night

Midnight of May 30, 2027, is an important date and time to remember as it is a deadline for the following:

- Online 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	4/4/2027 – 5/8/2027	\$200	\$200	-
2nd Payment	5/9/2027 - 5/29/2027	\$175	\$125	\$200

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

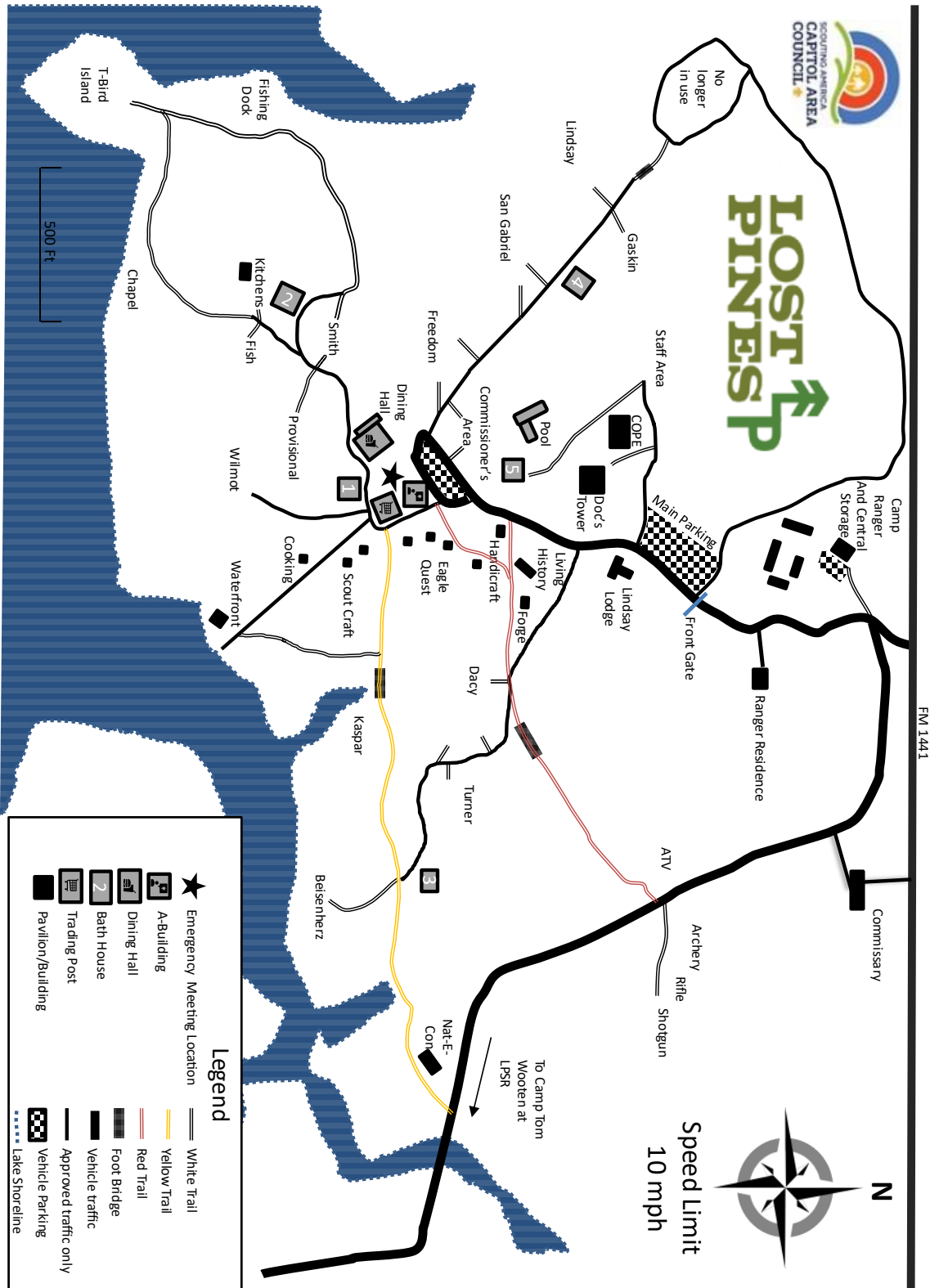
Toni Nelson
txtoni13@gmail.com
(512) 736-2806

Director of Support Services

Ron Settele
ron.settele@scouting.org
(972) 822-0984



Map of Lost Pines Scout Reservation



Preparing for Camp

This guide contains important information to help leaders and Scouts prepare for a safe, successful, and enjoyable Summer Camp at Lost Pines Scout Reservation.

While we have made every effort to provide comprehensive information, you may still have questions. If you need additional assistance or have an urgent question before camp, please contact Ron Settele, Director of Support Services, at ron.settele@scouting.org. We are happy to help and look forward to welcoming you to Summer Camp!

Online Registration

Reserving Your Spot

Units can find additional information about Summer Camp and register online by visiting <https://scoutingevent.com/564-LPSRSummer2027>.

When making your reservation, please estimate as accurately as possible the number of youth and adults who will attend. A non-refundable \$25 deposit per participant is required at the time of registration. Additional participants may be added at any time, subject to program and campsite availability. Once capacity is reached, a waitlist will be available.

If you need to remove a youth or adult from your reservation, you must complete the refund request form on the Capitol Area Council Refund Policy page (<https://www.bsacac.org/refund-policy/>). Scroll to the bottom of the page and submit the form.

Selecting a Campsite

Lost Pines Scout Reservation (LPSR) offers campsites with platform tents for your unit's use during Summer Camp. Tents are available for \$10 per tent, and units should plan for two participants per tent.

Please remember that, in accordance with Scouting America policy, youth and adults may not share a tent. In addition, youth sharing a tent must be no more than two years apart in age.

During registration, you will be asked to rank your preferred campsites. Every effort will be made to assign your unit to one of your preferred locations; however, campsite assignments are based on availability. To maximize camp capacity, smaller units should expect to share a campsite with another unit.

Campsites with tents include:

- Dacy
- Fish 2
- Freedom
- Maverick (previously known as Provisional)



- Turner
- Wilmot

Please note that while Lost Pines Scout Reservation provides tents in designated campsites. Cots and other sleeping equipment are not provided. Participants are responsible for bringing their own sleeping bags, sleeping pads, cots, or other personal sleeping gear.

Units that prefer to use their own tents should reserve a campsite where LPSR tents are not provided. The following campsites are available for units bringing their own tents:

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



Electricity Usage Guidelines

Most campsite pavilions at Lost Pines Scout Reservation are equipped with electrical power for unit use. The following campsites have electricity available:

- Beisenherz
- Dacy
- Freedom
- Gaskin
- Kaspar
- Kitchens
- Lindsay
- Maverick (previously known as Provisional)
- San Gabriel
- Smith
- Turner

For the safety of all campers, **extension cords may not be run through campsites or between campsite structures.** Participants who require a CPAP machine must power it with a portable battery power supply.

Electronic devices, including laptops, tablets, cell phones, and portable battery power supplies, may be charged at the Administration Building and the Dining Hall using the charging stations and power strips provided.

To minimize noise, exhaust, and safety hazards, generators are not permitted anywhere on Capitol Area Council properties.

Dietary Needs

Lost Pines Scout Reservation (LPSR) is committed to providing meal options that accommodate the dietary needs and restrictions of our campers. Whenever possible, appropriate alternatives are available with each meal.

Upon request, the following dietary accommodation can be provided:

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

When registering your unit online, please identify all participants who require dietary accommodation. In the "Update Information" section of the registration system, use the available selection options to indicate each participant's dietary needs.

While we make every effort to accommodate a wide variety of dietary restrictions, we are unable to meet every need (such as certain egg or dairy allergies). Campers who require specialized meals that cannot be provided by camp are welcome to bring their own food.

For your convenience, microwave ovens and refrigerators/freezers are available in the Dining Hall for storing and preparing food brought from home. Please clearly label all stored food items with the participant's name and unit number.

Merit Badge Selection

It's never too early to start planning for Summer Camp! Before registration opens, ask each Scout which merit badges they would like to earn and have them rank their choices in order of preference.

Collecting a prioritized list from every Scout before registering your unit will make the merit badge selection process in the online registration system much faster and easier. It will also help ensure that each Scout is enrolled in the classes that best match their interests and advancement goals.

Merit badge selections for all sessions 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.

Review the Advancement and Program Detail section of the registration site to see the merit badges and programs being offered. Pay close attention to any age prerequisites, rank requirements, or requirements that cannot be completed at camp. Merit badge classes fill quickly, so register your Scouts as early as possible.

Be sure to review the Class Schedule, available under the Attachments section of the registration website (<https://scoutingevent.com/564-LPSRSummer2027>). This schedule shows when each merit badge is offered and is an excellent planning tool when helping Scouts prioritize their class selections.

Another helpful resource is the Class Attendee Counts report, also located in the Attachments section. This report provides a real-time snapshot of each merit badge class and the number of seats still available.

Online merit badge selection closes on May 29 at 11:59 p.m. After that time, all requests to add, change, or remove merit badge registrations must be submitted to Ron Settele, Director of Support Services, 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 registration feature that allows the Registration Contact to give parents access to only their Scout's portion of the reservation. Through Parent Portal, parents can make payments, update required information, and complete data entry for their Scout. Use of this feature is **highly recommended** to simplify the registration process for both unit leaders and families.

To activate Parent Portal, access your reservation and click "Additional Actions" in the Registration Contact section. Then select "Parent Portal" from the dropdown menu.

The [Parent Portal FAQ](#) is an excellent resource and provides additional guidance on setting up and using this helpful feature.

Paperwork

Adult Leaders

In accordance with Scouting America policy, a minimum of two registered adult leaders, age 21 or older, must be present with the unit at all times while at camp. Additionally, units serving female youth must have at least one registered female adult leader, age 21 or older, present at all times.

If an adult leader will only attend a portion of the Summer Camp session, they should register as "Adult Partial Week" and indicate the specific nights they will be staying at camp. This information helps us plan appropriately for dining hall seating and other camp resources.

Texas Department of State Health Services (DSHS) Requirements

Scouting America Membership and Safeguarding Youth Training

Each unit **MUST** bring a printed unit roster from <https://my.scouting.org/>.

Please remember that not all troop leaders have access to pull the official unit roster from my.scouting.org. To help ensure a smooth check-in process, please obtain your unit roster in advance and send it to camp with one of the on-site adult leaders.

Before arriving at camp, please highlight the youth and adults who will be attending Summer Camp. This will help expedite the check-in process and allow staff to quickly verify your participants.

Please note that a roster generated from Scoutbook or any other unit management software is not sufficient. An official unit roster pulled from my.scouting.org is required.

Texas Youth Camps Health and Safety Act Form

Fresh background checks (completed within 30 days of the start of camp) are required for all adults who will be spending the night at a licensed camp.

By completing and submitting the Texas Youth Camps Health and Safety Act form, you provide permission for the required sex offender and criminal background checks to be conducted.

Please note that this form will be accepted online only. Paper submissions or alternate forms of submission will not be accepted.

Go to <https://247scouting.com/forms/564-tycshawc> to complete and submit the form.

Submission deadline is **May 15, 2027**.

Emergency Action Plan (EAP) Acknowledgement

Newly passed legislation requires a youth camp operator to:

1. Provide the most recent version of a youth camp's emergency plan;
2. Notify the parent or legal guardian of a camper if any area of the camp is located within a floodplain; and
3. Ensure the parent or legal guardian signs a statement acknowledging receipt of the notice required.

Our council's Emergency Action Plan can be access by scanning the QR code or by clicking the following link - <https://www.capitolareascouting.org/activities/camping/eap/>.

To complete the required acknowledgment, a parent or guardian for each youth **must** access the Scout's profile by clicking **Update Information**, then selecting **Signature** to electronically sign the acknowledgment.

To allow parents and guardians to access their Scout's profile, unit leaders **must** enable the **Parent Portal**. Unit leadership may determine whether parents and guardians are also permitted to make payments and schedule merit badge classes through the portal.



Medical Forms

Every youth and adult participant attending Summer 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 all Scouts and adults participating in aquatics activities to complete a swim test within the 12 months preceding the activity. Each youth and adult participant is classified as a Swimmer, Beginner, or Nonswimmer based on their ability to complete the standardized swim classification test.

Swimmer Classification

Participants must:

1. Jump feet first into water over their head in depth.
2. Level off and swim 75 yards in a strong manner using one or more of the following strokes:
 - a. Sidestroke
 - b. Breaststroke
 - c. Trudgen
 - d. Crawl
3. Swim 25 yards using an easy, resting backstroke.
4. Complete the entire 100 yards without stopping and include at least one sharp turn.
5. After completing the swim, rest by floating.

Beginner Classification

Participants must:

1. Jump feetfirst into water over their head in depth.
2. Level off and swim 25 feet on the surface.
3. Stop, turn sharply, resume swimming, and return to the starting point.

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

While attending Summer Camp with a Scout's home unit is preferred, we recognize that some Scouts may wish to attend when their unit is not participating. To support these Scouts, Lost Pines Scout Reservation offers the **Maverick Scout Program**.

Maverick Scouts will be grouped together as a **Maverick troop** under the supervision of one or more camp staff members who will serve as the troop's Scoutmaster(s) for the Summer Camp session. The Maverick troop will be assigned its own campsite, and tents will be provided at no additional charge.

To ensure the Maverick Scout Program remains an opportunity for individual Scouts and does not replace unit participation, registrations will not be accepted when **five or more Scouts from the same unit** attempt to register as Maverick Scouts.

Maverick Scouts must register through the online registration system. A **non-refundable \$100 deposit per Scout** is required at the time of registration.

While not required, parents and guardians are encouraged to attend camp with their Maverick Scout. Adults attending with the Maverick troop may be asked to serve as an assistant Scoutmaster or provide additional leadership support during the session.

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 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 4th, starting at 6:30 p.m. The purpose of this meeting is to provide an overview of camp, 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/84272876735?from=addon>

Meeting for On-Site Leaders

An On-site Leader Meeting is scheduled for Thursday, May 6th, starting at 6:30 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/81608915748?from=addon>

Arriving at Camp

Checking In

Camp check-in begins at 12:00 p.m. on Sunday of your Summer Camp session.

Please plan accordingly—your first meal at camp will be Sunday dinner. Be sure to eat lunch before arriving at camp.

Arriving on time will help ensure a smooth check-in process and give your unit plenty of time to settle into camp before evening activities begin.

Upon arrival at camp, please park all vehicles in the designated parking area. Camp staff will be available to assist by escorting unit trailers to your campsite or helping transport gear for units that do not bring a trailer.

Unit leaders should report to **Lindsay Lodge** for unit check-in and to the **Medical Lodge** for medical recheck. Outside Lindsay Lodge, an easily identifiable camp staff member will welcome your Scouts, connect them with their **Troop Guide**, and direct adult leaders to the appropriate check-in locations.

During the check-in process, unit leaders will have two options for their Scouts:

1. Leave Scouts with their Troop Guide(s) outside Lindsay Lodge while adult leaders complete check-in; or
2. Allow Troop Guide(s) to take Scouts on a camp tour while adult leaders complete the check-in process.

Units arriving with two adult leaders can expedite check-in by having one leader complete the unit check-in process at Lindsay Lodge while the other reports to the adjacent Medical Lodge for medical recheck and submission of required 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 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.

Please note that there is no support for the charging of electric vehicles at Lost Pines Scout Reservation.

UTV and Golf Carts

Privately owned UTVs and golf carts are prohibited on Capitol Area Council properties unless specifically authorized in advance by Ron Settele, Director of Support Services, for the Capitol Area Council. Authorization, when granted, shall be for a defined operational purpose and does not authorize recreational use.

Operators must complete the required ATV *RiderCourse* offered by the ATV Safety Institute or another current Scouting America/NCAP-approved equivalent.

UTVs and golf carts may be used only when there is a legitimate. Authorized uses may include:

- Transportation of persons requiring mobility assistance;
- Transportation of authorized personnel when necessary for camp operations; and
- Other operational purposes specifically approved by the Camp Director, Camp Ranger, or Director of Support Services.

Operators of approved privately owned UTVs must meet the same training and operating requirements applicable to council UTV operators.

The council may prohibit a privately owned UTV from being operated on council property regardless of the qualifications of its owner or operator.

Volunteer status, position, tenure, professional experience, or personal experience operating UTVs does not waive council training requirements.

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.

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 visit your campsite, bring snacks, and participate in a cracker barrel with your unit.

During the cracker barrel, your Troop Guide will provide important information about the week ahead, including:

- Breakfast and dining information
- Mile Swim
- Adult leader training
- Troop challenges
- Special events and activities
- Other important information for your week at camp

This is a great opportunity to meet your Troop Guide, enjoy some refreshments, and make sure your unit is prepared for the week ahead.



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

Field Uniform

The **Field Uniform** is required for all youth and adult leaders during **flag retreats and dinner**. The Field Uniform is the iconic, formal Scouting attire and typically includes the official tan button-down shirt, green pants/shorts/skort, official belt, official socks, and closed-toe shoes.



Activity Uniform and General Dress Code

When not wearing the Field Uniform, the **Activity Uniform** is appropriate. The Activity Uniform consists of a Scouting or troop t-shirt or polo shirt worn with official uniform pants/shorts/skort, belt, socks, and an optional cap. The Activity Uniform promotes unity while providing comfort and durability during activities, while still reflecting the neat appearance and values expected in Scouting.

All clothing should be appropriate for a Scouting environment and allow participants to safely and comfortably participate in camp activities.

Bottoms:

- Shorts and pants must be long enough to reach the fingertips when standing with arms at the sides and must adequately cover the bottom area.
- Ripped or torn jeans are not permitted.

Tops:

- Shirts must provide appropriate coverage of the chest and sides.
- Shirts should have wide straps or sleeves; tank tops and spaghetti-strap shirts are not permitted.
- See-through clothing or shirts with inappropriate graphics, messages, or language are not permitted.



Footwear:

- Closed-toe shoes (such as sneakers or boots) are required for most camp activities.
- Flip-flops and sandals are permitted only in the aquatics area and bathhouse.

Crocs and hiking sandals are not permitted.

Swimwear Guidelines for Males

Appropriate: Swim trunks, board shorts (3-inch inseam or longer).

Inappropriate: Speedos, briefs, or anything too short that could reveal too much, are prohibited. Jammers (tight-fitting, knee-length swim pants) are not acceptable.

Recommended Additions: Rash guards, swim shirts, hats, and sunglasses for sun safety.

Swimwear Guidelines for Females

Appropriate: One-piece swimsuits are generally acceptable.

Not Allowed: Bikinis, tankinis, monokinis, or swimwear that exposes the midriff.

Recommended Additions: Rash guards, swim shirts, hats, and sunglasses for sun safety.

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 Summer Camp in designated fire rings, provided a burn ban is not in effect. If your unit plans to have a campfire, an adult leader must complete the **Ten Steps to a Safe Fire** form and submit it to the **Administration Building** before starting the fire.

Liquid or propane fuels may only be used under the direct supervision of an adult leader. **Liquid fuel may not be used on open fires or to ignite a fire.**

In accordance with Scouting America policy, **open flames are prohibited inside tents**. This includes, but is not limited to, mosquito coils, catalytic heaters, gas lanterns, stoves, candles, and smoking materials.

Prohibited Items

Weapons, Fuel & Dangerous Items

- Firearms, ammunition, and explosives (including fireworks)
- Personal knives with blades longer than 5½ inches in length (per Texas State Law) or blades longer than unit policy
- Fixed-blade or sheath knives of any kind

- Personal BB, pellet guns, slingshots/wrist rockets, pistols, rifles, shotguns, archery equipment or ammunition
- Personal tomahawks, throwing stars, boomerangs, blowguns, or similar weapons

Fire & Fuel Hazards

- Lighters or matches for Scouts not authorized to carry/use them
- Fire accelerants (gasoline, lighter fluid outside approved troop gear)

Alcohol, Drugs, & Tobacco

- Alcoholic beverages
- Illegal drugs or controlled substances not prescribed to the participant
- Smoking, vaping, and use of all tobacco products (youth)
- Adult use of tobacco products is limited to the camp parking area, inside a personal vehicle, out of sight from youth

Electronics & Distractions

- Video game systems
- Televisions or projectors
- Drones (unless specifically approved for program use)

Pets & Animals

- Personal pets (except approved service animals)

Click link to download the board-approved [Capitol Area Council Service Animal Policy](#).

Inappropriate Materials

- Pornographic or explicit materials
- Offensive or hate-related items

Prohibited or Inappropriate Clothing

- Clothing with offensive, vulgar, or discriminatory language or images
- Alcohol, tobacco, or drug-related logos or messaging
- Overly revealing clothing, including:
 - Short shorts or excessively tight garments
 - Bare midriffs
 - Undergarments worn as outerwear
 - Tops with spaghetti straps or tank tops
 - Sheer or see-through clothing
 - Sagging pants that expose undergarments

Required / Recommended Clothing Practices

- Closed-toe shoes. Crocs, sandals, and/or flip flops may be worn in the aquatic area and bathhouses only.
- Shirts must be worn at all times (except in designated aquatic areas)

- Clothing should be activity-appropriate (e.g., long pants for conservation projects, sturdy footwear for hiking)

Unauthorized Tools & Equipment

- All exceptions require written approval from the Director of Support Services.
- Axes, saws, or wood tools without Totin' Chip or leader approval
- Drones
- Extension cords
- Portable generators powered by gasoline, diesel, or propane
- Hammocks
- Power tools
- Vehicles, electric or gas powered (i.e. UTV, ATV, golf cart, e-bike, scooter)

To download the list of prohibited items, click the following link -

https://scoutingevent.com/Download/564185141/OR/Prohibited_Items_List.pdf

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 valuable resources available to your unit during Summer Camp is the **Camp Commissioner staff**. These experienced Scouters volunteer their time to support units and help ensure you have a successful and enjoyable camp experience.

Camp Commissioners are available throughout the week to answer questions, provide guidance, and help coordinate the many activities and opportunities available at camp. They are a tremendous resource for unit leaders and Scouts alike.

If you need assistance with anything during your stay, please don't hesitate to reach out to your Camp Commissioner. They are here to help make your Summer Camp experience the best it can be!

Tools and Service Projects

Camp Commissioners have a variety of tools and resources available for unit use, along with a list of service projects that your unit may choose to complete during Summer Camp.

Please check out equipment only when needed and return all items promptly after use so they are available for other units. Any equipment checked out to your unit must be returned in good condition or paid for before your unit departs 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

Bathroom Cleaning

Each campsite is assigned to a specific bathroom. A bathroom assignment chart and cleaning schedule will be provided during check-in.

Units are responsible for cleaning their assigned bathroom **each morning and afternoon**. If multiple units share a cleaning time slot, Senior Patrol Leaders should meet and coordinate responsibilities to ensure the bathroom is properly maintained.

Cleaning instructions are posted inside the supply closet at each bathroom. If repairs, maintenance, or additional supplies are needed, please notify the staff at the **Administration Building**.

Units are expected to help maintain camp facilities. If damage occurs due to vandalism or misuse, the units assigned to that bathroom may be held financially responsible for the cost of repairs. Costs may be shared among the units assigned to the facility.

Lost and Found

Lost and Found items will be collected and kept at the **Administration Building** during Summer Camp. Please check the Lost and Found if you are missing an item and take only items that belong to you.

After camp concludes, unclaimed items will be transferred to the Capitol Area Council office and retained for 30 days. Items that remain unclaimed after this period will be donated to a charitable organization.

Trading Post and Cantina

The **Trading Post** offers a variety of handicraft kits and supplies, along with Summer Camp T-shirts, mugs, and Scouting literature, including handbooks and merit badge books.

The **Cantina** offers drinks, snacks, and candy. Please encourage Scouts to use good judgment when making purchases and help us keep camp clean by properly disposing of drink containers, wrappers, and other trash.

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

Bags and blocks of ice are available for purchase at the **Administration Building**. Units may use ice tickets provided at check-in or purchase additional ice 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, at the Cantina and 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

Each unit should ensure that the **Senior Patrol Leader (SPL)** or a designated representative attends the daily SPL meeting held at **1:15 p.m. in the Commissioner's Area.**

These meetings provide SPLs with important information regarding campsite inspections, program updates, schedule changes, and other announcements affecting the troop.

Attendance at this meeting is **required**, and every unit must have a representative present each day.

Adult Leader Training

ATV Safety Course

Subject to availability. Leaders can waitlist for the course and will be added if it is not filled with youth participants.

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. 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.

Participants 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.



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

Climb On Safely

Climb On Safely is Scouting America's framework for conducting safe unit climbing/rappelling activities at all levels of the Scouting program.

Climb On Safely applies to all unit-sponsored climbing activities, regardless of where they are held. This includes climbing and rappelling at natural sites, using structures such as climbing towers and artificial walls, whether fixed or portable and commercial climbing gyms and adventure parks. This applies to a single unit or multiple units that may be participating in a joint unit climbing activity.



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

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.

Please register for this training. There is no fee for this 16-hour 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



**American
Red Cross**

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 training 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. The course fee is \$25.

Health and Safety

The health and safety of all Scouts and Scouters is a top priority at Lost Pines Scout Reservation. LPSR maintains a **Health Lodge** staffed by trained personnel who are prepared to assist with minor injuries and illnesses. Arrangements have also been made with local physicians in Bastrop to provide care for more serious medical needs.

If a camper requires medical attention beyond what can be provided at camp, the camper's parent or guardian will be contacted by telephone. The parent or guardian will be informed of the situation, the nature of the emergency, and any recommendations for additional treatment.

Unit leadership is responsible for providing transportation for unit members who need to visit a doctor or hospital. **Two adult leaders from the unit should accompany the Scout**, and they should take the appropriate insurance information with them.

Before leaving camp for outside medical care, the unit leader must obtain the injured or ill Scout's health record from the **Health Lodge**. Directions to local doctors' offices and hospitals are available through the Health Lodge.

Camp staff will provide transportation only when a unit is unable to do so.

A Scout is Reverent

Grace

During check-in, units will have the opportunity to volunteer to lead the camp in grace before meals, following evening flag ceremonies, or in the Dining Hall line before breakfast.

The **Lost Pines Grace** or the **Philmont Grace** are always appropriate choices. Other graces may also be used, provided they are respectful and appropriate for the diverse religious beliefs represented among our campers.

If you have questions or need guidance, please contact the **Program Director**, or a **Camp Commissioner**.

Lost Pines Grace

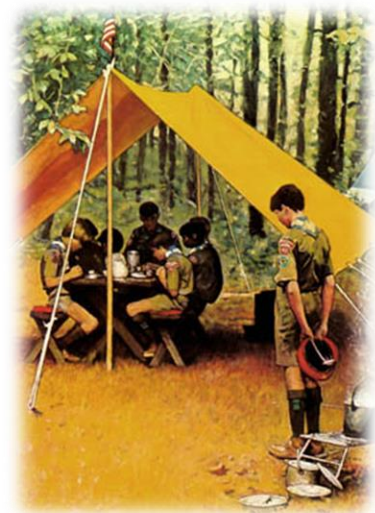
For the opportunity to serve others,
For the fellowship of friends,
Thank you for bringing us together, O Lord
And for guiding us with your hand.
Amen

Interfaith Services

Scouts are encouraged to attend the **Catholic** and/or **interfaith services** offered each Summer Camp session. These services provide an opportunity for participants to reflect, worship, and practice their faith while at camp.

If your Chaplain's Aide or other Scouts would like to assist with the services, please meet with the **Camp Chaplain** during check-in to discuss opportunities to participate.

All camp participants are encouraged to attend one of the services during their Summer Camp experience.



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

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 & Troop Swim
	7:00 – 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
	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 & Troop Swim
	9:00 p.m.	Wilderness Survival Overnighter
Thursday	7:00 p.m.	Volleyball Challenge
	8:00 – 9:00 p.m.	OA Brotherhood Ceremony
	9:00 – 10:00 p.m.	OA Ice Cream Social
Friday	6:00 a.m.	Cycling meets in Dining Hall
	1:30 – 5:30 p.m.	Camp-Wide FUN
	6:00 p.m.	Family Dinner
	7:45 p.m.	Closing Campfire (Parade Ground)

Friday Afternoon Activities

Friday afternoon has been reserved for camp-wide FUN, including a Cardboard Boat Regatta, checkers and chess tournaments, a disc golf tournament, and a "Top Shot" competition.

Cardboard Boat Regatta

Bring supplies and build your boat at camp. The rules can be downloaded by clicking [here](#).

Checkers Tournament

Troops nominate a champion (or two), who will participate in a single-elimination standard checkers tournament. This competition will have an adult and youth bracket.

The rules can be downloaded by clicking [here](#).

Chess Tournament

Troops nominate a champion (or two), who will participate in a "Game in 30" single-elimination chess tournament. This competition will have an adult and youth bracket.

The rules can be downloaded by clicking [here](#).

Disc Golf Tournament

Disc golf is a sport where players throw specialized flying discs at a target in the fewest throws possible, following rules like traditional golf. Adult leader and youth competitions are available.

The rules can be downloaded by clicking [here](#).

Top Shot Competition

Each troop forms a team of youth made up of their best shooters in rifle (.22), archery, shotgun (20ga), and water gun to participate in unique shooting sports competition. The archery, rifle, and shotgun competitions will use provided targets, best cumulative score wins.

All materials will be camp supplied. Shooters may provide their own safety eye protection and hearing protection. Shotgun shooters are restricted to those Scouts who are strong enough to hold the shotgun.

The rules can be downloaded by clicking [here](#).

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 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 coveted Eagle-required merit badges, First Aid and Swimming!

Eagle Quest Merit Badges



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.



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.

First Aid and Swimming are Eagle-required merit badges.

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	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>

Merit Badge	Details
	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. Lifesaving is a daily two-period class. Eagle-required.
	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>
	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.

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	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
	Scouts must be classified as a "Swimmer" to earn the Rowing merit badge. Rowing is the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.
	Small-Boat Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety.
	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	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. Offered as a “combo” with American Labor.
	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 American 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. Offered as a “combo” with American Business.



Merit Badge	Details
	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. Program Supply Fee - \$10
	 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.
	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.

Merit Badge	Details
	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. Option B (Mountain Bike): Take a trail ride test, complete two 2-mile, two 5-mile, and two 8-mile rides, followed by a 22-mile trip in six hours. Cycling is a daily two-period class. Eagle-required. 
	The ability to use fire safely is essential to human survival. By earning the Fire Safety merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety. Partial.
	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	Details
	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. While working to earn the American Indian Culture merit badge, Scouts 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.

Merit Badge	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. A digital camera or a cellphone that can take pictures is required.
	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.
	The world's most popular hobby, Stamp Collecting, is enjoyed by millions throughout the world. Through this hobby, you can experience history: postage stamps are like tiny windows that introduce the people of the world to the country's leaders, customs, history, products, and environment.

Merit Badge	Details
	While working on the Textile merit badge, 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	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	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 .
	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
	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. Program Supply Fee - \$10
	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.
	Meteorology is the study of the earth's atmosphere and its textile 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
	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. Requirement 9b6 can be completed during camp. Eagle-required.

Merit Badge	Details
	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. Program Supply Fee - \$10
	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.
	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! First Aid is a daily two-period class. Eagle-required.
	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. Offered as a "combo" with Orienteering.



Merit Badge	Details
	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. Offered as a “combo” with Geocaching. Orienteering is a daily two-period class.
	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.
	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!

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 beginning 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.

Cowboy Action Shooting

Cowboy Action Shooting is offered to the adult leaders Monday night. Have you ever shot a single-action revolvers, a lever-action rifle, or a shotgun—to engage steel targets? This is your opportunity!

The rifle range will also be open for the less-adventurous adult leaders.

18th century dress is optional.

Action Archery

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.
	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. Must be at least 12 years old. Program Supply Fee - \$10
	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 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



Come and learn to climb and rappel on the highest climbing tower in Texas! If you read the merit badge book in advance and learn the knots, you'll have more time at camp for actual climbing.

The Climbing merit badge is for Scouts 13 and older.

Climbing is a daily two-period class.

Minimum age: 13

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. 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.

Leaders can waitlist for the course and will be added if there is space available.

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 Summer and Winter Camps 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 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.

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 sheets
- 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.



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