LOST PINES SCOUT RESERVATION

WINTER CAMP 2026 LEADER GUIDE

Version 1.5

SCOUTING AMERICA
CAPITOL AREA COUNCIL

Revision Highlights

Version 1.0	Initial Release
Version 1.1	Adjusted merit badge offerings Added: Automotive Maintenance, Wildland Fire Management Removed: Collections, Textile
Version 1.2	Removed Art, Cycling, Photography, and Theater merit badges
Version 1.3	Minor edits
Version 1.4	Minor edits
Version 1.5	Removed Automotive Maintenance

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Camp Director Welcome

Welcome to Lost Pines Scout Reservation!

Our staff has been working throughout the year to ensure you and your Scouts have an exceptional Winter Camp experience. Whether your Scouts are just beginning their Scouting journey or are well on their way to Eagle, they'll find opportunities to learn, grow, and have fun.

Winter Camp offers a strong selection of Eagle-required merit badges, including several that are not available at other area winter camps. Scouts can also explore a variety of elective merit badges and participate in special programs designed to challenge, inspire, and create lasting memories. Most importantly, they'll return home with new skills, greater confidence, and a genuine sense of accomplishment.

Adult leaders will also enjoy their time at Lost Pines. With Central Texas' generally mild winter weather, camp provides a comfortable setting to relax, support your Scouts, and take advantage of available training opportunities or renew existing certifications.

Throughout your stay, you'll see our commitment to delivering an outstanding camp experience through quality programs, dedicated leadership, and exceptional instruction. Above all, we take pride in providing outstanding customer service. If you or your Scouts need assistance at any time, please don't hesitate to ask any member of our staff. We're here to help.

Each year we carefully review and update this Leader's Guide to provide the most current information available. As camp policies and procedures evolve, this guide will continue to be updated as needed. We encourage you to use it as your primary resource before and during camp, and we hope it answers most of your questions. If you need additional information, please let us know—we're always happy to assist.

On behalf of the Capitol Area Council and the entire Lost Pines Scout Reservation staff, thank you for choosing Lost Pines for your Winter Camp adventure. We look forward to welcoming you to camp and helping create an unforgettable experience for you and your Scouts.

Yours in Scouting,

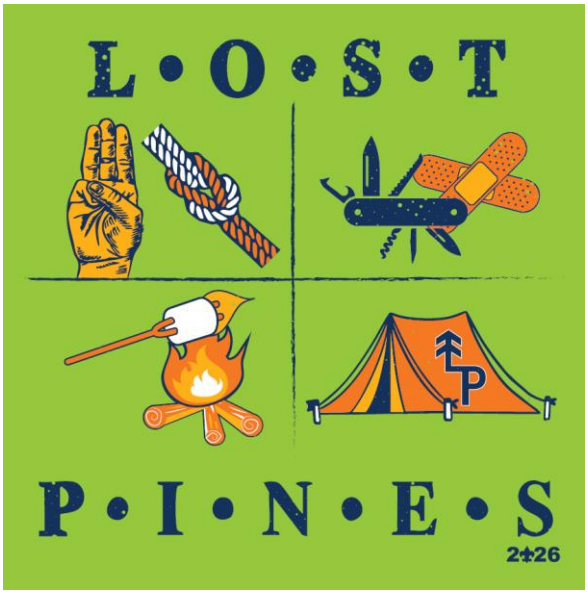
Toni Nelson
Camp Director

Lost Pines Camp Apparel!

Pre-order your Camp T-shirts!

Your order will be waiting for you at the Trading Post!
3.8-ounce, 100% polyester interlock with PosiCharge technology
Limited supply – pre-paid orders are highly recommended!

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



$19.99 PLUS TAX

Unit Contact	Contact Email	Contact Phone

Council	Camp Session	Unit #

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

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

Orders must be placed, and paid for, before November 13, 2026.

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

Complete Angler Award

Merit Badge Requirements

Summer Camp 2027 Registration

Tonkawa Lodge

Miscellaneous Resources

CAC Refund Policy

Request for Campership Assistance

Key Dates for Winter Camp

Date	Details
June 1, 2026	Registration opens
October 22, 2026	Registration Contact Meeting (via Zoom)
November 9, 2026	Online merit badge selection opens at 7:00 p.m.
November 20, 2026	Texas Youth Camps Health and Safety Act Form due
December 10, 2026	Winter Camp On-Site Leader Meeting
December 12, 2026	Online merit badge selection closes
December 12, 2026	Registration closes
December 13, 2026	Late Fee applied ($20) for those not fully paid
December 20, 2026	Winter Camp Session 1 starts
December 27, 2026	Winter Camp Session 2 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 Winter Camp experiences you'll find anywhere.

Our goal is to provide a dynamic Winter 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:

- Climbing
- Eagle-Required Academy
- 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 Winter Camp experience both rewarding and unforgettable!

Sessions

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

Session 1: December 20th through 23rd
Session 2: December 27th through 30th

Fees

Scouts BSA Youth	$275
Provisional Scout	$300
Adult Participant	$150
Partial Week Adults	$50 per night

Midnight on December 12, 2026, is an important time and date to remember as it is a deadline for the following:

- Registration closes
- Late Fee ($20) charged for participants not paid in full

Payment Schedule

	Payment Window	Youth	Provisional Scout	Adult
Deposit	Before 10/01/26	$25	$100	$25
1st Payment	10/01/26-11/21/26	$150	$100	-
2nd Payment	11/22/26-12/12/26	$100	$100	$125

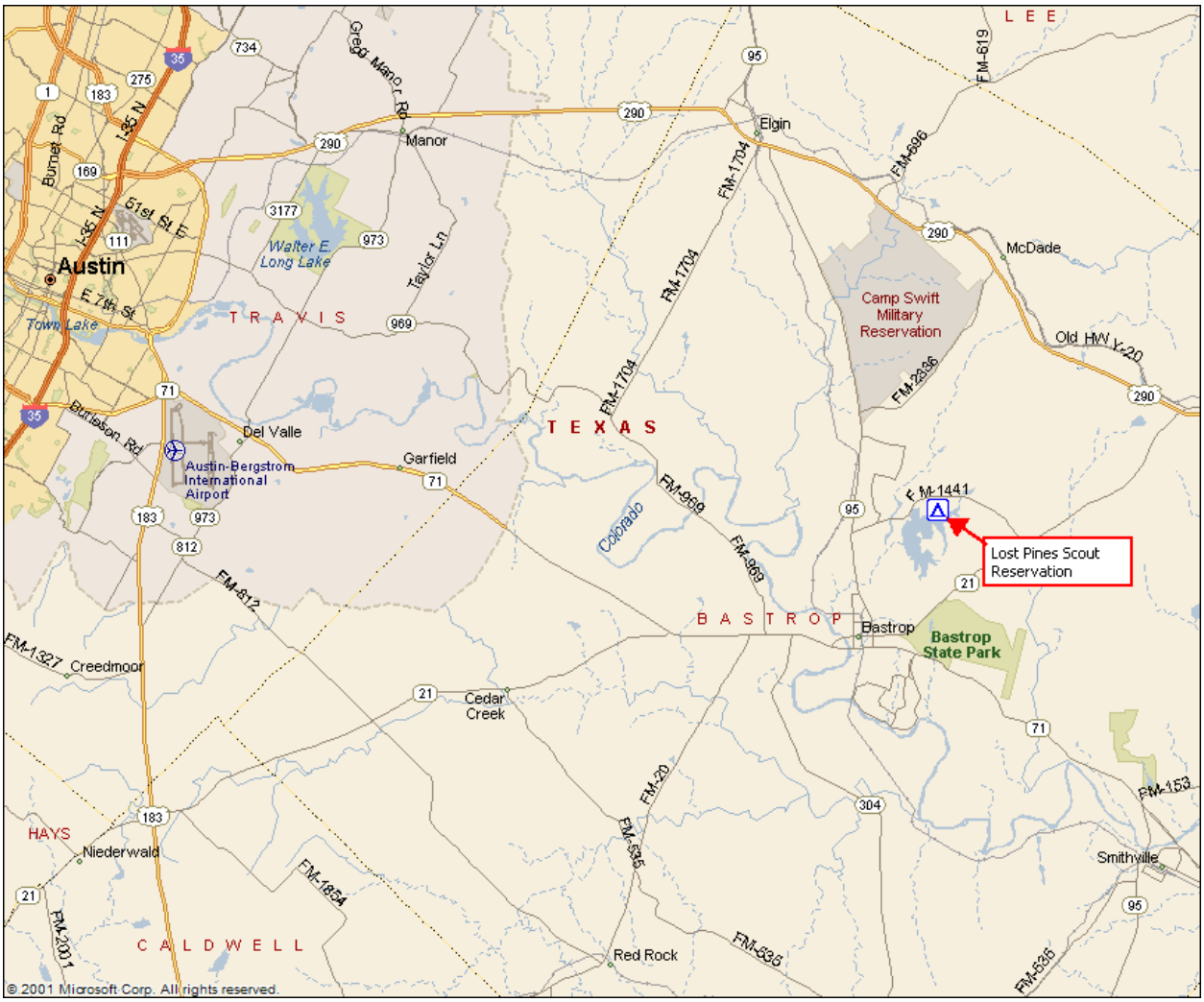
Emergency Telephone Numbers

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

Camp Director
Toni Nelson
txtoni@gmail.com
(512) 736-2806

Director of Support Services
Ron Settele
ron.settele@scouting.org
(972) 822-0984

Map to Lost Pines Scout Reservation



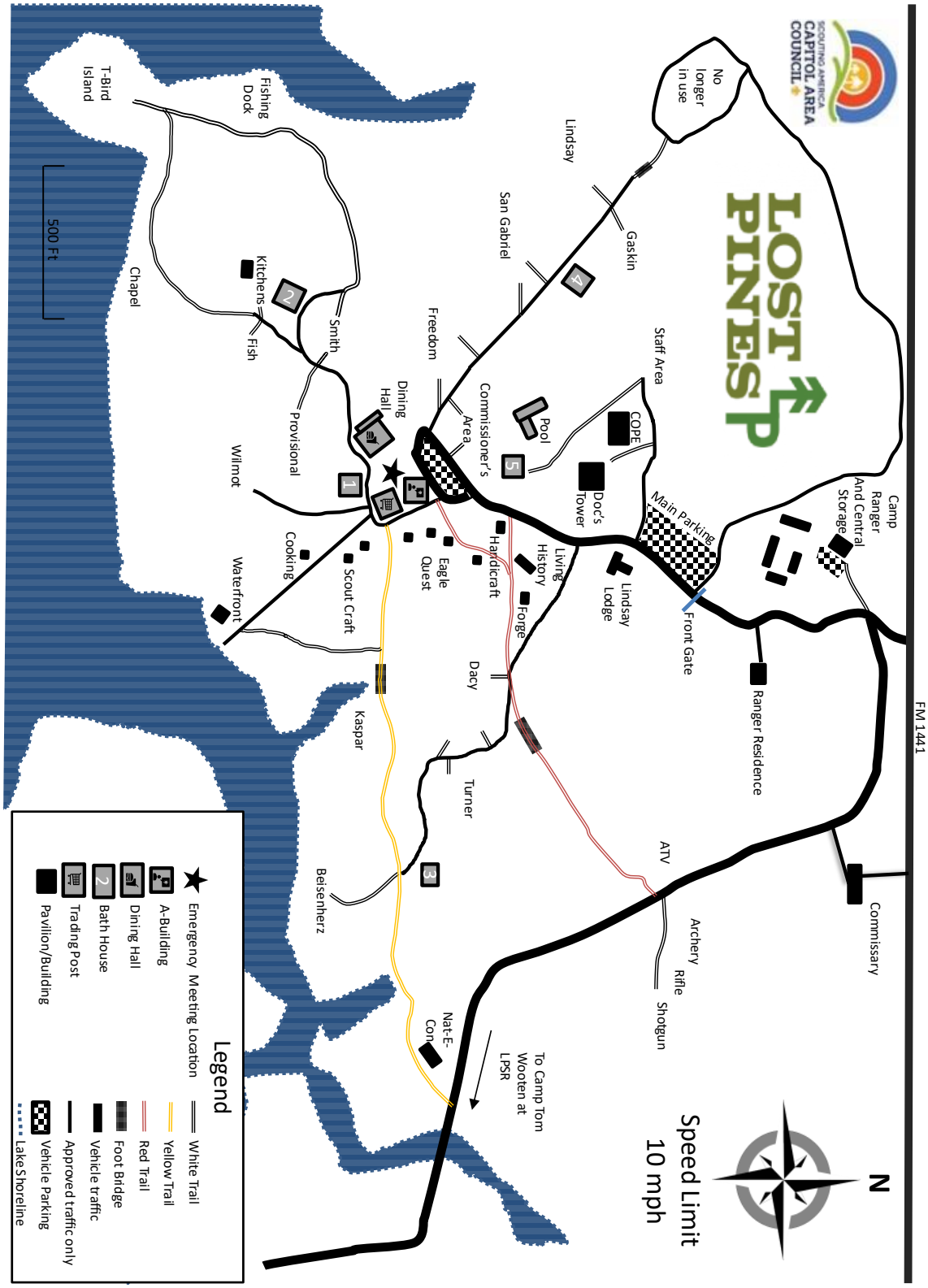
To reach Lost Pines Scout Reservation from Austin using Hwy 290:

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

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

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

Map of Lost Pines Scout Reservation



Preparing for Camp

This guide contains important information to help leaders and Scouts prepare for a safe, successful, and enjoyable Winter 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 Winter Camp!

Online Registration

Reserving Your Spot

Units can find additional information about Winter Camp and register online by visiting https://scoutingevent.com/564-LPSRWinter2026.

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 Winter 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
- 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
- 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 Winter 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 can be made in the registration system starting on November 9th 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-LPSRWinter2026). 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 December 12 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.

Upon arrival, changes to merit badge class schedules will only be permitted in rare circumstances. Please resolve scheduling issues prior to your arrival at camp.

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 Winter 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 Winter 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 **November 20, 2026.**

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 Winter Camp will need to have a completed *Annual Health and Medical Record* (Parts A, B1, B2, and C), including a physician signature, dated within the last twelve months.

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

Maverick Scouts

While attending Winter 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 Winter 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 October 31st.** If you have any questions, please contact Ron Settele, Director of Support Services, at ron.settele@scouting.org or (972) 822-0984.

Refund Policy

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

Leader Meetings

Meeting for Registration Contacts

A Registration Contact Meeting is scheduled for Thursday, October 22nd, 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!

Join Zoom Meeting
https://us06web.zoom.us/j/2012912120?omn=88647388796
Meeting ID: 201 291 2120

Meeting for On-Site Leaders

An On-site Leader Meeting is scheduled for Thursday, December 10th, 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.

Join Zoom Meeting
https://us06web.zoom.us/my/ronsettele564?omn=84735639864
Meeting ID: 201 291 2120

Arriving at Camp

Checking In

Camp check-in begins at **9:00 a.m. on the first day of your Winter Camp session**. Lunch will be served in the Dining Hall at **12:30 p.m.**

Upon arrival at camp, please park all vehicles in the designated 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!

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.

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.

For the safety of all, we do not allow e-bikes, scooters (of any kind), hoverboards, skateboards or similar wheeled items at LPSR.

It is our expectation that everyone follows Bicycle Safety from the Guide to Safe Scouting.

Bicycle Safety

Follow these basic safety tips when you ride.

- Wear a properly fitted helmet. Protect your brain; save your life! Bicycle helmets can reduce head injuries by 85 percent, according to the National Highway Traffic Safety Administration (NHTSA).
- Adjust your bicycle to fit. Make sure you can stand over the top tube of your bicycle.
- Assure bicycle readiness. Make sure all parts are secure and working well. Assure that the tires are fully inflated, and the brakes are working properly.
- See and be seen. Wear clothing that makes you more visible, such as bright neon or fluorescent colors. Wear reflective clothing or tape. Avoid riding at night.
- Watch for and avoid road hazards. Always stay alert. Be on the lookout for hazards, such as potholes, broken glass, gravel, puddles, leaves, animals, or anything that

could cause you to crash. If you are riding with friends and you are in the lead, call out and point out the hazard to alert the riders behind you.
- Follow the rules of the road. Check and obey all local traffic laws. Always ride on the right side of the road in the same direction as other vehicles. Go with the flow—not against it! Yield to traffic and watch for parked cars.

Fires & Fuels

Ground fires are permitted during Winter Camp in 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 maybe be worn in the aquatics 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 leaders to help enforce this policy.

Resources

Camp Commissioners

One of the most valuable resources available to your unit during Winter 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 Winter 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 Winter 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.

Other Things to Know

Bathhouse Cleaning

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

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

Cleaning instructions are posted inside the supply closet at each bathhouse. 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 bathhouse 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 Winter 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 Winter 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 registered adult leaders, age 21 or older, to be present with the unit at all times while at camp. Leaders may rotate responsibilities as needed to meet this requirement.

Adult leaders are encouraged to visit program areas periodically to observe their Scouts and support their camp experience. Please check your unit mailbox at the **Administration Building** each morning and afternoon for updates regarding your Scouts, important camp communications, and any mail your unit may receive.

Even during Winter Camp, it is important to monitor Scouts for signs of dehydration. Cold weather does not eliminate the risk of dehydration. If a Scout develops a headache, appears homesick, or loses their appetite, encourage them to drink water, as these may be signs they are not getting enough fluids.

Scouts should drink **at least eight ounces of water every hour**. As a general guideline, this equals approximately **one full-liter water bottle between breakfast and lunch and another between lunch and dinner**.

Coffee, Tea, and Internet

With coffee and tea (hot and iced) available throughout the day, along with convenient Wi-Fi access, the Dining Hall provides adult leaders a comfortable place to relax, catch up on paperwork, and connect with other leaders.

Additional Wi-Fi access and device charging areas are available at the Cantina and on the Administration Building porch, where picnic tables are available for leader use.

Volunteering

Every adult leader who attends Winter Camp brings unique skills, experience, and talents that can enhance the camp program. If you are interested in assisting with a program area, teaching a class, or helping with a merit badge, please speak with the **Program Director** when you arrive.

Camp can also use the skills of leaders with experience in areas such as carpentry, electrical work, plumbing, and general maintenance. If you have skills you would like to share, bring your tools and help make Lost Pines Scout Reservation even better! Please check with the **Program Director** or **Camp Director** during check-in or anytime during the week.

Leader Meeting

Adult leader meetings are held **daily at 10:00 a.m. in the Dining Hall**. These meetings provide unit leaders an opportunity to review upcoming activities, sign up for special opportunities, address questions or concerns, and receive important Winter Camp updates.

It is important that **at least one adult leader from each unit attends this meeting every day**. When possible, all adult leaders are encouraged to participate.

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.

Training

Each week, a variety of classes will be available for the leaders during Winter Camp. They may vary from week to week, depending on instructor availability. Some classes are offered free of charge; others have an associated fee. Some will require you to sign up in the registration system, some won't.

Introduction to Outdoor Leader Skills (IOLS)

This hands-on program gives adult leaders a practical introduction to the patrol method of a Scout-led troop by teaching many of the practical outdoor skills they need to lead Scouts in the outdoors. In addition, the teaching methods, activities, and games model the variety of teaching used in effective and engaging Scouting programs.

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

This training will be held periods 4 and 5 on Day 1, periods 1 through 5 on Days 2 and 3, and periods 1 through 3 on Day 4. Please plan to spend the entirety of these days in the Commissioner Area.

Leaders will be released to attend the daily Leader Meeting.

There is no fee for this course.

CPR/AED Certification

Get CPR/AED certified and learn how to help when it's needed most. The training will be held at Lindsay Lodge on Day 2, starting at 7:00 p.m.

Registration is NOT required. There is a $25 fee for this course, payable at the Administration Building.

American Red Cross

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 on Day 2 of each Winter 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 Winter Camp experience.

Schedule Overview

Program Areas

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

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

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

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

Dining & Diet

Meals are served cafeteria style in our Dining Hall. To avoid crowding, your unit will have an assigned table(s). Menus will be posted and should be reviewed for possible allergies.

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

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

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

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

Camp Schedule

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

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

Order of the Arrow Tonkawa Lodge No. 99

Order of the Arrow Members in Camp

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

Ice Cream Social

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

Brotherhood

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

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

Call-Out

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

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

Camp Promotions

OA Chapter representatives are available as a resource that can be called upon by each unit for Winter Camp promotions at any time during the year. This is an ideal program for a Parent's Night or Court of Honor. Please contact your Chapter Chief for details – contact information is available at http://www.tonkawa99.org.

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

Advancement and Programs Detail

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

Eagle Quest

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

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

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

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

Rank or Certification	Details
	First aid—caring for injured or ill persons until they can receive professional medical care—is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life. **Eagle-required.**
	As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the **Wood Carving** merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity. Additional wood carving projects are available for purchase at the Trading Post.

Eagle-Required Academy

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

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

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

Living History

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

Merit Badge/Award	Details
	Earning the **American Business** merit badge can help Scouts learn practical business matters that will be useful throughout life. Learning how businesses function will help you understand society and uncover a number of career options.
	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.
	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.
	While working on the **America Labor** merit badge, Scouts will learn how labor movement in America seeks to ensure that the civil rights of laborers are protected in the workplace, especially in regard to wages, hours, and working conditions. Offered as a "combo" with **American Business**.
	Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends. Scouts will be provided needed materials.

Merit Badge/Award	Details
	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.
	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.
	The ability to use fire safely is essential to human survival. By earning the **Fire Safety** merit badge, Scouts will learn to uses fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.
	Fishing is one of Scouting's essential skills and teaches Scouts to feed themselves, their troops, and their families. In their pursuit of the Fishing Merit Badge, Scouts will demonstrate how to use fishing equipment properly, tie various fishing knots, identify natural fishing baits and artificial lures, and explain safety practices to follow while fishing.
	Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.
	Golf is unique because the players police themselves. Other sports depend upon referees or umpires to apply penalties when there are infractions of the rules. In golf, every player is expected to act honorably, and the welfare and integrity of the game relies on every player's honesty. This is why golf often is referred to as a "gentleman's game." **Option 2: Disc Golf**

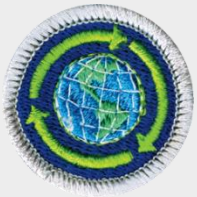
Merit Badge/Award	Details
	Scouts who complete the requirements to earn the **Leatherwork** merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond. Additional leatherwork projects are available for purchase at the Trading Post.
	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 cotton shirt, and long pants (jeans, preferably).** **Metalwork is a daily two-period class.** **Option 4: Blacksmith**
	The **Signs, Signals and Codes** merit badge covers a number of the nonverbal ways we communicate: emergency signaling, Morse code, American Sign Language, braille, trail signs, sports officiating hand signals, traffic signs, secret codes and more.
	As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the **Wood Carving** merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity. Additional wood carving projects are available for purchase at the Trading Post.

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

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

Merit Badge	Details
	In learning about **Astronomy**, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars. The merit badge requires additional night activities; observation requirements may not be possible to complete if the weather is cloudy.
	Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen—but can be proven to exist—and you become a chemist.
	While earning the **Energy** merit badge, Scouts will learn how saving, producing, and using energy wisely will be critical to America's future. If we are to leave future generations with a world in which they can live as well or better than we have, Scouts and other potential leaders of tomorrow must begin the hard work of understanding energy and the vital role it will play in the future.
	The **Environmental Science** merit badge includes a great deal of paperwork; some can be done at home. Plan for two added hours per day for field study and paperwork. This is a very challenging merit badge and involves a significant amount of writing. **Eagle-required.**
	Wildlife management is the science and art of managing wildlife – both animals and fish. While earning the **Fish & Wildlife Management** merit badge, learn how you can put these practices in place, projects at camp and in your own backyard.
	In working through the **Forestry** merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide humans and come to understand that people have a very large part to play in sustaining the health of forests.

Merit Badge	Details
	In earning the **Insect Study** merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.
	Get back to **Nature**! There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.
	The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. In working on the **Oceanography** merit badge, Scouts will find that to study the oceans is to study Earth itself.
	Kids always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Taking the **Reptile & Amphibian Study** merit badge will help Scouts develop knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency. **Partial.**
	In **Soil and Water Conservation**, Scouts learn that conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.
	Discover the why and how we explore space. Learn about current and historic space systems along with how they work. Design a future station to survive in other worlds. In **Space Exploration**, gain hands-on experience in building and launching model rockets. Finish your studies learning about the careers that make space exploration possible. **Program Supply Fee - $10**

Merit Badge	Details
	Learn to reduce waste and teach sustainable practices to others so you can help conserve Earth's resources with the **Sustainability** merit badge. Scouts will develop and implement a plan to reduce their water usage, household food waste, and learn about the sustainability of different energy sources, including fossil fuels, solar, wind, nuclear, hydropower, and geothermal. **Eagle required.**
	Wildfires cause significant destruction across the U.S. each year, with smoke affecting public health nationwide. Yet fire also plays a beneficial role in many ecosystems, supporting habitats and forest regeneration. Managing this balance between preventing harmful fires and promoting beneficial ones is a growing national challenge. As Scouts, we can help make our homes, camps, and communities more fire-resilient, understand fire's natural role in wildlands, and even explore careers in **wildland fire management**.

Scoutcraft

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

Merit Badge	Details
	Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too. **Eagle-required.** **Partial.**
	Cooking is a great course for those extra-hungry Scouts and represents an excellent experience for any scout. This merit badge requires some cooking on the trail and at home. Parts of requirement 4 will not be completed at camp. **Cooking is a daily two-period class.** **Eagle-required.** **Partial.** **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.** **Partial.**
	First Aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life. **First Aid is a daily two-period class.** **Eagle-Required.**

Merit Badge	Details
	Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions. **Orienteering is a daily two-period class.**
	Pioneering - the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars - is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings allows Scouts to connect with past generations who used these skills as they sailed the open seas and lived in America's forests and prairies. **Pioneering is a daily two-period class.**
	Learn about what a **Search and Rescue** team encounters, first aid skills needed, demonstrate readiness, hazards, and practice a scenario about finding your patrol using clue awareness, evidence preservation, tracking the subject and locating.
	In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of **Wilderness Survival** can help make everything right again.

Shooting Sports

The **Shooting Sports Area** provides Scouts with an opportunity to participate in exciting activities while developing skills with a strong emphasis on safety. Whether learning a new skill or improving an existing one, Scouts are encouraged to take advantage of this opportunity and have fun while doing so.

Scheduled course times are dedicated to instruction and merit badge requirements. Scouts may also attend the daily **Open Archery**, **Open Rifle**, and **Open Shotgun** sessions to practice skills and work toward qualifying requirements.

For safety reasons, only Shooting Sports staff members and Scouts registered for Shooting Sports merit badge courses are permitted in the Shooting Sports Area. Visitors are not allowed. Scouts who are not currently registered for a merit badge course but need to complete requirements for a badge started previously must receive permission from the Shooting Sports staff before participating.

Class sizes will be limited to ensure every Scout receives adequate instruction, supervision, and shooting time. Preference will be given to Scouts whose units have registered early and submitted merit badge selections in advance.

If a class is full, Scouts or leaders may be asked to adjust their schedule or select another opportunity. We appreciate your understanding as these limits are necessary to provide a safe, high-quality experience for all participants.

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

Merit Badge	Details
	Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow—but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.
	This **Rifle Shooting** is a challenging merit badge, and most Scouts will find it difficult to qualify - to earn the merit badge they must not only learn safety, gun cleaning, etc. but must also achieve a reasonably high score on 5 targets with 5 shots each. For experienced Scouts. **Scouts must be at least 12 years old.** **Program Supply Fee - $10**

Merit Badge	Details
	Please be aware that the shotguns are heavy. Physically small Scouts may not be able to hold the shotgun and if so, will not be able to complete the **Shotgun Shooting** merit badge! Scouts must hit 24 out of 50 targets to qualify, and this can take considerable time. **Scouts must be at least 13 years old and physically capable of handling the shotgun.** **Program Supply Fee - $30**

Tower

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

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

Merit Badge	Details
	Come and learn to climb and rappel on the highest climbing tower in Texas! If you read the merit badge book in advance and learn the knots, you'll have more time at camp for actual climbing. **Scouts must be at least 13 years old.** **Climbing is a daily two-period class.**

Older Scout Program and Leader Opportunities

ATV Safety Course

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

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

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

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

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

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

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

Complete Angler Award

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

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

Merit badges needed:

- Fishing
- Fly-Fishing
- Fish and Wildlife Management

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

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

Click here to download the Complete Angler Award recognition form.

End of Camp

Merit Badge Completion Reports

Each day adult leaders should check the merit badge completion in Black Pug. The last day of camp is the best time to resolve any problems you may see. Questions can be answered at the A-Building. Any requirements not completed at camp become the responsibility of the unit and its leaders and merit badge counselors to verify.

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

Checkout Process

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

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

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

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

Be careful going home!

Packing Lists for Winter Camp

Scout Equipment

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

Optional Scout Equipment

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

Troop Equipment

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

MARK EVERYTHING WITH SCOUT'S NAME AND TROOP NUMBER

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

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