

LOST PINES SCOUT RESERVATION



SUMMER CAMP 2022 LEADER GUIDE

Version 1.3



BOY SCOUTS OF AMERICA®
CAPITOL AREA COUNCIL

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

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

Yours in Scouting,

Toni Nelson

Camp Director

General Information

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

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

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

- Aquatics
- Climbing
- Eagle Quest
- Living History
- Nat-E-Con
- Scoutcraft

- Shooting Sports

In addition to our program areas, we offer an ATV Safety Program and our Silver Pines Adventure for your more experienced scouts, and a suite of adult leader training opportunities.

We hope all participants take advantage of all a Summer Camp experience at Lost Pines Scout Reservation has to offer!

Fees

Scouts BSA Youth	\$340
Scouts BSA Youth (late)	\$350
Adult Participant	\$160
Adult Participant (late)	\$170

Add/Change participants until June 1st

Registration closes on June 1st

Late Fee charged if not paid in full by June 1st

Payment Schedule

	Due	Scouts BSA Youth	Adult Participant
Deposit	At registration	\$25	\$25
First Payment	March 1 st	\$157.50	\$67.50
Second Payment	May 1 st	\$157.50	\$67.50

If you would like to make payment by check, please remit to:

Capitol Area Council, BSA
c/o Keri Smeaton
12500 North IH 35
Austin, Texas 75753

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 Scout 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

txtoni@gmail.com

(512) 736-2806

Program Director

Ron Settele

ron.settele@scouting.org

(972) 822-0984

Business Manager

Bob Oatman

boknows knots@sbcglobal.net

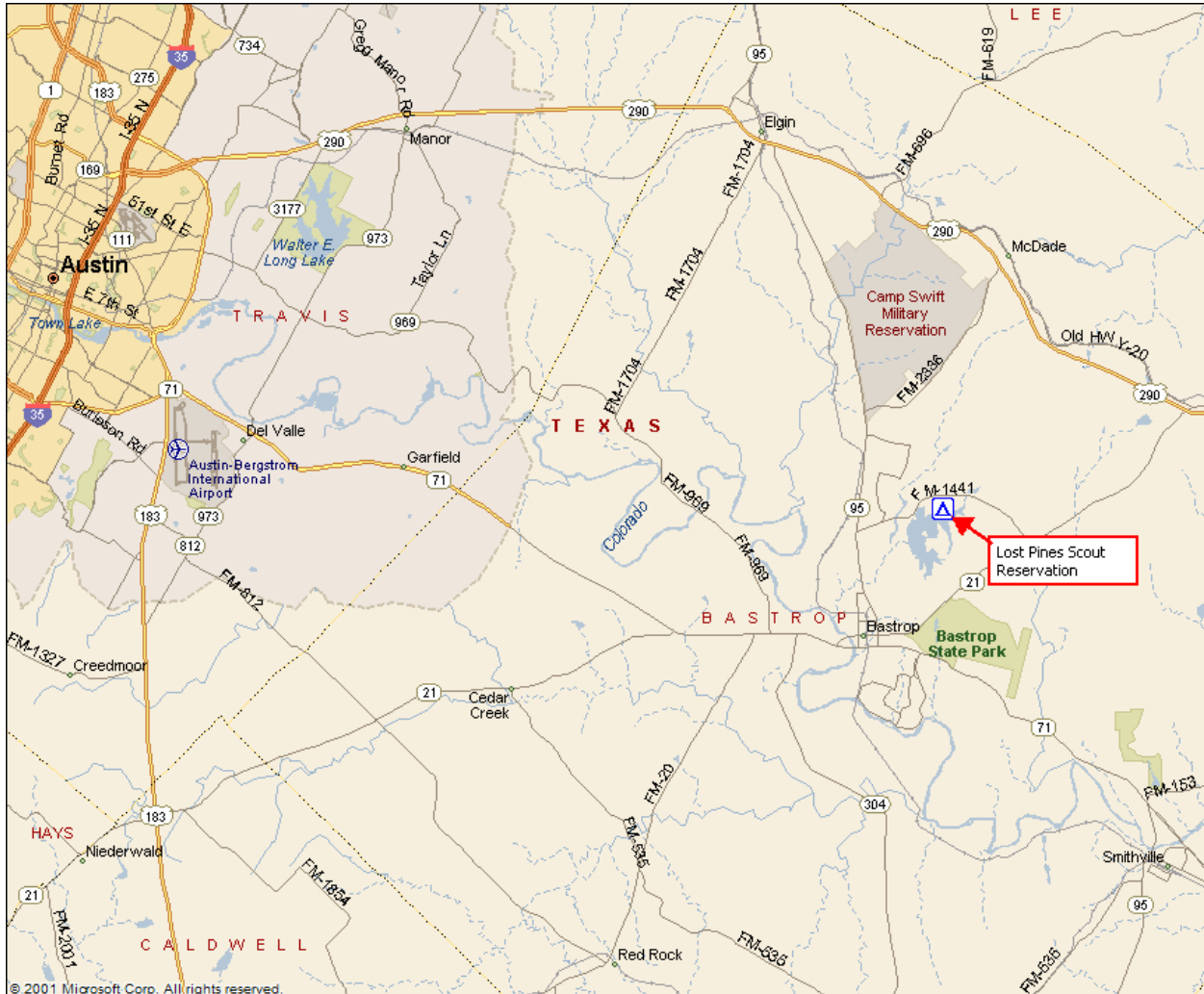
(737) 333-6445

Registrar

Te Starr

testarr@suddenlink.net

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

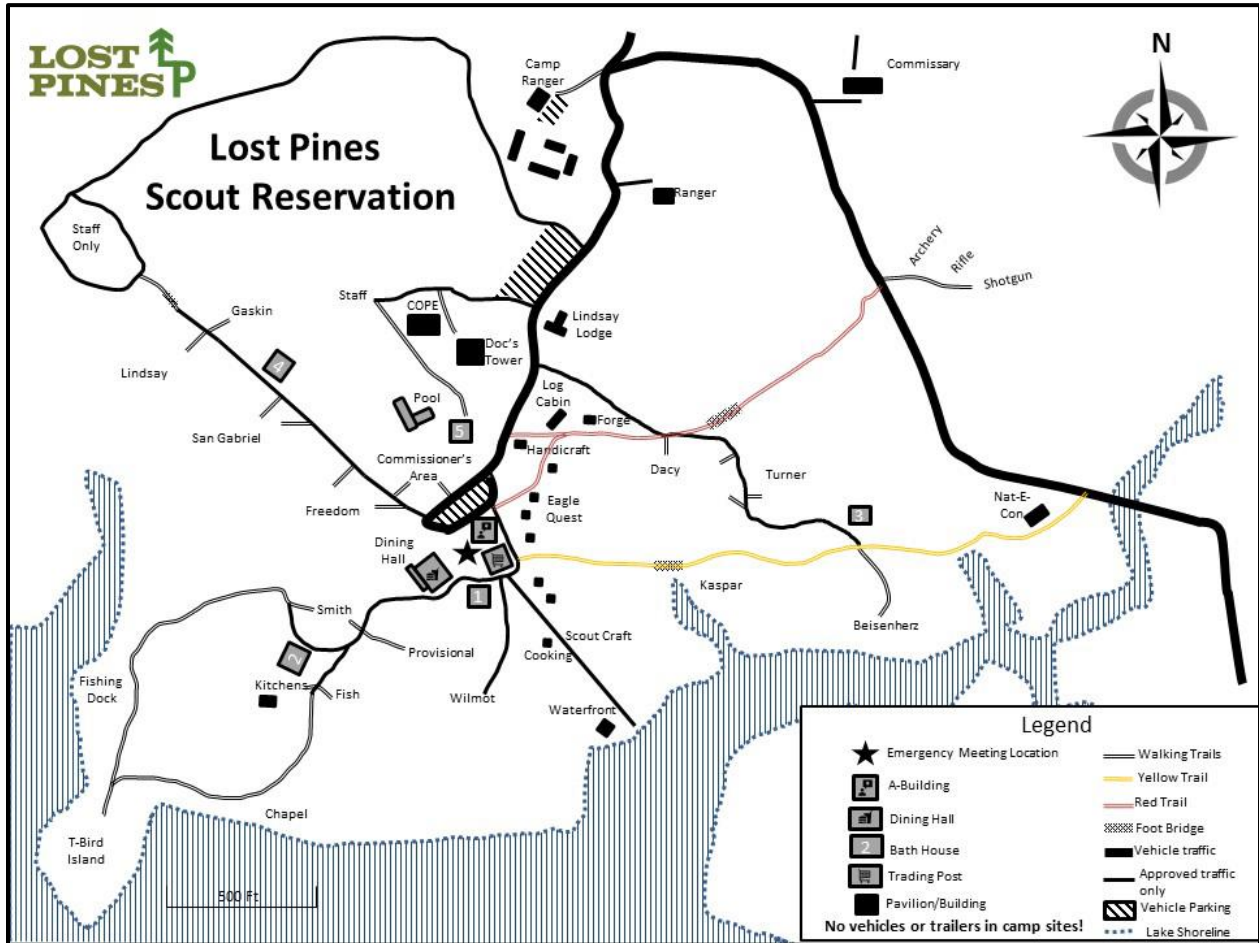


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Preparing for Camp

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

Leader Meeting

A Leader Meetings is scheduled for May 19th, starting at 6:30 p.m., and will be held via Zoom. Bring a list your last minute questions and click the link below to join the meeting.

<https://us02web.zoom.us/j/82518867730?pwd=NE0rbVZWVnRodWJYVmxqcEliZ1NMZz09>

Meeting ID: 825 1886 7730

Passcode: b41hkT

Online Registration

Reserving Your Spot

Troops can access more information about Summer Camp, and register online, by going to <https://www.bsacac.org/activities/summer-camp/>. You can also contact Keri Smeaton at the Capitol Area Council office at (512) 617-8610 or keri.smeaton@scouting.org.

Do the best you can to accurately estimate the number of youth and adults who will be attending when you make the reservation. During registration a non-refundable deposit of \$25 per participant will be collected. Adding participants later is possible, however, requests can only be accommodated based on availability.

Please contact the council office for availability should your attendance numbers change, increase or decrease, from your initial reservation estimate. New scouts who join your troop after the reservation deadline must pay as soon as possible. Balances are still due by the final fee payment date.

Selecting a Campsite

Lost Pines Scout Reservation, LPSR, provides you the choice of camping at a site where tents are provided. Tents will be provided at a fee of \$10 per tent. This fee is also collected at the time of registration. Campsites with tents include:

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

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

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

Campsites without tents include:

- Beisenherz
- Gaskin
- Kaspar
- Kitchens
- Lindsay

Dietary Needs

LPSR strives to provide options to fit a number of dietary needs/restrictions with every meal. Upon request, we can provide the following options:

- Gluten-free
- No beef
- No pork
- Vegetarian

In the online registration system, please be sure to indicate if members of your troop will require these dietary options. We do acknowledge that we cannot accommodate every dietary need or restriction. For those cases, microwave ovens and refrigerators/freezers are available in the Dining Hall for campers who may need to store and prepare food brought from home. Please ensure that items store in the refrigerators/freezers are labeled with name and unit number.

Merit Badge Selection

It's not too early to ask your scouts what merit badges they would like to work on while at Summer Camp. In preparation, collect a prioritized list of merit badges from each Scout attending Summer Camp. This will simplify the process of making merit badge selections on the Black Pug system run that much smoother. **Merit badge selections can be made in the system starting on March 1st, provided your unit account is up to date per the Payment Schedule (found on page ii). Please enter merit badge selections by April 30th.**

Go to the "Merit Badges, Activities, and Programs Schedule" section of this guide for help to determine course schedules for each of your scouts. Please pay special attention to age requirements, prerequisites and requirements that will not be completed at camp. Be sure to register for merit badges early as classes fill up quickly! Starting on May 1st, all requests must be emailed to the volunteer Registrar at testarr@suddenlink.net.

Paperwork

Adult Leaders

Two registered adult leaders 21 years of age or over are required at all Scouting activities, including meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. All adults attending camp and staying overnight with a troop must submit the following:

1. Current Youth Protection Training certification (YPT Aging Report from my.scouting.org is preferred, or YPT certificate)
2. [Texas Youth Camps Health and Safety Act Form](#)
3. Current BSA Membership (Troop Roster from my.scouting.org is preferred, or BSA Membership Card)

Texas state law requires that background checks be run **BEFORE** you arrive to camp. To ensure your

check-in process at camp runs smoothly, send the necessary adult forms to 564roster@scouting.org no later than May 1st.

If your adults are only coming for part of the week, they will need to register as “Adult Partial Week”, even when switching out with other adults. This will allow us to plan appropriately for dining hall seating, as well as provide recognition items for all adults that participate at camp.

Medical Forms

Every youth and adult participant attending summer camp will need to have a completed [Annual Health and Medical Record](#) (Parts A, B, and C), including a physician signature, dated within the last twelve months. If you have any questions about the Annual Health and Medical Record, click [here](#) to be taken to the instruction handout.

Make a copy of all medical forms, leave the original at home, and bring the copies 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.

BSA Swim Test

BSA requires that ALL scouts and adults wishing to participate in aquatics activities have completed a Swim Test within the last 12 months. All youth and adult participants are to be designated as swimmers, beginners, or nonswimmers based on swimming ability confirmed by standardized BSA swim classification tests.

Swimmer Classification

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

Beginner Classification

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

Nonswimmer Classification

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

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

Special Note for Out-of-Council Units

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

Provisional Scouts

While it is preferred that scouts attend summer camp with their Troop, we recognize that there are scouts who would like to come to Lost Pines when their troop doesn’t attend. These scouts will be

accommodated Weeks 3 and later as Provisional Scouts. Provisional Scouts will be placed with other Provisional Scouts, and a staff member(s) who serves as the Scoutmaster(s) for the week of summer camp. They will be assigned their own campsite with platforms and tents.

Provisional Scouts must register through the online registration system. A \$100 non-refundable deposit is required at the time of registration. The fee for individual (provisional) scouts is \$360. If a parent is attending camp with a Provisional Scout, they must be a registered leader with the Boy Scouts of America and the \$160 leader fee will apply.

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

Camperships

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

Camperships cover up to 25% of the camp fee during Weeks 1 through 3, and up to 50% during Weeks 4 and later. Please use the [Request for Campership Assistance](#) to apply. **This form must be submitted to the Capitol Area Council office by April 15th.** If you have any questions, please contact Ron Settele, Director of Support Services, at ron.settele@scouting.org or (512) 617-8636.

Refund Policy

Click [here](#) to be directed to the Capitol Area Council's refund policy.

Pre-Event Medical Screening

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

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

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

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

Arriving at Camp

Checking In

Camp check-in begins at 1:00 p.m. on Sunday afternoon and troops are asked to arrive before 3:30 p.m. Upon arrival at camp, please park all vehicles in the designated lot. Staff will be available to escort your troop's trailer to your campsite or assist in transporting gear for troops without a trailer.

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

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

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

Unit Check-In

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

- Verify adult leader paperwork (YPT, Texas Youth Camps Health and Safety Act Form, proof of BSA membership)
- Verify camp attendance (vs. registered) and dietary restrictions (gluten free, no pork, no beef, vegetarian)
- Turn in Unit Swim Check Form
- Provide on-site adult leader contact information
- Sign up for flag ceremonies, grace before meals, and Scout's Own worship service

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

Medical Recheck

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

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

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

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

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

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

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

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

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

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

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

Other Things to Know

Vehicles

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

Sharing Campsites

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

Merit Badge Class Changes

There is an opportunity after check-in to make changes in your scouts' schedules. Changes will be made based on availability.

Flag Retreat/Dinner

All troops should report to the parade ground flagpole by 5:40 p.m. in field uniform (Class A) for the formal flag retreat and any announcements. The flag ceremony starts promptly at 5:45 p.m.

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

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

Troop Cracker Barrel

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

For information on bathhouses, see the Bathhouse Cleaning section below.

During your Stay at Camp

Policies

Conduct

The conduct and discipline of the youth in your troop 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 troop's permission invites problems. "Raiding" of campsites or staff areas by campers or staff is not permitted.

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

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

Uniforms and Shoes

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

Bicycles and Helmets

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

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

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

Bicycle Safety

Follow these basic safety tips when you ride.

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

Fires & Fuels

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

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

Prohibited Items

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

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

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

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

Visitors

All visitors to camp must park in the main parking lot and walk to the A-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 troop leaders to help enforce this policy.

Resources

Camp Commissioners

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

Tools and Service Projects

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

Recognition

Honor Troop

Honor Troop awards are presented Friday night at the closing campfire. Criteria for achieving the Honor Troop award will be determined by the Camp Commissioners during Senior Patrol Leaders & 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 designate 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

Patrol Camping Areas

MAKE PATROL CAMPING AREAS. 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.

Honor Campers

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 may be used as the baseline of all Honor Campers. The maximum number of honor campers for each troop is one per patrol (recognition is a certificate).

Tonkawa and Scoutmaster Challenges

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 by Friday 2:00 p.m. Patches will be placed in the troop's check-out packet.

Other Things to Know

Bathhouse Cleaning

The campsite your troop is in determines which bathhouse you will use and are responsible for helping to keep clean. The chart of the bathhouse assignments and cleaning schedule will be provided at check-in. Troops are responsible for cleaning the bathhouse in the morning and afternoon. When sharing a

time slot, ask the Senior Patrol Leaders to meet and coordinate cleaning. Instructions are posted at each bathhouse inside the supply closet.

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

Lost and Found

Lost and found will be kept in the Dining Hall, Pool, and A-Building. Friday morning all lost and found will be moved to the porch of A-Building. Please take only what belongs to you. Unclaimed items will be kept at The Fickett Center for 30 days before being donated to a charitable organization.

Trading Post

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

Bags and blocks of ice can be purchased at the A-Building using the ice tickets received at check-in or for \$2 per bag/block.

For the Leaders

BSA 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 A-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, 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 & Internet

With coffee always on and Wi-Fi readily available, adult leaders can congregate in the dining hall for refuge and a chance to catch up on some paperwork, as well as to socialize with other leaders.

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 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 head count for Tuesday night’s Adult Leaders Dinner and Friday’s Family Dinner. It is important for us to have these numbers in advance to insure we have enough delicious meals available.

Senior Patrol Leader (SPL) Meetings

Make sure your SPL (or his designee) attends the daily Senior Patrol Leaders Meetings. This meeting takes place in the Commissioner’s Area at 11:00 a.m. Monday through Thursday. This meeting serves to provide SPLs with the information they need regarding campsite inspection, changes to the camp program, and other important information. **It is mandatory that each troop be represented at this meeting each day.**

Training

Each week, classes including Safe Swim Defense, Scoutmaster Position Specific, Introduction to Outdoor Leader Skills, Troop Committee Challenge and First Aid/CPR are taught to Scout leaders. The exact offerings will vary based on trainer availability. If you are interested, please consult the adult training schedule provided at check-in, or ask a commissioner. Leaders may use their troop swim for practical Safe Swim Defense experience. They may also complete the Mile Swim or take BSA Lifeguard.

Please note that this list is subject to change before and during camp.

Training	Day/Time	Activity
SM/ASM Position Specific Training	Monday 8:45 – 11:45 a.m.	Conducted in the air-conditioned comfort of Lindsay Lodge. First part of SM/ASM position required training.
Introduction to Outdoor Leader Skills (IOLS)	Tuesday - Thursday 8:45 – 11:45 a.m.	Training is conducted in the Adult Training Pavilion at Eagle Quest to see skills in action. Second part of SM/ASM position required training.
Committee Challenge	Tuesday 3:00 – 5:00 p.m.	Conducted in the air-conditioned comfort of Lindsay Lodge for all members of the troop leadership.
Archery	Monday After dinner	Asking every troop to send one adult so they are prepared to assist/supervise the Action Archery Shoot Wednesday night.
Climbing Instructor	Monday – Friday Mornings	Provided by the Council Climbing Committee, allowing you to reserve the tower and take your scouts on exciting climbing and rappelling programs. Subject to availability of CAC Climbing Committee members. Fee of \$25/leader.
Safe Swim Defense	Monday 1:15 p.m.	Before a BSA group may engage in swimming activities of any kind, a minimum of one adult leader must complete Safe Swim Defense training.
BSA Lifeguard	All day	Adults can join the scouts and become a BSA Lifeguard.
First Aid Certification	TBA	Depending on the instructor, and their certifying agency, this will cost between \$5 and \$15 per leader.
CPR Certification	TBA	Depending on the instructor, and their certifying agency, this will cost between \$5 and \$15 per leader.

Health and Safety

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

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

Medications

Medications to be taken at camp must be controlled by the unit leader. All medications must be in the proper original containers labeled with the patient's name, medication name and written dosage directions. Unit Leaders must have the Medication Log found in the appendix filled out and turned in at medical recheck. Adults MAY dispense medications to boys in the troop but must NEVER allow medication to be in the possession of a scout. The only exceptions are EpiPens and inhalers which the scout is trained on and needs for extreme emergencies.

A Scout is Reverent

Grace

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

Lost Pines Grace

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

Scout's Own Service

Please encourage scouts to attend the Scout's Own Service, held Wednesday at 5:15pm in the Chapel, near Fish campsite. If your Chaplain's Aide or other scouts wish to participate in the service, please contact the Camp Chaplain at check-in. All are welcome to attend. There will be a Chaplain on call

during the week to assist units with issues including homesickness, and in selecting appropriate graces for meals.

Schedule Overview

Program Areas

Merit badges and related activities at LPSR are designed to fit into a five-day schedule. Classes are held in four sessions in the morning with three 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 layout 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. 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 air-conditioned Dining Hall. To avoid crowding, your troop will have an assigned table(s). Menus will be posted to the summer camp page and should be reviewed for possible allergies. A refrigerator/freezer and microwave will be provided for individuals with special dietary needs. Food should be in Ziploc-style bags labeled and dated with individual’s name and troop number. All scouts must be accompanied by an adult when getting food in the kitchen area.

Camp Schedules

Daily Schedule

Time	Activity
7:00 a.m.	Breakfast

Time	Activity
8:00 a.m.	Flag Ceremony (All troops)
8:30 – 9:20 a.m.	1 st Class Period (Monday through Thursday)
9:30 – 10:20 a.m.	2 nd Class Period (Monday through Thursday)
10:00 – 10:45 a.m.	Leader Meeting
10:30 – 11:20 a.m.	3 rd Class Period (Monday through Thursday)
11:30 – 11:50 a.m.	SPL Meeting
12:00 p.m.	Lunch
1:30 – 2:20 p.m.	4 th Class Period (Monday through Thursday)
2:30 – 3:20 p.m.	5 th Class Period (Monday through Thursday)
3:30 – 4:20 p.m.	6 th Class Period (Monday through Thursday)
4:20 – 5:20 p.m.	Open Time (Monday, Tuesday, and Thursday)
4:20 – 5:00 p.m.	Open Time (Wednesday only)
5:15 – 5:35 p.m.	Scout's Own Service (Wednesday only)
5:50 p.m.	Flag Ceremony (All troops)
6:00 p.m.	Dinner
7:00 p.m.	Evening Programs
10:30 p.m.	Taps – Lights Out

All program areas are open Friday morning for “make-up” time. This will allow scouts to complete any outstanding merit badge requirements.

Friday afternoon has been reserved for camp-wide FUN!

Evening Schedule

Day	Time	Activity
Sunday	1:00 p.m. 8:00 p.m.	Merit Badge Course Changes (Scouts with leader) Campsite Cracker Barrel with Troop Guide
Monday	7:00 – 8:30 p.m. 7:00 – 8:30 p.m. 7:00 – 9:30 p.m. 7:00 – 9:30 p.m. 7:30 – 9:30 p.m.	Adult Leader's Action Archery Training Adult Leader's Open Rifle & Shotgun Shoot Troop Tower Troop Swim (two sessions) Movie Night
Tuesday	6:00 p.m. 6:45 – 8:30 p.m. 8:30 – 10:00 p.m. 9:00 p.m.	Adult Leader Dinner Living History Night Troop Swim (one session) Astronomy Night
Wednesday	5:15 p.m. 7:00 – 9:00 p.m. 7:00 – 9:30 p.m. 7:00 – 9:30 p.m. 7:00 – 10:00 p.m. 9:00 p.m.	Scout's Own Service at the Chapel Action Archery Nat-E-Con Night Troop Tower Troop Swim (two sessions) Wilderness Survival Overnighter
Thursday	6:00 a.m. 7:00 p.m. 9:00 – 10:00 p.m.	SCUBA meet in Dining Hall Volleyball Challenge OA Brotherhood Ceremony & Ice Cream Social

Day	Time	Activity
Friday	6:00 a.m. 1:30 - 3:30 p.m. 6:00 p.m. 8:00 p.m.	SCUBA, Silver Pines and Cycling meet in Dining Hall Patrol Challenge Family Dinner Closing campfire

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 Other Programs Detail



Eagle Quest (First Year Camper Program)

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

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



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





Rank or Certification	Details
	<p>Requirements 2abcd3a4ab5</p> <p>Troop structure, patrol method, and advancement will be worked in addition to knots and knife safety.</p>
	<p>Requirements 3abcd4abcd5abc</p> <p>Requirements 1 and 2 are best done in a troop setting. Requirements 6, 7, and 8 may be completed, if time permits.</p>

Rank or Certification	Details
	<p>Requirements 2abcd6abcde</p> <p>Parts of Requirements 3, 4, and 5 may be completed, if time permits.</p>
	<p>Requirements 3abcd7abcde</p> <p>Parts of Requirements 4, 5, and 6 may be completed, if time permits.</p>

Aquatics (Pool)

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

Merit Badge or Program	Details
Swim Instruction	<p>This class is aimed at scouts who were classified as “Non-swimmers” or “Beginners” in the swim check. This basic swimming instruction is intended to build confidence and skill, with the goal of getting the scout to the point of being able to pass the swim check. <i>This is <u>not</u> a merit badge.</i></p>
	<p>The BSA Lifeguard class is available to both adults and scouts. All participants must be classified as a “swimmer.” BSA Lifeguard can be completed in one week, but it requires a great deal of time. Candidates must attend all day sessions as well as doing practice lifeguarding during open swim periods and/or troop swim. <i>This is <u>not</u> a merit badge.</i></p> <p>A valid professional rescuer or equivalent CPR card is required to complete BSA Lifeguard – bring with you or obtain afterward.</p> <p>Minimum age: 15</p>
	<p>Lifesaving is a very challenging merit badge, which requires a strong swimmer. You’ll need to swim continuously for 400 yards using each of the following strokes in a strong manner for at least 50 continuous yards: front crawl, sidestroke, breaststroke, and elementary backstroke before scouts can start the merit badge, so make sure they are in good shape. Prerequisite: Must already have completed Swimming merit badge Requirement 2a.</p> <p>Lifesaving is a daily two-period class.</p> <p>Eagle required.</p>

Merit Badge or Program	Details
	<p>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></p>
	<p>The SCUBA merit badge can be completed at Lost Pines. Scouts will be in the pool each morning on Monday, Tuesday, and Wednesday. On morning of Thursday and Friday scouts will go off camp to conduct their open water certification dives. Additional paperwork and parental permission forms are required to participate in SCUBA merit badge. These are sent to the participant’s Scout leader of record prior to camp. Limit of 12 participants per week.</p> <p>Minimum age: 13</p>
	<p>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></p>
	<p>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.</p> <p>Swimming is a daily two-period class.</p> <p>Eagle required.</p>

More on the SCUBA Merit Badge

Lost Pines Scout Reservation is proud to provide Scuba merit badge. This program is available for scouts 13 years and older by the start of the camp session they attend.

We have entered into an agreement with a local dive shop to offer the SCUBA merit badge. Scouts will be in the LPSR pool during the entire morning sessions on Monday, Tuesday, and Wednesday. On Thursday and Friday mornings we will arrange to transport them to the Comal River in New Braunfels or Aquarena Springs for their open water dives.

Your scouts will be able to earn the SCUBA merit badge and be a certified SCUBA diver at the completion of camp. The diving instructor we have secured is a veteran staffer from Sea Base from 1996 through 2003 and is well known for his abilities and demeanor with youth.

There is an additional program fee associated with this program. The cost was not available when this guide went to print. Check the reservation system for more information. **Participants must prepay their SCUBA program fee by the final deadline of May 1st.** Your scouts are responsible for reading and knowing the information and completing the on-line questionnaires in each of the six chapters of the


dive book prior to arrival at camp. Name, birth date, and email will be asked from each SCUBA participant so on-line account be set up. As soon as you are registered with our SCUBA vendor, you incur a \$50 charge. **This charge is non-refundable.**

There is a minimum of eight (8) participants to hold the class, and a maximum of twelve (12) participants each week. In addition to the BSA Annual Health and Medical Record, SCUBA participants must download, and complete the [SCUBA Schools International Medical Statement](#). Please note that this form requires the signature of a parent/guardian and physician.

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
	<p>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 experience.</p> <p>Canoeing is a daily two-period class.</p>
	<p>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.</p>
	<p>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.</p> <p>Minimum Age: 13</p>
	<p>Rowing is fun but is harder than canoeing. Scouts will need physical strength and coordination and must be classified as a “Swimmer”. These skills might take some extra time to learn during free boating.</p> <p>Rowing is a daily two-period class.</p>

Merit Badge	Details
	<p>To earn the Small Boat Sailing merit badge, a scout must be classified as a “Swimmer” and have previous boating experience. This offering is for experienced scouts.</p> <p>Small Boat Sailing is a daily two-period class.</p> <p>Minimum Age: 13</p>

Living History



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

Merit Badge/Award	Details
	<p>Scouts will be provided materials for Basketry kits (round and square basket) and stools.</p>
	<p>The size of the Cycling merit badge class is restricted due to bikes and equipment required. If the class is full additional scouts can be added if they bring their own bike and helmet. Requires a 22-mile ride in six hours on Friday morning.</p> <p>Cycling is a daily two-period class.</p> <p>Eagle required.</p>
	<p>Learn about Native American history, including crafts and games while earning the Indian Lore merit badge. Allow additional time to complete projects.</p>
	<p>Leather will be provided by the Leatherwork merit badge instructor, but scouts can purchase a leather kit from the Trading Post, if desired.</p>

Merit Badge/Award	Details
	<p>Scouts will begin their work on the Metalwork merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will use these tools and techniques in either the foundry or blacksmith options. This is a physically demanding merit badge requiring repetitive strikes with a hammer.</p> <p>Metalwork is a daily two-period class.</p>
	<p>Learn about fabric and the different ways its manufactured while working on the Textile merit badge. Die fabric from natural dies as well learning about the care of fabric.</p>
	<p>While working on the Signs, Signals, and Codes merit badge, learn a wide variety of ways to simple communications that we use every day or for emergencies. Discuss some old ways we used to communicate and how secret codes have been made and how to make your own.</p>
	<p>Scouts need to bring their knife and Totin' Chip (Requirement 1b) to work on the Woodcarving merit badge. Kits are available in the Trading Post but blocks of wood are available from the instructor.</p>

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

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

Merit Badge	Details
	<p>Enjoy Lost Pines excellent observatory with 3 telescopes! The Astronomy merit badge requires additional night activities; observation requirements may be impossible to complete if the weather is cloudy.</p>
	<p>Class size for the Chemistry merit badge is limited to 8 because of the number of experiments that need to be completed.</p>

Merit Badge

Details



This 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 & Wildlife Management** merit badge, learn how you can put these practices in place, projects at camp and in your own backyard.



Plan on extra time for collecting leaves. It helps to bring a blank photo album or other binder to display your **Forestry** collection.



Scouts must catch one fish (Requirement #9) to complete the **Fishing** merit badge. Please encourage your scouts to bring their fishing pole and supplies to compliment the equipment provided by camp.



While earning the **Fly Fishing** merit badge, learn the basics of fly-fishing, special knots used, types of flies used, how to cast, and what is the meaning and importance of catch and release.



Scouts must catch one fish (Requirement #10) to complete the merit badge.



Get back to **Nature!** Learn about the natural world all around us – plants, animals, insects, spiders and more!





Learn more about the wide variety of reptiles and amphibians found in Central Texas. Requirement #8 of the **Reptile and Amphibian Study** merit badge cannot be completed at camp.

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

Scoutcraft

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

Merit Badge	Details
	<p>The Camping merit badge cannot be completed at camp. It is helpful to do as much of the paperwork at home, as possible, and bring to camp. Requirement 8d & 9a must be completed outside of summer camp, although the week of camping nights at LPSR may be counted toward the 20 days/nights required for 9a. Requirements 5e, 7b, and 9b2 can be completed at camp, if the scout brings their backpack and goes on a 4-mile hike. Requirement 9b6 (Rappel down a rappel route of 30 feet or more) can be completed during Open Time at the Tower.</p> <p>Eagle required.</p>
	<p>Cooking is a great course for those extra-hungry scouts and represents an excellent experience for any scout. This merit badge requires some cooking at home, thus Requirements 6 & 7d cannot be completed at camp.</p> <p>Cooking is a daily two-period class.</p> <p>Eagle required.</p>

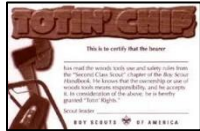
Merit Badge	Details
	<p>Completing all the first-aid requirements for Tenderfoot, Second Class, and First Class are a prerequisite. The first session is demonstration by each scout as described in Requirement 1 and scouts not having these skills will be removed from the class. The First Aid merit badge can be completed at camp if the scout brings items from home to make a personal first aid kit, not a store purchased kit. The material for this merit badge is not difficult, but there is a lot to do!</p> <p>First Aid is a daily two-period class.</p> <p>Eagle required.</p>
	<p>The Emergency Preparedness merit badge cannot be completed at camp unless Requirements 2c, 8b & 9a or 9b are prepared at home and brought to camp to show the instructor. Requirement 1 (earn First Aid merit badge) is not checked off by the camp unless the scout/unit has documentation.</p> <p>Eagle required.</p>
	<p>The word Geocaching is a combination of "geo" which means "earth", and "cache" which means "a hiding place."</p>
	<p>While earning the Orienteering merit badge, learn about using a map, compass and what a 100-meter pace is. Identify map symbols and practice. There may be enough time to do all the courses required for this merit badge. If you have already participated in some orienteering events, bring documentation to the instructor for credit.</p> <p>Orienteering is a daily two-period class.</p>
	<p>Pioneering - the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars - is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings allows scouts to connect with past generations who used these skills as they sailed the open seas and lived in America's forests and prairies.</p> <p>Pioneering is a daily two-period class.</p>
	<p>Learn about what a Search and Rescue team encounters, first aid skills needed, demonstrate readiness, hazards, and practice a scenario about finding your patrol using clue awareness, evidence preservation, tracking the subject and locating.</p>

Merit Badge

Details



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!



Scouts will have the opportunity to earn their **Totin' Chip** card. This certification grants a Scout the right to carry and use woods tools.



Scouts will have the opportunity to earn their **Firem'n Chit** card. This certification grants a scout the right to carry fire-lighting devices (matches, lighters, etc.) to build campfires.



Scouts will have the opportunity to earn the **Paul Bunyan Award**. This award encourages proper use of woods tools, includes training others in Totin' Chip skills, and creating a simple outdoor project using acquired woods tool skills.

Minimum age: 12

Shooting Sports

The Shooting Sports Area offers scouts an opportunity to participate in exciting activities, with an emphasis on safety. Come learn a new skill or master one you already have, and of course, have a good time. The scheduled course time is used for instruction. Scouts may also attend the Open Archery, Open Rifle, and Open Shotgun times scheduled each day to practice and work on qualifying.

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

Course sizes will be limited so that everyone will have plenty of time to shoot. Preference will be given to scouts whose troop has pre-registered and provided merit badge selections in advance. Please be understanding if you are asked to change your schedule because the class is already full – this is necessary to provide a quality experience for all.

Action Archery for Scouts Wednesday night




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

The first 36 scouts who sign up (individually) at the A-Building can participate in the shoot. Participants

must be enrolled in the Archery merit badge (and have instructor approval) or have previously earned the badge. The event is held at 7:00 p.m. on Wednesday.

Monday nights, we are asking every troop to send one adult to 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 Monday nights during summer camp. The rifle and shotgun ranges will be open from 7:00 p.m. until dusk for unit leaders to come to the rifle and shotgun ranges and try their skills. Never shot? 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
	<p>Archery is great fun – some experience with previous range time and skill is desirable. It is suggested that the scout also be available for the Open Archery period. Earning the merit badge includes achieving a certain score on a series of targets, which usually takes considerable time.</p> <p>An additional period for qualifying is available for this merit badge.</p> <p>Archery is a daily two-period class.</p>
	<p>It is suggested that the Scout also be available for the Open Rifle period. 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.</p> <p>An additional period for qualifying is available for this merit badge.</p> <p>Rifle Shooting is a daily two-period class.</p>
	<p>Please be aware that the shotguns are heavy. Physically small scouts may not be able to hold the shotgun and if so, will not be able to complete the Shotgun Shooting merit badge! Scouts must hit 24 out of 50 targets to qualify, and this can take considerable time. Scouts should plan on making use of Open Time to complete the merit badge. Scouts must be at least 13 years old and physically capable of handling the shotgun.</p> <p>An additional period for qualifying is available for this merit badge.</p> <p>Shotgun Shooting is a daily two-period class.</p>

Tower

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

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

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

ATV Safety Course

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

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

Silver Pines Adventure

The scout's week is filled with exciting activities such as canoe fishing, SCUBA orientation, shotgun shooting, and COPE course. **Scouts need to be at least 14 years old and be classified as a "swimmer" in the BSA Swimmer Test.** A maximum of twelve (12) youth participants are permitted each week and at least one adult from one of the units involved will need to attend trips to meet youth protection guidelines.

There is a \$50/youth fee to participate in the Silver Pines Adventure.

End of Camp

Merit Badge Completion Reports

Friday morning, adult leaders should check merit badge completion in Black Pug. This is also the best time to resolve any problems you may see. Questions can be answered at the A Building. This is your best opportunity to resolve issues in person with the merit badge instruction staff.

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. Cost for the dinner will be \$10 for adults and \$5 for children under 11 years of age. The Scoutmaster needs to inform the Camp Commissioner staff 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 flag ceremony at 5:45pm.

Checkout Process

Please be sure to settle any payment issue with the Business Manager before 5:30 p.m. on Friday.

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

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

Once your campsite and bathhouse are clean, make a quick trip to A 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 A Building, be sure to check the lost and found to see if any of your Scouts' belongings are there.

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

Be careful going home!

Important Links

All-Terrain Vehicle (ATV) Program Participation and Hold-Harmless Agreement

http://bsacac.org/my_files/atv_h_h_form_430-048_wb.pdf

Annual Health and Medical Record

https://filestore.scouting.org/filestore/healthsafety/pdf/680-001_abc.pdf

Annual Health and Medical Record Information and FAQs

https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_instruction.pdf?_gl=1*p9qdrn*_ga*MjEyNTYyMzAyNy4xNjM1Nzg2MjMy*_ga_20G0JHESG4*MTY0MjE4MzAxNC4zMS4xLjE2NDIxODMxNzEuNjA.&_ga=2.236231617.1330801375.1642085550-2125623027.1635786232

ASI COVID-19 Liability Waiver

<https://1drv.ms/b/s!AvmH3icASk93g4A3rQMKfWuceJwABQ>

CAC Unit Swim Check Form

https://www.bsacac.org/my_files/bsa_capitol_area_council_unit_swim_check-2013.pdf

CAC Refund Policy

<https://www.bsacac.org/refund-policy/>

Medication Log

https://1drv.ms/b/s!AvmH3icASk93g4A8Fg_hW_PiYhGQRA?e=hqIbjd

Pre-Event Medical Screening Checklist

https://filestore.scouting.org/filestore/HealthSafety/pdf/680-102_PreEventChklist.pdf

Register for Camp

<https://www.bsacac.org/activities/summer-camp/>

Request for Campership Assistance

https://1drv.ms/b/s!AvmH3icASk93g4A2ZQ1iQfTGVBp_0g?e=FXs7O

Routine Drug Administration Record

https://filestore.scouting.org/filestore/HealthSafety/pdf/RoutineDrugAdministrationRecordRevised2011.pdf?_gl=1*1d43kfs*_ga*MjEyNTYyMzAyNy4xNjM1Nzg2MjMy*_ga_20G0JHESG4*MTY0MjE5MTM4MC4zMy4xLjE2NDIxOTE0OTUuNjA.&_ga=2.124237002.1330801375.1642085550-2125623027.1635786232

SCUBA International Medical Statement

<http://www.tomsscuba.com/wp-content/uploads/2016/02/Medical-and-Physician-Guide.pdf>

Texas Youth Camps Health and Safety Act Form

https://www.bsacac.org/wp-content/uploads/2019/05/texas_youth_camps_safety_and_health_act_form_fillable.pdf

Tonkawa Lodge Website

<http://www.tonkawa99.org>

Unit Health Screening

<https://1drv.ms/b/s!AvmH3icASk93g4A7ANERbOU8zztq-Q?e=pZvHh9>